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Subject: Re: Using Pen with U++  
Posted by [Tom1](#) on Sat, 03 Apr 2021 08:37:16 GMT  
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mirek wrote on Sat, 03 April 2021 09:57In general: I strongly believe that whatever model we choose in the end, it must not require changes in CtrlLib.

WRT to draglag, after reading MSDN docs, I have the impression that this is exactly what M\$ wants to happen.

Anyway, a draglag related question - it is not quite clear to me whether the draglag which you experience is

- a) drag starts late, after moving pen a bit, not immediately
- b) drag has offset

(With XPPEN, with current model, drag just starts a little late, but position is correct)

Mirek

What I decided to call draglag is a), it starts 2 cm late on screen, but does not introduce any offset.

Now that I read your MSDN finding, I understand draglag is the decision lag for Windows Ink to figure out 'pen gestures'.

Quote:What about other issues? I mean, does it work as mouse elsewhere?  
In principle almost everything works. Draglag is the only serious problem.

Other related peculiarities (Windows pen gestures?):

- LeftHold translates to RightDown+RightUp
- While tap with barrel pressed translates to RightDown+RightUp, a drag with barrel becomes a left drag (=LeftDown+LeftDrag+MouseMoves+LeftUp).

Also, my Sketcher no longer works, but that should be fixable here as RectTracker works.

So, in my opinion, we should get rid of DragLag and hopefully Windows pen gestures too, and receive just the same event behavior as is available with a mouse. This way CtrlLib (and apps) would not require any changes to support pen, but with GetPenInfo() we could benefit from the pen. I would suggest that a pressed barrel would change pen down to RightDown and so on.

That would be the most natural experience for a user. If we want to emulate Right click with pen hold, we would map LeftHold to RightUp in our app.

Best regards,

Tom

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