
Subject: Re: Using Pen with U++

Posted by [Tom1](#) on Mon, 29 Mar 2021 15:29:48 GMT

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OK, I logged some MEvent0 coordinates and tracked for mouseCtrl changes. It seems this is flipping mouseCtrl a lot:

```
[+ 0 ms] WM_POINTERUPDATE
[+ 0 ms] MEvent0 [141, 199]
[+ 0 ms] WM_POINTERUPDATE
[+ 0 ms] MEvent0 [141, 199]
[+ 0 ms] WM_POINTERUPDATE
[+ 0 ms] MEvent0 [141, 199]
[+ 0 ms] HasMouse() = false
[+ 0 ms] MEvent0 [141, 199]
[+ 0 ms] WM_POINTERUPDATE
[+ 0 ms] MEvent0 [141, 199]
[+ 0 ms] WM_POINTERUPDATE
[+ 0 ms] MEvent0 [142, 199]
[+ 0 ms] MEvent0 [142, 199]
[+ 0 ms] MEvent0 [142, 199]
[+ 0 ms] WM_MOUSEMOVE
[+ 0 ms] MEvent0 [139, 21]
[+ 0 ms] mouseCtrl != this
[+ 0 ms] HasFocus() = true
[+ 0 ms] HasMouse() = true
[+ 0 ms] HasFocus() = false
[+ 0 ms] HasMouse() = false
[+ 0 ms] HasFocus() = true
[+ 0 ms] HasMouse() = true
[+ 0 ms] MEvent0 [139, 21]
[+ 31 ms] WM_POINTERUPDATE
[+ 0 ms] MEvent0 [142, 199]
[+ 0 ms] mouseCtrl != this
[+ 0 ms] HasFocus() = false
[+ 0 ms] HasMouse() = false
[+ 0 ms] HasMouse() = true
[+ 0 ms] HasMouse() = false
[+ 0 ms] HasMouse() = true
[+ 0 ms] WM_POINTERUPDATE
[+ 0 ms] MEvent0 [142, 199]
[+ 0 ms] WM_POINTERUPDATE
[+ 0 ms] MEvent0 [142, 199]
[+ 0 ms] HasMouse() = false
[+ 0 ms] MEvent0 [142, 199]
[+ 16 ms] WM_POINTERUPDATE
[+ 0 ms] MEvent0 [143, 199]
[+ 0 ms] MEvent0 [143, 199]
```

```
[+ 0 ms] MEvent0 [143, 199]
[+ 0 ms] WM_MOUSEMOVE
[+ 0 ms] MEvent0 [140, 21]
[+ 0 ms] mouseCtrl != this
[+ 0 ms] HasFocus() = true
[+ 0 ms] HasMouse() = true
[+ 0 ms] HasFocus() = false
[+ 0 ms] HasMouse() = false
[+ 0 ms] HasFocus() = true
[+ 0 ms] HasMouse() = true
[+ 0 ms] MEvent0 [140, 21]
[+ 16 ms] WM_POINTERUPDATE
[+ 0 ms] MEvent0 [143, 199]
[+ 0 ms] mouseCtrl != this
[+ 0 ms] HasFocus() = false
[+ 0 ms] HasMouse() = false
[+ 0 ms] HasMouse() = true
[+ 0 ms] HasMouse() = false
[+ 0 ms] HasMouse() = true
[+ 0 ms] WM_POINTERUPDATE
[+ 0 ms] MEvent0 [143, 199]
```

Please note that pen is nearly stationary during this.

Best regards,

Tom

EDIT: Added WM_POINTERUPDATE and WM_MOUSEMOVE markers to the log, so that we can identify that the incompatible coordinates are coming from respective sources.
