Subject: Re: Using Pen with U++
Posted by Tom1 on Mon, 29 Mar 2021 18:41:51 GMT
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Mirek,

I'm almost sure this problem is about CtrlCore not entirely knowing about pen down condition. In a way, this resembles the ::GetCursorPos() issue you just fixed, where ::GetCursorPos() was not entirely aware of pen position, but only knew it after default processing. In this case GetMouseLeft() asks Windows for the left button state, but pen down is not the same as left mouse button in this case and is not detected. E.g. mouseCtrl and captureCtrl may be affected by this fact.

Again, I'm not familiar enough with the CtrlCore to make it properly aware about pen down condition. Can you improve the 'pen down awareness' of CtrlCore?

I tried:
static bool pendown=false;
bool GetMouseLeft() { return pendown || (!!(GetKeyStateSafe(VK_LBUTTON) & 0x8000)); }
and updating the flag with WM_POINTERDOWN/WM_POINTERDOWN, but this was not enough.

Best regards,

Tom