

Surface Slim Pen 2 haptics dev notes

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This page provides implementation notes for app developers who want to extend Windows 11 Ink capabilities of [Surface Slim Pen 2 for Business](#). Customizable haptics features include the following:

- **Inking feedback** that simulates the feel of pens, pencils, and other writing or drawing tools.
- **Interaction feedback** that responds directly to user actions such as hovering over a button, clicking a button, or completing a task with the pen.

If you're customizing an app for Surface Slim Pen 2, refer to the Windows Ink guidelines described in [Pen interactions and haptic feedback](#) and then consult the notes below.

Implementation notes

Surface Slim Pen 2 complies with Windows 11 Ink guidelines with the following exceptions:

- **Interaction waveforms.** As documented in the [Send and stop interaction feedback](#) section, sending an interaction waveform when an inking waveform is being played will temporarily interrupt the inking waveform. However, with the current Slim Pen 2 implementation, the inking waveform might not resume when the interaction waveform stops. Therefore, if still required, the inking waveform needs to be re-enabled after the interaction feedback. There is no need to wait for the interaction feedback to complete.
- **Unsupported features.** As documented in the [Haptic feedback customizations](#) section, the following optional features are not supported on Surface Slim Pen 2: Play Count and Replay Pause Interval. Although these usages appear in the descriptor, they are not currently supported. Therefore, the following functions return an incorrect value: `IsPlayCountSupported`, `IsPlayDurationSupported`, `IsReplayPauseIntervalSupported`.

Learn more

- [Pen interactions and Windows Ink in Windows apps](#)
- [Surface Slim Pen 2 for Business](#)

- [Surface pen features and compatibility](#)