Subject: Re: Using Pen with U++
Posted by mirek on Sat, 01 May 2021 08:19:05 GMT

Tom1 wrote on Fri, 30 April 2021 17:08Mirek,

This might only apply after release 2021.1, but I found a solution for history -- or rather the backlog of mouse events:


```
//   if(findarg(a.type, GDK_MOTION_NOTIFY, GDK_CONFIGURE) < 0)
   if(findarg(a.type, GDK_CONFIGURE) < 0) // *** HERE: We cannot drop
GDK_MOTION_NOTIFY events
    break;
   Events.DropHead();
```

...
This last one dropped queued GDK_MOTION_NOTIFY events and ruined all attempts to get them through.

I am not really comfortable with not compressing motion events for MouseMove - there is a reason for that... I think we should limit this to just Pen method somehow... Either way, not in 2021.1

Mirek