
Subject: Re: Using Pen with U++
Posted by [mirek](#) on Thu, 11 Mar 2021 13:16:17 GMT
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Added some log to the testing code too.

```
virtual void LeftDown(Point p, dword)
{
    if(IsPointerPen()) {
        DLOG("Start line");
        drawing.Add().Add(MakeTuple(GetPenPressure(), p));
    }
    Refresh();
}

virtual void MouseMove(Point p, dword keyflags) {
    pos = p;
    if(IsPointerPen() && drawing.GetCount()) {
        DLOG("Drawing line, pressure: " << GetPenPressure());
        drawing.Top().Add(MakeTuple(GetPenPressure(), p));
    }
    Refresh();
}
```

```
WM_MOUSEMOVE
WM_POINTERUPDATE
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WM_MOUSEMOVE
Drawing line, pressure: 0.14453125
WM_POINTERUPDATE
WM_MOUSEMOVE
Drawing line, pressure: 0.150390625
WM_POINTERUPDATE
WM_MOUSEMOVE
Drawing line, pressure: 0.1689453125
WM_POINTERUPDATE
WM_MOUSEMOVE
Drawing line, pressure: 0.1767578125
WM_POINTERUPDATE
WM_MOUSEMOVE
Drawing line, pressure: 0.205078125
WM_POINTERUPDATE
WM_MOUSEMOVE
Drawing line, pressure: 0.220703125
WM_POINTERUPDATE
WM_MOUSEMOVE
Drawing line, pressure: 0.2421875
WM_POINTERUPDATE
WM_MOUSEMOVE
Drawing line, pressure: 0.24609375
WM_POINTERUPDATE
WM_MOUSEMOVE
Drawing line, pressure: 0.2578125
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Drawing line, pressure: 0.2607421875
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Drawing line, pressure: 0.2548828125
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Drawing line, pressure: 0.2666015625
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Drawing line, pressure: 0.2705078125
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Drawing line, pressure: 0.2705078125
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WM_MOUSEMOVE
Drawing line, pressure: 0.271484375
WM_POINTERUPDATE
WM_MOUSEMOVE
Drawing line, pressure: 0.1015625
WM_POINTERUPDATE
WM_POINTERUP
WM_LBUTTONUP
WM_POINTERUPDATE
WM_MOUSEMOVE
Drawing line, pressure: 0
WM_POINTERUPDATE

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Looking at it, maybe the problem is actually in testing code, at least partially? (drawing line continues after mouseup).

Also note that I am not getting any other WM_POINTER message than UPDATE....

P.S.: Why RLOG? Do you want to forget it in the code?
