
Subject: Re: Using Pen with U++

Posted by [Tom1](#) on Fri, 02 Apr 2021 19:27:08 GMT

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mirek wrote on Fri, 02 April 2021 12:43Please try trunk reference/Pen now...

Notes: This is just a first rough attempt, if this works, it needs a cleanup and handling of history.

Hi Mirek,

I just updated to latest SVN. All drags start 2 cm late. (Let's call this issue 'DragLag' for short from now on.) This is no wonder as WM_POINTERUPDATE does not send MouseMove() events to the app through any channel. Giving WM_POINTER* messages to the DefWindowProc*() to handle, causes DragLag before WM_LBUTTONDOWN and respective WM_MOUSEMOVE messages are generated. I have spent last two weeks on the issue and have not found any clean and easy way out with Wacom.

I understand that you don't have this DragLag -nightmare with XP-PEN and everything you do works with it. And that my attempts here are complex and ugly.

However, in order for Wacom to work with immediate response, we have to process everything from WM_POINTER* messages to application events (such as MouseMove(), LeftDown(), etc. or Pen() with proper PenInfo to decode the operations in the app.) If we also decide to break into DefWindowProc*() processing at the end of processing WM_POINTER* messages, we will need to block its resulting output to the Pen -enabled controls.

Best regards,

Tom
