
Subject: Re: Using Pen with U++

Posted by [Tom1](#) on Mon, 29 Mar 2021 14:20:25 GMT

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Logging the changes shows that it's HasFocus() and especially HasMouse() that oscillates:

```
[+ 0 ms] HasMouse() = false
[+ 0 ms] HasFocus() = true
[+ 0 ms] HasMouse() = true
[+ 0 ms] HasFocus() = false
[+ 0 ms] HasMouse() = false
[+ 0 ms] HasFocus() = true
[+ 0 ms] HasMouse() = true
[+ 32 ms] HasFocus() = false
[+ 0 ms] HasMouse() = false
[+ 0 ms] HasMouse() = true
[+ 0 ms] HasMouse() = false
[+ 0 ms] HasMouse() = true
[+ 0 ms] HasMouse() = false
[+ 0 ms] HasFocus() = true
[+ 0 ms] HasMouse() = true
[+ 0 ms] HasFocus() = false
[+ 0 ms] HasMouse() = false
[+ 0 ms] HasFocus() = true
[+ 0 ms] HasMouse() = true
[+ 31 ms] HasFocus() = false
[+ 0 ms] HasMouse() = false
[+ 0 ms] HasMouse() = true
[+ 0 ms] HasMouse() = false
[+ 0 ms] HasMouse() = true
[+ 0 ms] HasMouse() = false
[+ 0 ms] HasFocus() = true
[+ 0 ms] HasMouse() = true
[+ 0 ms] HasFocus() = false
[+ 0 ms] HasMouse() = false
[+ 0 ms] HasFocus() = true
[+ 0 ms] HasMouse() = true
[+ 31 ms] HasFocus() = false
[+ 0 ms] HasMouse() = false
[+ 0 ms] HasMouse() = true
[+ 0 ms] HasMouse() = false
[+ 0 ms] HasMouse() = true
[+ 0 ms] HasMouse() = false
[+ 0 ms] HasFocus() = true
[+ 0 ms] HasMouse() = true
[+ 0 ms] HasFocus() = false
[+ 0 ms] HasMouse() = false
[+ 0 ms] HasFocus() = true
[+ 0 ms] HasMouse() = true
```

```
[+ 31 ms] HasFocus() = false
[+ 0 ms] HasMouse() = false
[+ 0 ms] HasMouse() = true
[+ 0 ms] HasMouse() = false
[+ 0 ms] HasMouse() = true
[+ 0 ms] HasMouse() = false
[+ 0 ms] HasFocus() = true
[+ 0 ms] HasMouse() = true
[+ 0 ms] HasFocus() = false
[+ 0 ms] HasMouse() = false
[+ 0 ms] HasFocus() = true
[+ 0 ms] HasMouse() = true
[+ 32 ms] HasFocus() = false
[+ 0 ms] HasMouse() = false
[+ 0 ms] HasMouse() = true
[+ 0 ms] HasMouse() = false
[+ 0 ms] HasMouse() = true
[+ 0 ms] HasMouse() = false
[+ 0 ms] HasFocus() = true
[+ 0 ms] HasMouse() = true
[+ 0 ms] HasFocus() = false
[+ 0 ms] HasMouse() = false
[+ 0 ms] HasFocus() = true
[+ 0 ms] HasMouse() = true
[+ 31 ms] HasFocus() = false
[+ 0 ms] HasMouse() = false
[+ 0 ms] HasMouse() = true
[+ 0 ms] HasMouse() = false
[+ 0 ms] HasMouse() = true
[+ 0 ms] HasMouse() = false
[+ 0 ms] HasFocus() = true
[+ 0 ms] HasMouse() = true
[+ 0 ms] HasFocus() = false
[+ 0 ms] HasMouse() = false
[+ 0 ms] HasFocus() = true
[+ 0 ms] HasMouse() = true
[+ 31 ms] HasFocus() = false
[+ 0 ms] HasMouse() = false
[+ 0 ms] HasMouse() = true
[+ 0 ms] HasMouse() = false
[+ 0 ms] HasMouse() = true
[+ 0 ms] HasMouse() = false
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[+ 0 ms] HasFocus() = false
[+ 0 ms] HasMouse() = false
[+ 0 ms] HasFocus() = true
[+ 0 ms] HasMouse() = true
```

```
[+ 31 ms] HasFocus() = false  
[+ 0 ms] HasMouse() = false  
[+ 0 ms] HasMouse() = true  
[+ 0 ms] HasMouse() = false  
[+ 0 ms] HasMouse() = true  
[+ 0 ms] HasMouse() = false  
[+ 0 ms] HasFocus() = true
```

Best regards,

Tom
