
Subject: Re: Using Pen with U++
Posted by [Tom1](#) on Thu, 01 Apr 2021 16:01:53 GMT
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Well, I do not know... When using default (non-pen) processing, pen must be dragged 2 cm before WM_LBUTTONDOWN is first sent. :?

I do not know if this is the reason why the Splitter wall does not get captured with SetCapture().

So, I'm not sure at all, if this is our/my failure or if it is Wacom or Microsoft issue... After all, a mouse drag effectively begins only few pixels away from the starting point while for wacom it takes 2 cm.

Best regards,

Tom

EDIT: More specifically: When I put the pen down on standard splitter and start dragging, the splitter first gets nothing. As pen proceeds on top of the adjacent Canvas, the Canvas receives Pen() move actions with pressure on. When pen has moved 2 cm, I would expect the splitter to finally react, but in fact it requires pen passing over the splitter wall at a range greater than 2 cm from the starting point in order for the capture to realize.

EDIT2: The reason for not getting the WM_LBUTTONDOWN is obviously the lack of default processing when all the WM_POINTER* are in fact processed in Canvas and end with return 0L; instead. However, if we let it do default processing, we will start getting some WM_MOUSEMOVES too from pen even when WM_POINTERUPDATES have actually been processed already.

Maybe this must be fixed on the application side then: If Pen() returns false for such moves when pen is not actively being used in the Canvas i.e. a pendown condition therein, then Splitter can work almost normally despite the 2 cm start-up threshold. Obviously, the MouseMove(s) must be processed accordingly.
