
Subject: Re: Using Pen with U++
Posted by [Tom1](#) on Thu, 11 Mar 2021 10:53:42 GMT
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OK, if I add this to the beginning of WindowProc():

```
switch(message) {  
  case WM_POINTERDOWN:  
    RLOG("WM_POINTERDOWN");  
    break;  
  case WM_POINTERUPDATE:  
    RLOG("WM_POINTERUPDATE");  
    break;  
  case WM_POINTERUP:  
    RLOG("WM_POINTERUP");  
    break;  
  case WM_MOUSEMOVE:  
    RLOG("WM_MOUSEMOVE");  
    break;  
  case WM_LBUTTONDOWN:  
    RLOG("WM_LBUTTONDOWN");  
    break;  
  case WM_LBUTTONUP:  
    RLOG("WM_LBUTTONUP");  
    break;  
  case WM_LBUTTONDOWN:  
    RLOG("WM_LBUTTONDOWN");  
    break;  
}
```

I will get this sequence for drawing one line:

```
...  
WM_POINTERUPDATE  
WM_MOUSEMOVE  
WM_POINTERUPDATE  
WM_MOUSEMOVE  
WM_POINTERUPDATE  
WM_MOUSEMOVE  
WM_POINTERUPDATE  
WM_POINTERDOWN  
WM_POINTERUPDATE  
WM_POINTERUPDATE  
...  
WM_POINTERUPDATE  
WM_POINTERUPDATE  
WM_POINTERUPDATE  
WM_POINTERUPDATE  
WM_POINTERUPDATE
```

WM_POINTERUPDATE
WM_POINTERUPDATE
WM_MOUSEMOVE
WM_LBUTTONDOWN
WM_MOUSEMOVE
WM_POINTERUPDATE
WM_MOUSEMOVE
WM_POINTERUPDATE
WM_MOUSEMOVE
WM_POINTERUPDATE
WM_MOUSEMOVE
WM_POINTERUPDATE
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WM_MOUSEMOVE
WM_POINTERUPDATE
WM_MOUSEMOVE

...

WM_MOUSEMOVE
WM_POINTERUPDATE
WM_MOUSEMOVE
WM_POINTERUPDATE
WM_POINTERUP
WM_MOUSEMOVE
WM_LBUTTONUP
WM_POINTERUPDATE
WM_MOUSEMOVE
WM_POINTERUPDATE
WM_MOUSEMOVE

...

How about you?

Best regards,

Tom
