

TouchKit driver user guide for Linux

The TouchKit driver package supplies a pre-compiled X module and a utility for X window.

This driver supports RS232, PS/2 and USB TouchKit controllers only. All of versions support RS232 and USB TouchKit controllers. The version of X module later than 1.06 supports PS/2 TouchKit controller.

1. Installation of the X module:

Regarding installation of X module, all users must copy the X module to the X window input modules directory and then configure the X configuration file.

a.) copy the X module

User can use the following command to give you a clue as to where the X modules are located on your system:

```
find / -name mouse_drv.o
```

Output:

```
/usr/X11R6/lib/modules/input/mouse_drv.o
```

If user uses X window version 4.x, copy the X module file **"egalax_drv.o"** to the correct X window input modules directory. For example:

```
cp egalax_drv.o /usr/X11R6/lib/modules/input
```

User can use **"X -version"** command to check your running version of X window.

b.) configure the X configuration file

Edit the X configuration file (e.g. **/etc/X11/XF86Config**) and add the configuration used by the driver to connect to the device installed on your system.

- (1) Add an Input device declaration in **"ServerLayout"** section.

For example:

```
Section "ServerLayout"
...
...
InputDevice    "EETI"    "SendCoreEvents"
EndSection
```

Note: *If more than one TouchKit controllers (2 or more TouchKit touchscreens) are used for the system, please add multiple InputDevice declarations in the “ServerLayout” section with different names.*

For example:

```
InputDevice  “EETI1”  “SendCoreEvents”
InputDevice  “EETI2”  “SendCoreEvents”
```

(2) Configure the X module configuration for TouchKit device.

For each InputDevice section declared in the “ServerLayout” section **you will need to create additional separate configuration** in the XF86Config file.

For only one USB device in the system:

```
Section “InputDevice”
    Identifier “EETI”
    Driver     “egalax”
    Option     “Device”      “usbauto”
    Option     “Parameters”  “/var/lib/egalax.cal”
    Option     “ScreenNo”    “0”
EndSection
```

Note: *The Identifier line must be same as the name declared it in the section “ServerLayout”.*

For multiple devices (RS232 and USB) in the system:

```
Section “InputDevice”      ( For RS232 device )
    Identifier “EETI1”
    Driver     “egalax”
    Option     “Device”      “/dev/ttyS0”
    Option     “Parameters”  “/var/lib/egalax1.cal”
    Option     “ScreenNo”    “0”
EndSection
```

```

Section "InputDevice"                ( For USB device )
    Identifier "EETI2"
    Driver "egalax"
    Option "Device" "usbauto"
    Option "Parameters" "/var/lib/egalax2.cal"
    Option "ScreenNo" "0"
EndSection

```

Note: *If more than one TocuhKit controllers (2 or more TouchKit touchscreens) are used for the system, please edit each "Parameters" with different file names.*

Option "Device"

The "Device" option must be assigned so that the driver can read the data from the device port. This "Device" is a char device usually found in /dev.

If this "Device" is set to a pipe, the driver will not work correctly. The user must determine where the controller was connected to set the "Device" option.

The driver supports three interfaces, serial RS232, PS/2 and USB.

1.) For serial RS232 interface:

This "Device" should be set to correct serial device port name, e. g. /dev/ttyS0 or /dev/ttyS1. Besides, user must ensure that the I/O address and the IRQ are the same as the BIOS setting, please refer to the following command to check these setting.

For example:

```
setserial /dev/ttyS0 -a
```

User can use "man setserial" command to get more information about "setserial" usage.

2.) For PS/2 interface:

This "Device" should be set to correct PS/2 auxiliary device port name, e. g. /dev/psaux. Then, make sure that the using version of X module is later than 1.06.

3.) For **USB** interface:

There are two kernel modules support USB TouchKit device.

(1) Inbuilt HID kernel module: "**hid**"

(2) TouchKit USB kernel module: "**tkusb**"

If the version of X module is 1.08 or later and the system has only one **USB TouchKit device**, the "Device" option can be set to "**usbauto**" so that the X module will attempt to determine the communication device port automatically. For example:

Option "Device" "usbauto**"**

It might be better to manually configure the "Device" declaration by user.

