
Subject: Re: Using Pen with U++
Posted by [mirek](#) on Fri, 26 Mar 2021 17:19:49 GMT
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Tom1 wrote on Fri, 26 March 2021 16:44Mirek,

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

'default:' is fine too :)

Quote:

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.)

```
bool Pen(Point p, const PenInfo& pn, dword keyflags) override {
    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));
    }
}
```

I mean, the main reason for separated Pen method interface is that we do not want to add support to any client code. So to start adding just that right away is perhaps not the best idea?

Mirek
