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Subject: Re: Using Pen with U++

Posted by [mirek](#) on Sun, 04 Apr 2021 16:55:19 GMT

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Looks good (and applied), except "supports\_pen". The problem I see is that we are not quite sure IMO that the current mouse message is translated pen message that has set it to true. Plus the only thing it seems to do is to prevent the final dispatch of event to Ctrl - you can do that as well in the client code IMO.

Plus, it seems to fix the pointer image to Arrow (no CursorImage), which can be a problem too...

IMO I would try to get rid of it. If not possible, lets us be upfront and just make it Ctrl flag (not Pen return value).

Mirek

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