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Subject: Re: Using Pen with U++  
Posted by [Tom1](#) on Thu, 01 Apr 2021 14:22:47 GMT  
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Mirek,

OK, it seems the following (along with the previous changes) fixes Splitter behavior with pen.

Splitter.h:

```
class Splitter : public Ctrl {
    int      pointer;
public:
    virtual void  Layout();
    virtual void  Paint(Draw& draw);
    virtual void  DoMouseMove(Point p, dword keyflags);
    virtual void  MouseMove(Point p, dword keyflags);
    virtual bool  Pen(Point p, const PenInfo &pn, dword keyflags);
    virtual void  LeftDown(Point p, dword keyflags);
    virtual void  LeftUp(Point p, dword keyflags);
    ...
}
```

Splitter.cpp:

```
...
void Splitter::MouseMove(Point p, dword) {
    if(pointer==2) DoMouseMove(p,0);
}

void Splitter::DoMouseMove(Point p, dword) {
    if(HasCapture() && mouseindex >= 0 && mouseindex < pos.GetCount()) {
        SetPos(ClientToPos(p), mouseindex);
        Refresh();
        WhenAction();
    }
}

bool Splitter::Pen(Point p, const PenInfo &pn, dword keyflags){
    switch(pn.action){
    case 0:
        if(pointer==1 && !pn.history) DoMouseMove(p, keyflags);
        break;
    case PEN_DOWN:
        if(IsNull(pointer)) pointer=1;
        LeftDown(p, keyflags);
        break;
    case PEN_UP:
        LeftUp(p, keyflags);
        break;
    }
}
```

```

    return true;
}

void Splitter::LeftDown(Point p, dword) {
    if(IsNull(pointer)) pointer=2;
    SetCapture();
    Refresh();
    mouseindex = FindIndex(p);
}

int Splitter::FindIndex(Point client) const {
    int best = -1;
    int maxdist = chstyle->width;
    for(int i = 0; i < pos.GetCount(); i++) {
        int dist = abs((vert ? client.y : client.x) - PosToClient(pos[i]));
        if(dist <= maxdist) {
            best = i;
            maxdist = abs(dist);
        }
    }
    return best;
}

void Splitter::LeftUp(Point p, dword keyflags) {
    pointer=NULL;
    if(HasCapture())
        WhenSplitFinish();
    ReleaseCapture();
    Refresh();
}

...
Splitter::Splitter() {
    pointer = NULL; // << Initialize here
    chstyle = NULL;
}
...

```

Best regards,

Tom

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