
Subject: Re: Using Pen with U++
Posted by [mirek](#) on Sat, 03 Apr 2021 13:52:56 GMT
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Tom1 wrote on Sat, 03 April 2021 11:37Adding:
case WM_TABLET_QUERYSYSTEMGESTURESTATUS:
return TABLET_DISABLE_PRESSANDHOLD;

Removes the pen down/hold/up mapping to RightDown/RightUp and instead gives LeftDown/LeftUp. No LeftHold is generated during the prolonged pen-down though.

Unfortunately, this does not help at all with draglag.

Best regards,

Tom

Another thing we can try is to retain Pen method, but discard bool return value, always process with DefWindowProc. Create new RectTracker just for Pen...
