
Subject: Re: Using Pen with U++
Posted by [Tom1](#) on Sun, 04 Apr 2021 20:02:00 GMT
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I agree that 'EnablePenSupport' is a bad name for it. 'DisableMouse' is not any better. In fact it should be something like 'DisableEmulatedMouseEventsForPen'.

But, as practically always, you are right: I can do everything related to 'supports_pen' flag at client side. I just add this to my Pen enabled widget:

```
virtual Image MouseEvent(int event, Point p, int zdelta, dword keyflags) override {  
    if(keyflags&K_PEN) return CursorImage(p, keyflags);  
    return Ctrl::MouseEvent(event, p, zdelta, keyflags);  
}
```

In this case, I would drop everything in CtrlCore having something to do with 'supports_pen'.

So the last question is: Do you really want to get rid of 'supports_pen' flag? Both ways are fine with me.

Best regards,

Tom
