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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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