
Subject: Re: Using Pen with U++
Posted by [Tom1](#) on Thu, 01 Apr 2021 11:53:23 GMT
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Hi Mirek,

Just noticed that SetCapture()/ReleaseCapture() was not working with Pen. Here's a fix for that:

```
auto DoPen = [&](Point p) {
    GuiLock __;
    eventCtrl = this;
    Ctrl *q = this;
    if(captureCtrl){
        q=captureCtrl;
        p+=GetScreenRect().TopLeft()-captureCtrl->GetScreenRect().TopLeft();
    }
    else for(Ctrl *t = q; t; t=q->ChildFromPoint(p)) q = t;

    bool b = q->Pen(p, pen, GetMouseFlags());
    SyncCaret();
    Image m = CursorOverride();
    if(IsNull(m)) SetMouseCursor(q->CursorImage(p,GetMouseFlags()));
    else SetMouseCursor(m);
    return b;
};
```

Best regards,

Tom

EDIT: Fixed coordinate offset in captureCtrl...