Note: User can get more information about USB kernel module from two "**devices**" files, by using following commands:

cat /proc/bus/usb**/devices**

or

cat /proc/bus/input**/devices**

Part of output:

P: Vendor=0eef ProdID=0001 Rev=1.00

S: Product=USB TouchController

I: If#= 0 Alt=0 #EPs=1 Cls=03(HID**) Sub=00 Prot=00 Driver=**hid****

Part of output:

I: Bus=003 Vendor=0eef Product=0001 Version=0210

N: Name="USB TouchController**"**

H: Handlers=mouse2 **event4**

3-1) Use inbuilt HID kernel module:

Linux kernel 2.6 supports HID compliant TouchKit device with inbuilt HID kernel module. If user is working with HID compliant TouchKit device and HID kernel module. Then, there should be a device file for this HID compliant TouchKit device in `/dev` or `/dev/usb`. The user has to identify which `/dev/hiddevX` device represents the HID compliant TouchKit device and set the proper "Device" option.

For example:

Option "Device" `/dev/hiddev0`

Note: If the system has only one HID compliant TouchKit device, the "Device" option for *X* module version 1.06 or later can be set to

Option "Device" `"hiddev"`

or **Option "Device" `"hiddevs"`**

so that the *X* module will determine HID device node for HID compliant TouchKit device automatically.

Note: If the "Device" option is set to HID device like `/dev/hiddevX`. User must modify the mouse setting in the `xorg.conf` file as well to prevent from the mouse driver read the data from the specified event device node. Set the "Device" option for mouse to a real device node like `/dev/input/mouseX` instead of default device class `/dev/input/mice`. User can use the following command to check which real device node is used for mouse.

`cat /proc/bus/input/devices`

Part of output:

N: Name=`"ImPS/2 Generic Wheel Mouse"`

P: Phys=`isa0060/serio1/input0`

S: Sysfs=`/class/input/input2`

H: Handlers=`mouse1` event2

3-2) Use TouchKit USB kernel module:

If vendor provided USB kernel module “tkusb.o” was loaded and the device file “/dev/tkpanel0” were created for USB TouchKit device, this “Device” option should be set to “/dev/tkpanel0”.

For example:

Option “Device” “/dev/tkpanel0”

For details about building the TouchKit USB kernel module “tkusb.o”, user can see another document **“How to build module”**.

Option “Parameters”

User can assign a writeable file path for the driver to save the parameters. All of the control parameters will be saved in this file. A separate file will be needed for a TouchKit device. It is recommended the files are saved in the variable library directory.

For example:

Option “Parameters” “/var/lib/egalax.cal”

Option “ScreenNo”

User can define which screen number the TouchKit touchscreen will work with. If the system has only one TouchKit touchscreen, this value should be set to “0”. For example:

Option “ScreenNo” “0”

c.) Restart X window

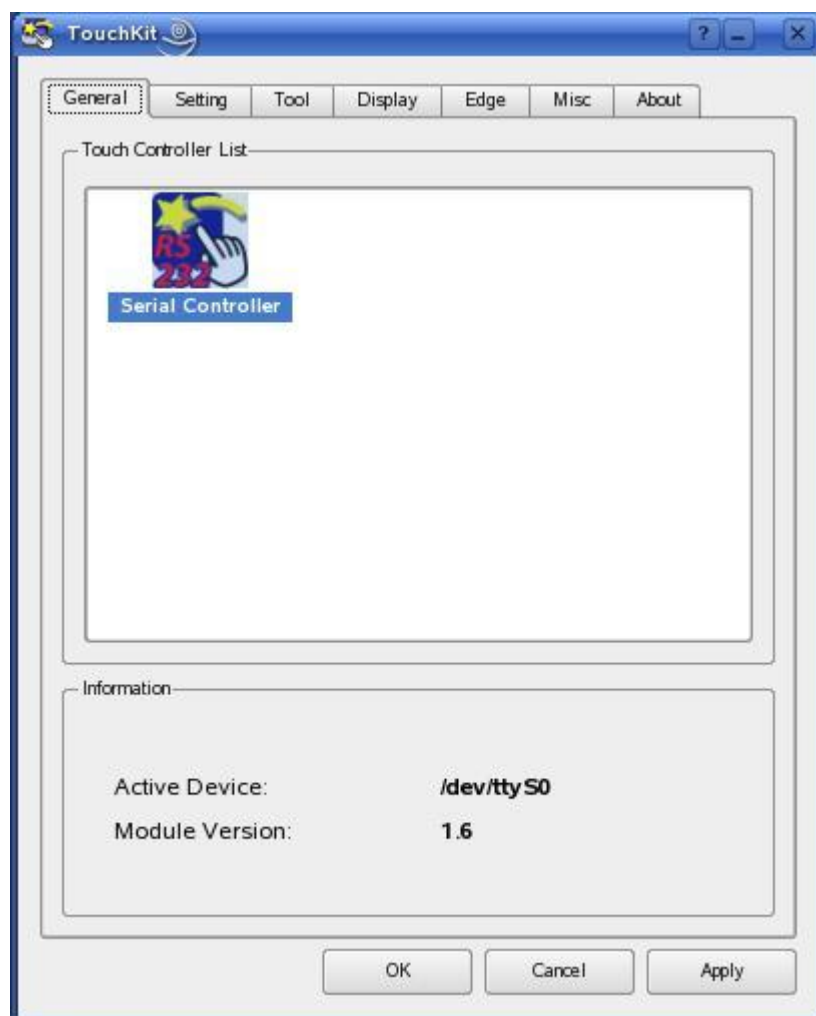
Restart X window to make sure the X module is loaded. It is enough to logout of X window and log back in.

