
Subject: Re: Using Pen with U++
Posted by [mirek](#) on Sat, 03 Apr 2021 14:05:33 GMT
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Tom1 wrote on Sat, 03 April 2021 16:02mirek wrote on Sat, 03 April 2021 16:52Tom1 wrote on Sat, 03 April 2021 11:37Adding:
case WM_TABLET_QUERYSYSTEMGESTURESTATUS:
return TABLET_DISABLE_PRESSANDHOLD;

Removes the pen down/hold/up mapping to RightDown/RightUp and instead gives LeftDown/LeftUp. No LeftHold is generated during the prolonged pen-down though.

Unfortunately, this does not help at all with draglag.

Best regards,

Tom

Another thing we can try is to retain Pen method, but discard bool return value, always process with DefWindowProc. Create new RectTracker just for Pen...

OK, let's see how it turns out. GetMessageExtraInfo() may be useful to classify events to application so that we can filter out already processed pen events and not do it again as if they are coming from the mouse.

Exactly. Will you try that approach or should I do it? (I would prefer doing something else...

Mirek
