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Subject: Re: Using Pen with U++  
Posted by [Tom1](#) on Wed, 31 Mar 2021 11:46:58 GMT  
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Hi,

Another issue: The mouse cursor in the above testcase does not get updated when using pen. If the cursor crosses the splitter wall, the wall -specific cursor will remain even when pen hovers on top of the drawing canvas. The cursor updating code must be absent in the DoPen function...

EDIT: How about this?

```
auto DoPen = [&](Point p) {  
    GuiLock __;  
    eventCtrl = this;  
    Ctrl *q = this;  
    for(Ctrl *t = q; t=q->ChildFromPoint(p)) q = t;  
    bool b = q->Pen(p, pen, GetMouseFlags());  
    SyncCaret();  
    Image m = CursorOverride();  
    if(IsNull(m)) SetMouseCursor(q->CursorImage(p,GetMouseFlags()));  
    else SetMouseCursor(m);  
    return b;  
};
```

Best regards,

Tom

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