
Subject: Re: Using Pen with U++
Posted by [Tom1](#) on Wed, 31 Mar 2021 08:37:33 GMT
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Mirek,

Something is preventing delivery of Pen() call to widgets inside a Splitter. Here's a testcase:
#include <CtrlLib/CtrlLib.h>

```
using namespace Upp;
```

```
struct Canvas: Ctrl {  
    Point pos;
```

```
    Vector<Vector<Tuple<double, PointF>>> drawing;
```

```
    PenInfo pen;
```

```
    Canvas(){  
        pos=NULL;  
        Zero(pen);  
    }
```

```
    virtual bool Pen(Point p, const PenInfo& pn, dword keyflags) override {  
        pen=pn;
```

```
        switch(pn.action){  
            case PEN_DOWN:  
                drawing.Add().Add(MakeTuple(pn.pressure, p));  
                break;  
            case 0: // Move  
                if(!pn.pressure && !drawing.IsEmpty()) drawing.Top().Add(MakeTuple(pn.pressure, p));  
            case PEN_UP: // Finish  
                Refresh();  
                break;  
        }  
        return true;  
    }
```

```
    virtual void Paint(Draw& w0) override {  
        DrawPainter w(w0, GetSize());  
        w.Co();  
        w.Clear(SColorPaper());
```

```
        w.LineCap(LINECAP_ROUND);  
        for(const auto& stroke : drawing)  
            if(stroke.GetCount())  
                for(int i = 0; i < stroke.GetCount() - 1; i++) {
```

```

    w.Move(stroke[i].b);
    w.Line(stroke[i + 1].b);
    w.Stroke(DPI(20) * stroke[i].a, Black());
}

int fcy = GetStdFontCy();
int y = 10;
auto Text = [&] (const String& text) {
    w.DrawText(10, y, text);
    y += fcy;
};
Text(AsString(pos));
Text(String() << "Pressure: " << pen.pressure);
Text(String() << "Rotation: " << pen.rotation);
Text(String() << "Tilt: " << pen.tilt);
Text(String() << "Barrel: " << pen.barrel);
Text(String() << "Inverted: " << pen.inverted);
Text(String() << "Eraser: " << pen.eraser);
}
};

struct MyApp : TopWindow {
    Canvas c1;
    Canvas c2;
    Splitter s;

    MyApp(){
        Add(s.Horz(c1,c2));
    }
};

GUI_APP_MAIN { MyApp().Run(); }

```

Best regards,

Tom

EDIT: Fixed testcase crash when drawing across the splitter wall.
