
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...
