
Subject: Re: Using Pen with U++

Posted by [mirek](#) on Sat, 01 May 2021 08:16:11 GMT

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Tom1 wrote on Fri, 30 April 2021 11:08Hi Mirek,

Before applying the below code, please consider the following: Although this makes it work on Ubuntu 20.04 in addition to Linux Mint 20.1 with Wacom, it seems like accepting a bug in Ubuntu and adapting to it. (Pretty much like what we have to do in Windows normally...)

I also tried to address the missing tilt information here by reading `gdk_device_get_axes()` and behaving accordingly, but that does not seem to work either. Tilt remains constantly on both axis at 0.00787... Is it the same with your XPPEN tablet?

```
#if GTK_CHECK_VERSION(3, 22, 0)
GdkDevice *d = gdk_event_get_source_device(event);
int s=d?gdk_device_get_source(d):0;
if(d && ((s==GDK_SOURCE_PEN) || (s==GDK_SOURCE_TOUCHSCREEN))) {
    e.pen = true;
    e.pen_barrel = MouseState & GDK_BUTTON3_MASK;
    double *axes = NULL;
    if(event->type == GDK_MOTION_NOTIFY)
        axes = ((GdkEventMotion *)event)->axes;
    if(findarg(event->type, GDK_BUTTON_PRESS, GDK_2BUTTON_PRESS,
GDK_3BUTTON_PRESS, GDK_BUTTON_RELEASE) >= 0)
        axes = ((GdkEventButton *)event)->axes;
    if(axes) {
        GdkAxisFlags flags = gdk_device_get_axes (d);
        if(flags & GDK_AXIS_FLAG_PRESSURE) gdk_device_get_axis(d, axes,
GDK_AXIS_PRESSURE, &e.pen_pressure);
        if(flags & GDK_AXIS_FLAG_ROTATION) gdk_device_get_axis(d, axes,
GDK_AXIS_ROTATION, &e.pen_rotation);
        if(flags & GDK_AXIS_FLAG_XTILT) gdk_device_get_axis(d, axes, GDK_AXIS_XTILT,
&e.pen_tilt.x);
        if(flags & GDK_AXIS_FLAG_YTILT) gdk_device_get_axis(d, axes, GDK_AXIS_YTILT,
&e.pen_tilt.y);
    }
}
#endif
```

Best regards,

Tom

OK, applied with cosmetics. Hopefully the last change for 2021.1....

Mirek
