
Subject: Re: Using Pen with U++

Posted by [Tom1](#) on Thu, 25 Mar 2021 19:47:20 GMT

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Hi Mirek,

And thanks for the first round on the new Pen interface.

The standard controls seem to work correctly (as expected) and the new interface is nice and clean.

However, the RectTracker needs attention. Please add the following code to the test case and see what happens with Ctrl+Pen and Shift+Pen:

```
virtual bool Pen(Point p, const PenInfo& pn, dword keyflags) {
    if(pn.action==PEN_DOWN){
        if(keyflags&K_SHIFT){
            RectTracker tracker(*this);
            tracker.sync= [=](Rect r) { };
            tracker.MinSize(Size(-100000,-100000));
            tracker.Track(Rect(p,p));
        }
        else if(keyflags&K_CTRL){
            RectTracker tracker(*this);
            tracker.TrackLine(p.x,p.y);
        }
    }

    if(pn.pressure) {
        if(!pn.pressure == !pn.pressure) && drawing.GetCount()
            drawing.Top().Add(MakeTuple(pn.pressure, p));
        else
            drawing.Add().Add(MakeTuple(pn.pressure, p));
    }
    pen = pn;
    Refresh();
    return true;
}
```

Thanks and best regards,

Tom
