
Subject: Re: Using Pen with U++
Posted by [Tom1](#) on Sun, 04 Apr 2021 18:35:21 GMT
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Hi Mirek,

Thanks for accepting the changes.

It was a stupid mistake of me to use `Image::Arrow()` instead of `CursorImage()`. It should be in `CtrlMouse.cpp(145)` like:

```
if(supports_pen && is_pen_event) return CursorImage(p, keyflags); // Avoid duplicated pen events
```

Although, after returning from every other event except 'case CURSORIMAGE:' in 'Image Ctrl::MouseEvent()' causes returning `Image::Arrow()`...

Without 'supports_pen' it would become a tedious battle in client code to avoid various pen originated duplicate mouse events, so I rather block them just before. Anyway, making 'bool supports_pen;' a configurable flag in `Ctrl::` in `CtrlCore.h` is fine with me:

```
Ctrl& EnablePenSupport(bool b = true) { supports_pen = b; return *this; }
```

Then, to avoid `Pen()` return value assignment in `Win32Proc.cpp(147)`, we should remove 'supports_pen =' and have just:

```
q->Pen(p, pen, GetMouseFlags());
```

This works here. (I will of course add 'EnablePenSupport();' to constructors of `Pen()` enabled widgets.)

This includes `RectTracker::RectTracker()` in `LocalLoop.cpp`:

```
RectTracker::RectTracker(Ctrl& master)  
{  
    EnablePenSupport();
```

Best regards,

Tom
