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Subject: Re: Using Pen with U++  
Posted by [mirek](#) on Sun, 25 Apr 2021 21:20:34 GMT  
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It unfortunately looks like I am not getting any history with GTK. I think this should log them:

CtrlCore/GtkEvent.cpp:283

```
#if GTK_CHECK_VERSION(3, 22, 0)
static guint32 prev_time;
if(event) {
    GdkDevice *d = gdk_event_get_source_device(event);
    if(d && gdk_device_get_source(d) == GDK_SOURCE_PEN) {
        e.pen = true;
        e.pen_barrel = MouseState & GDK_BUTTON3_MASK;
        double *axes = NULL;
        if(event->type == GDK_MOTION_NOTIFY) {
            GdkEventMotion *mevent = (GdkEventMotion *)event;
            axes = mevent->axes;
            GdkTimeCoord **events;
            int n_events;
            if(gdk_device_get_history(d, mevent->>window, prev_time, mevent->time, &events, &n_events))
        {
            DLOG("=====");
            DDUMP(e.mousepos);
            for(int i = 0; i < n_events; i++) {
                double x = 0, y = 0, pressure = 0.5;
                gdk_device_get_axis (d, events[i]->axes, GDK_AXIS_X, &x);
                gdk_device_get_axis (d, events[i]->axes, GDK_AXIS_Y, &y);
                gdk_device_get_axis (d, events[i]->axes, GDK_AXIS_PRESSURE, &pressure);
                DDUMP(x);
                DDUMP(y);
                DDUMP(pressure);
            }
            gdk_device_free_history (events, n_events);
        }
        prev_time = gdk_event_get_time(event);
    }
    if(findarg(event->type, GDK_BUTTON_PRESS, GDK_2BUTTON_PRESS,
GDK_3BUTTON_PRESS, GDK_BUTTON_RELEASE) >= 0)
        axes = ((GdkEventButton *)event)->axes;
    if(axes) {
        double h;
        if(axes && gdk_device_get_axis(d, axes, GDK_AXIS_PRESSURE, &h))
            e.pen_pressure = h;
        if(axes && gdk_device_get_axis(d, axes, GDK_AXIS_ROTATION, &h))
            e.pen_rotation = h;
    }
}
#endif
```

```
if(axes && gdk_device_get_axis(d, axes, GDK_AXIS_XTILT, &h))
  e.pen_tilt.x = h;
if(axes && gdk_device_get_axis(d, axes, GDK_AXIS_YTILT, &h))
  e.pen_tilt.y = h;
}
}
}
#endif
```

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