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Subject: Re: Using Pen with U++

Posted by [Tom1](#) on Fri, 09 Apr 2021 18:15:19 GMT

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Hi Mirek,

It seems routing Pen() to ctrl in GLPane fixes the Pen() in GLCtrl:

```
#ifdef PLATFORM_WIN32
struct GLPane : DHCtrl {
    friend class GLCtrl;

    GLCtrl *ctrl;

    void DoGLPaint();

public:
    GLPane() { NoWantFocus(); }

    virtual void State(int reason);
    virtual LRESULT WindowProc(UINT message, WPARAM wParam, LPARAM lParam);
    virtual Image MouseEvent(int event, Point p, int zdelta, dword keyflags);
    virtual void Pen(Point p, const PenInfo& pen, dword keyflags) { if(ctrl) ctrl->Pen(p, pen, keyflags); }
} // ADD THIS FOR ROUTING PEN
    void Init();
    void Destroy();

    void ActivateContext();

    void ExecuteGL(HDC hdc, Event<> paint, bool swap_buffers);
    void ExecuteGL(Event<> paint, bool swap_buffers);
};
#endif
```

However, I have a funny feeling this is not the full story. E.g. how does mouseTarget fit into this picture?

Best regards,

Tom

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