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Subject: Re: Using Pen with U++  
Posted by [mirek](#) on Fri, 12 Mar 2021 08:52:44 GMT  
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Or, maybe, just forget about MouseMove and add a new virtual method? E.g.

virtual Pen(Point pos, double pressure, double rotation, Pointf tilt, dword flags);

which would simply be updated on WM\_POINTERUPDATE....

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