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Subject: Re: Using Pen with U++  
Posted by [Tom1](#) on Wed, 07 Apr 2021 09:04:44 GMT  
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Mirek,

Otherwise it's going just fine, but we need to remove the following from WindowProc():  
case WM\_TABLET\_QUERYSYSTEMGESTURESTATUS:  
return TABLET\_DISABLE\_PRESSANDHOLD; // For clean press and hold behavior

The problem is that barrel to right mouse button mapping does not work correctly in non-pen enabled applications. (E.g. a barrel-tap on ArrayCtrl does not show associated context menus, but instead behaves as left click.)

EDIT: Another improvement to barrel -> right mouse button mapping is here in the same file Win32Proc.cpp line 57:

```
bool GetMouseRight() { return Ctrl::GetPenInfo().barrel || !(GetKeyStateSafe(VK_RBUTTON) & 0x8000); }
```

Best regards,

Tom

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