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Subject: Re: Using Pen with U++

Posted by [mirek](#) on Fri, 26 Mar 2021 14:45:07 GMT

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Tom1 wrote on Fri, 26 March 2021 13:39 Good! :)

Maybe you can add a:

```
#define PEN_MOVE 0
```

or something alike in CtrlCore.h?

Is this just MOVE though? I can add PEN\_OTHER, but do not see much point. It is UP, DOWN or nothing...

Now about that RectTracker: I'm having hard time with the ::GetCursorPos/::SetCursorPos...

Quote:

If we do not call ::SetCursorPos in WM\_POINTER, the Pen and Mouse will be in two different positions causing other issues in many places because ::GetCursorPos only knows about the mouse, not pen.

Any ideas how to proceed?

Well, the whole point of Pen virtual method is that we should not meddle with normal mouse.... Is it so bad to just leave it to LeftDown?

Mirek

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