
Subject: Re: Using Pen with U++
Posted by [mirek](#) on Thu, 25 Mar 2021 18:58:21 GMT
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First attempt committed.

```
#include <CtrlLib/CtrlLib.h>

using namespace Upp;

struct MyApp : TopWindow {
    Point pos;

    Vector<Vector<Tuple<double, Pointf>>> drawing;

    PenInfo pen;

    virtual bool Pen(Point p, const PenInfo& pn, dword keyflags) {
        if(pn.pressure) {
            if(!pn.pressure == !pen.pressure) && drawing.GetCount())
                drawing.Top().Add(MakeTuple(pn.pressure, p));
            else
                drawing.Add().Add(MakeTuple(pn.pressure, p));
        }
        pen = pn;
        Refresh();
        return true;
    }

    virtual void Paint(Draw& w0) {
        DrawPainter w(w0, GetSize());
        w.Co();
        w.Clear(SColorPaper());

        w.LineCap(LINECAP_ROUND);
        for(const auto& stroke : drawing)
            if(stroke.GetCount())
                for(int i = 0; i < stroke.GetCount() - 1; i++) {
                    w.Move(stroke[i].b);
                    w.Line(stroke[i + 1].b);
                    w.Stroke(DPI(20) * stroke[i].a, Black());
                }

        int fcy = GetStdFontCy();
        int y = 10;
        auto Text = [&] (const String& text) {
            w.DrawText(10, y, text);
```

```
    y += fcy;
};
Text(AsString(pos));
Text(String() << "Pressure: " << pen.pressure);
Text(String() << "Rotation: " << pen.rotation);
Text(String() << "Tilt: " << pen.tilt);
Text(String() << "Barrel: " << pen.barrel);
Text(String() << "Inverted: " << pen.inverted);
Text(String() << "Eraser: " << pen.eraser);
}
};
```

```
GUI_APP_MAIN
```

```
{
    MyApp().Run();
}
```