
Subject: Re: Using Pen with U++
Posted by [Tom1](#) on Sat, 01 May 2021 20:56:49 GMT
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mirek wrote on Sat, 01 May 2021 18:57

I think all is OK as long as those "overflow" events are delivered only to Pen. We already have history flag, do not we?

I am just afraid that doing that for all MouseMoves could overwhelm some widgets that do not account for this....

Mirek

Actually, I'm not so sure about overwhelming anything. Even when we do:

```
gtk_widget_set_events(top->window, GDK_ALL_EVENTS_MASK &  
~GDK_POINTER_MOTION_HINT_MASK);
```

to disable deprecated motion compression, there will be modern default motion compression enabled, which is only disabled for full data by:

```
gdk_window_set_event_compression(((GdkEventButton *)event)->window, false);
```

And this I only used for pen and touch when some button is down in the above code. Not for mouse at all, so it should really be compressed in GDK. However, what is missing is that the history flag should be set in some smart way to improve efficiency of widgets that do not need this much detail from pen. In my opinion when the pen is in mouse emulation and not using Pen() interface, it should be compressed for best response from widgets not prepared for such stream of moves. One critical example would be a Splitter, which can cause a terrible load from refreshing complex child widgets.

Best regards,

Tom