2. Utility

TouchKit driver package for Xorg provides user with a configuration tool utility for TouchKit touchscreen. The utility contains property pages **General**, **Setting**, **Tool**, **Display**, **Edge**, **Misc** and **About**.

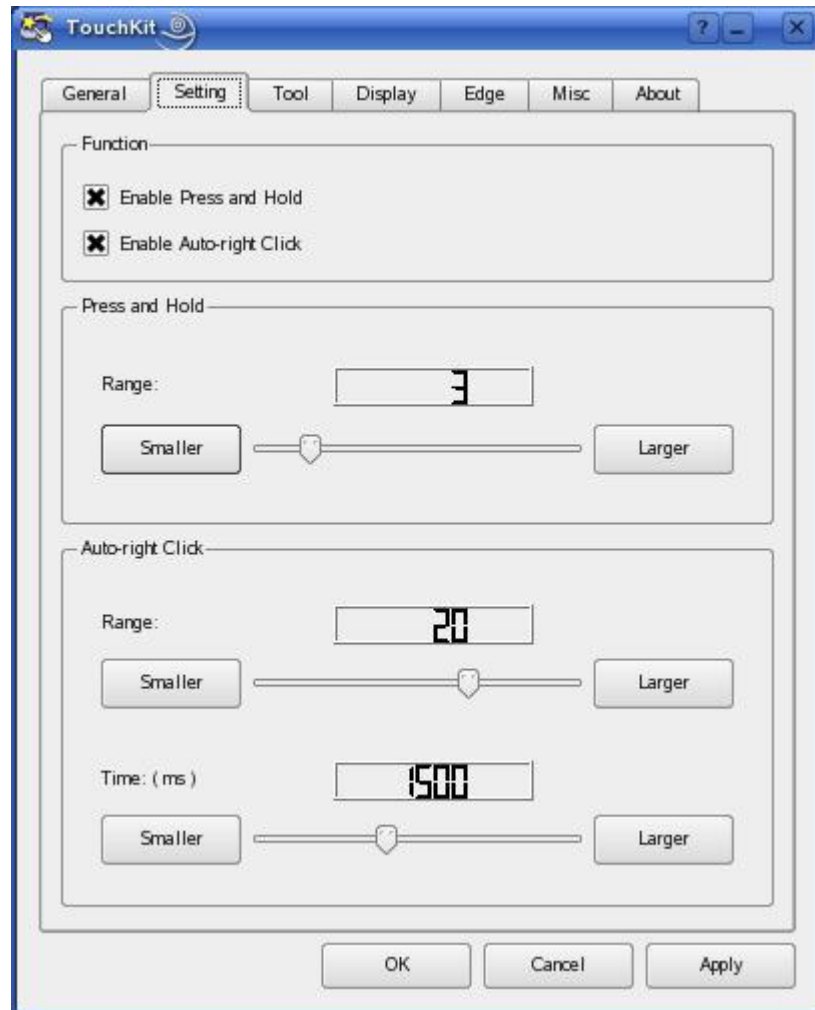
Note: *Make sure the X module is installed correctly and the root permission is required to run this utility. Otherwise, it does not work.*

2.1) General Property:



The utility enumerates TouchKit touchscreen controller installed in this system. **All of the enumerated TouchKit controllers will be list in the “Touch Controller List” Window.** It also shows device name which communication device node the device is connected. In addition, the X module version will be shown in the Information window, too.

