

# UseInkOverlay

Enables Windows Ink to support pen input.



Added in 4.1.19

## Usage

```
Set_Property(OLECtrlEntID, "OLE.UseInkOverlay", Boolean)
```

## Values

*[True | False]*

**Default:** False

## Remarks

The UseInkOverlay property determines if the control uses Windows Ink for input recognition. By default, the control uses standard mouse input for accepting signatures, and this works with pens as well since pen input is translated into mouse input. If you need more direct pen support, you can set this property to True. Doing so overlays a transparent Windows Ink panel above the control that captures the input. For most users, there is very little visual difference from the original control's behavior.

Note that when this property is True, the [Cursor](#) will always be a dot.

## Example

```
// Enable Windows Ink
Set_Property(@Window:".OLE_SIGNATURE", "OLE.UseInkOverlay", 1)
```

## See Also

[Cursor](#)