
Subject: Re: Using Pen with U++
Posted by [Tom1](#) on Fri, 26 Mar 2021 12:39:53 GMT
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Good!

Maybe you can add a:
#define PEN_MOVE 0
or something alike in CtrlCore.h?

Now about that RectTracker: I'm having hard time with the ::GetCursorPos/::SetCursorPos...

::GetCursorPos knows where mouse is, but in order for it to know where Pen is, we would need to call ::SetCursorPos in WM_POINTER*. But calling it results in a slightly delayed WM_MOUSEMOVE message coming in causing all kinds of annoying stuff happening.

If we do not call ::SetCursorPos in WM_POINTER, the Pen and Mouse will be in two different positions causing other issues in many places because ::GetCursorPos only knows about the mouse, not pen.

Any ideas how to proceed?

Best regards,

Tom
