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Subject: Re: Using Pen with U++  
Posted by [Tom1](#) on Tue, 30 Mar 2021 13:26:29 GMT  
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Hi Mirek,

The following changes would add Pen support to RectTracker (and the inherited Sketcher).

Add to RectTracker in CtrlCore.h:

```
public:
virtual bool  Pen(Point p, const PenInfo &pn, dword keyflags);
virtual void  DoMouseMove(Point p, dword);
```

```
protected:
int  pointer;
```

Changes in LocalLoop.cpp:

```
RectTracker::RectTracker(Ctrl& master)
{
    pointer=NULL; // << ADD THIS IN CONSTRUCTOR
```

```
...
```

```
bool  RectTracker::Pen(Point p, const PenInfo &pn, dword keyflags){ // ADD Pen() here
    if(IsNull(pointer)) pointer=1;
    if(pointer!=1) return false;
```

```
    switch(pn.action){
        case 0:
            DoMouseMove(p, keyflags);
            break;
        case PEN_DOWN:
            LeftDown(p, keyflags);
            break;
        case PEN_UP:
            LeftUp(p, keyflags);
            break;
    }
    return true;
}
```

```
void RectTracker::MouseMove(Point mp, dword){ // ADD NEW MouseMove here
    if(IsNull(pointer)) pointer=2;
    if(pointer!=2) return;
    DoMouseMove(mp,0);
}
```

```
void RectTracker::DoMouseMove(Point mp, dword) // RENAMED ORIGINAL MouseMove to
DoMouseMove
{
```

... THIS IS THE ORIGINAL MouseMove() code here ...

Changes in Win32Proc.cpp:

```
static bool pendown=false; // ADD
```

```
bool GetMouseLeft() { return pendown || !(GetKeyStateSafe(VK_LBUTTON) & 0x8000); } // ADD
'pendown ||' here
```

...

```
if(message == WM_POINTERUPDATE && GetPointerPenInfoHistory(pointerId, &hc, ppit)) {
    bool processed = false;
    for(int i = hc - 1; i >= 0; i--) {
        ProcessPenInfo(ppit[i]);
        POINT hp = ppit[i].pointerInfo.ptPixelLocation;
        CurrentMousePos = hp; // << ADD UPDATING HERE
        ScreenToClient(hwnd, &hp);
        pen.history = (bool)i;
        processed = DoPen(hp);
    }
}
```

...

```
switch(message) {
case WM_POINTERDOWN:
    pendown=true; // << ADD set pendown here
    pen.action = PEN_DOWN;
    ClickActivateWnd();
    break;
case WM_POINTERUP:
    pendown=false; // << ADD set pendown here
    pen.action = PEN_UP;
    break;
}
```

The updated testcase including modified Sketcher is attached in main2.cpp.

Would this be acceptable, or do you have a more elegant solution?

Best regards,

Tom

## File Attachments

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1) [main2.cpp](#), downloaded 112 times

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