
Subject: Re: Using Pen with U++

Posted by [Tom1](#) on Fri, 09 Apr 2021 08:00:16 GMT

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mirek wrote on Fri, 09 April 2021 10:18Tom1 wrote on Wed, 07 April 2021 11:04

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

Should not there at least be some sort of Ctrl::IsPen() test mixed in?

(Other patches applied).

Mirek

Well, I think not. As GetMouseRight() can be called from anywhere at any time, there is no forced association to specific pen or mouse event. So, we just get the info if right mouse button or barrel is pressed or not. I'm merely trying to make both mouse and pen behave the same way in apps and this helps towards this target. Obviously, we do not want mixed blinking response from GetMouseRight() depending on which pointing device has more recently updated its button status.

Best regards,

Tom
