## Subject: Re: Using Pen with U++
Posted by mirek on Sun, 04 Apr 2021 21:15:33 GMT

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Tom1 wrote on Sun, 04 April 2021 22:02I 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

Occam's razor... :)

Mirek