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Subject: Re: Using Pen with U++

Posted by [Tom1](#) on Thu, 25 Mar 2021 21:33:39 GMT

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mirek wrote on Thu, 25 March 2021 23:07 Well, I will try to make it work, however the indended road was something like

```
virtual bool Pen(Point p, const PenInfo& pn, dword keyflags) {
    if(keyflags&K_SHIFT)
        return false;
    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;
}
```

```
void LeftDown(Point p, dword keyflags) override {
    if(keyflags & K_SHIFT) {
        RectTracker tracker(*this);
        tracker.MinSize(Size(-100000,-100000));
        tracker.Track(Rect(p,p));
    }
}
```

Previous message content cleared.

Issue solved: I will return with a working RectTracker solution in the next message.

Best regards,

Tom

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