
Subject: Re: Using Pen with U++
Posted by [Tom1](#) on Sat, 01 May 2021 14:56:46 GMT
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Hi,

Thanks, Mirek. I will test the applied changes on Monday at the office then.

For the future, i.e. post 2021.1: As for the pen history processing, should we consider some mechanism that would provide full motion history as a `Vector<>` of pen data. Then callbacks would be compressed, but the target `Ctrl` would decide if it wants to process the full history `Vector` or just the latest observation. This would scale well in my opinion, but still easily provide full pen trace.

Best regards,

Tom
