
Subject: Re: Using Pen with U++
Posted by [Tom1](#) on Fri, 26 Mar 2021 15:44:19 GMT
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Mirek,

'case PEN_OTHER:' Looks better than 'case 0:' ... :)

Quote:Is it so bad to just leave it to LeftDown?

I'm not quite sure what do you mean by this.. (?) (If it is about double clicks, drags or barrel mappings to right mouse button, I can handle them in the application side.)

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Anyway, now the good news: I finally got through with RectTracker and Get/SetCursorPos.

The set of changes required follow.

Add to CtrlCore.h:

```
bool GetPenDown(); // << ADD THIS
... AND ...
class RectTracker : public LocalLoop {
public:
    virtual void LeftUp(Point, dword);
    virtual void RightUp(Point, dword);
    virtual void MouseMove(Point p, dword);
    virtual bool Pen(Point p, const PenInfo& pn, dword keyflags); // << ADD THIS
```

Add "&& !GetPenDown()" at line 595 in CtrlMouse.cpp:

```
...
if(findarg(e, LEFTUP, RIGHTUP, MIDDLEUP) >= 0)
    KillRepeat();
Image result = DispatchMouseEvent(e, p, zd);
if(!GetMouseRight() && !GetMouseMiddle() && !GetMouseLeft() && !GetPenDown())
    ReleaseCtrlCapture();
return result;
...
```

Add to LocalLoop.cpp:

```
bool RectTracker::Pen(Point p, const PenInfo& pn, dword keyflags){
    switch(pn.action){
        case 0:
            MouseMove(p,keyflags);
            break;
        case PEN_UP:
            EndLoop();
            break;
```

```
}  
return true;  
}  
Add "&& !GetPenDown()" at line 781 in Win32Wnd.cpp:  
...  
bool Ctrl::ProcessEvent(bool *quit)  
{  
    ASSERT_(IsMainThread(), "ProcessEvent can only run in the main thread");  
    if(!GetMouseLeft() && !GetMouseRight() && !GetMouseMiddle() && !GetPenDown()) // << HERE  
        ReleaseCtrlCapture();  
    ...  
}
```

And the rest is in the attached Win32Proc.cpp.

Best regards,

Tom

File Attachments

1) [Win32Proc.cpp](#), downloaded 183 times
