
Subject: Re: Using Pen with U++
Posted by [Tom1](#) on Tue, 30 Mar 2021 13:26:29 GMT
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Hi Mirek,

The following changes would add Pen support to RectTracker (and the inherited Sketcher).

Add to RectTracker in CtrlCore.h:

```
public:  
virtual bool Pen(Point p, const PenInfo &pn, dword keyflags);  
virtual void DoMouseMove(Point p, dword);
```

```
protected:  
int pointer;
```

Changes in LocalLoop.cpp:

```
RectTracker::RectTracker(Ctrl& master)  
{  
    pointer=NULL; // << ADD THIS IN CONSTRUCTOR
```

...

```
bool RectTracker::Pen(Point p, const PenInfo &pn, dword keyflags){ // ADD Pen() here  
    if(IsNull(pointer)) pointer=1;  
    if(pointer!=1) return false;
```

```
    switch(pn.action){  
        case 0:  
            DoMouseMove(p, keyflags);  
            break;  
        case PEN_DOWN:  
            LeftDown(p, keyflags);  
            break;  
        case PEN_UP:  
            LeftUp(p, keyflags);  
            break;  
    }  
    return true;  
}
```

```
void RectTracker::MouseMove(Point mp, dword){ // ADD NEW MouseMove here  
    if(IsNull(pointer)) pointer=2;  
    if(pointer!=2) return;  
    DoMouseMove(mp,0);  
}
```

```
void RectTracker::DoMouseMove(Point mp, dword) // RENAMED ORIGINAL MouseMove to  
DoMouseMove  
{
```

... THIS IS THE ORIGINAL MouseMove() code here ...

Changes in Win32Proc.cpp:

```
static bool pendown=false; // ADD
```

```
bool GetMouseLeft() { return pendown || !(GetKeyStateSafe(VK_LBUTTON) & 0x8000); } // ADD  
'pendown ||' here
```

...

```
if(message == WM_POINTERUPDATE && GetPointerPenInfoHistory(pointerId, &hc, ppit)) {  
    bool processed = false;  
    for(int i = hc - 1; i >= 0; i--) {  
        ProcessPenInfo(ppit[i]);  
        POINT hp = ppit[i].pointerInfo.ptPixelLocation;  
        CurrentMousePos = hp; // << ADD UPDATING HERE  
        ScreenToClient(hwnd, &hp);  
        pen.history = (bool)i;  
        processed = DoPen(hp);  
    }  
}
```

...

```
switch(message) {  
case WM_POINTERDOWN:  
    pendown=true; // << ADD set pendown here  
    pen.action = PEN_DOWN;  
    ClickActivateWnd();  
    break;  
case WM_POINTERUP:  
    pendown=false; // << ADD set pendown here  
    pen.action = PEN_UP;  
    break;  
}
```

The updated testcase including modified Sketcher is attached in main2.cpp.

Would this be acceptable, or do you have a more elegant solution?

Best regards,

Tom

File Attachments

1) [main2.cpp](#), downloaded 220 times
