Subject: Re: Using Pen with U++
Posted by Tom1 on Fri, 26 Mar 2021 09:15:18 GMT

Hi,

Well, I put the 'PenDecoder' here just for reference for anyone wishing to map pen to mouse like callbacks in application. It does not really need to be part of CtrlCore.

However, my point here is that, I would feel more at home, if:
- only WM_POINTERUP would cause pn.action=PEN_UP
- only WM_POINTERDOWN would cause pn.action=PEN_DOWN
- and WM_POINTERUPDATE would always keep pn.action=0; (or PEN_MOVE).

I.e. pn.action would be event type instead of state flag of up/down status.

Or do you have some particular reason to always have pn.action set to either PEN_UP or PEN_DOWN depepending on the last change?

Best regards,

Tom