2.2) Setting Property:



Some options can be configured for mouse emulation.

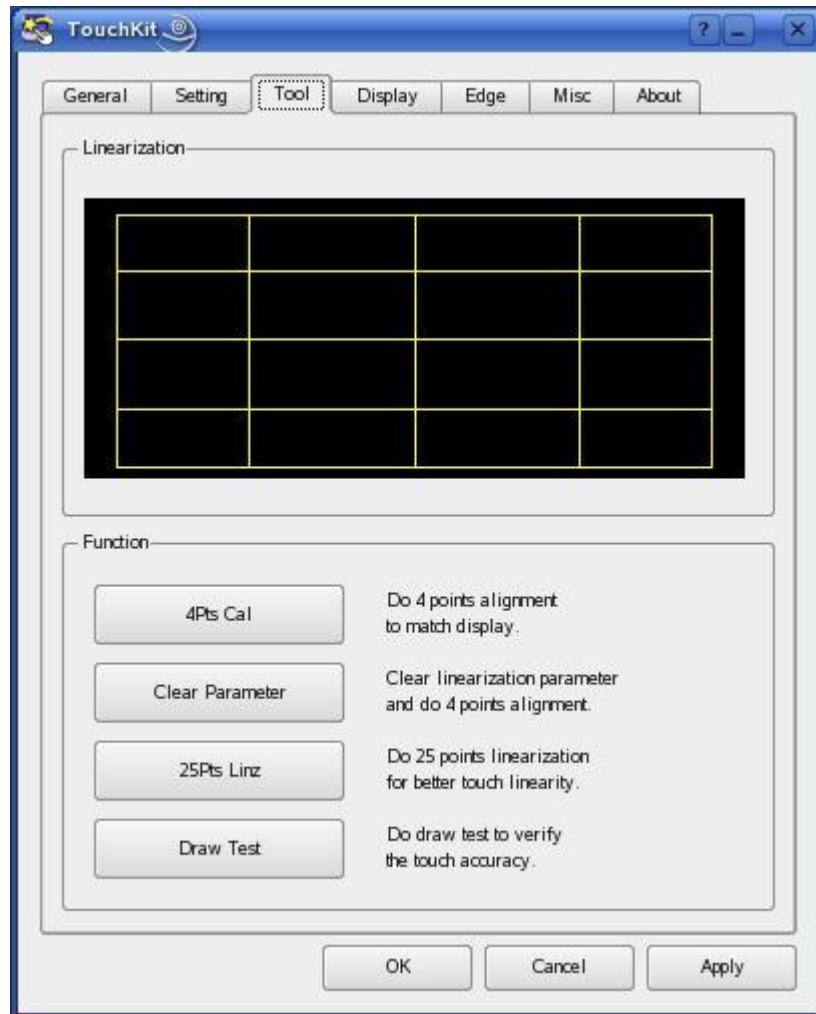
Press and Hold:

Press and hold at the same point. In some application, the application program does not want to receive too many touch points for the touch held at same position, **the user can check this checkbox to enable constant touch function so that the driver would not report other points unless the position difference between current position and last position is greater than the "Range" value or lift up.** The range of the point difference can be configured with the "Range" slider control.

Auto Right Click:

The driver generates a mouse right click event automatically whenever the driver detects the touchscreen was press and hold for a while if this checkbox checked. The duration and the range for auto-right click emulation can be configured with the "Range" slider and the "Time" slider.

2.3) Tool Property:



TouchKit utility provides users with tools for calibration and testing.

Linearization map:

After 25 points calibration, the linearity of the touchscreen will be shown in this linearization map.

4 Pts Cal

TouchKit utility provides 4 points calibration for touchscreen alignment. **The touchscreen can work correctly only after calibration.** When the user presses this “4Pts Cal” button to do 4 points calibration, a calibration window will pop up to guide user to complete the calibration.



The user should **press the calibration symbol until it goes to next point or disappears.** User can abort this calibration by pressing **<ESC>** key.

Clear Parameter:

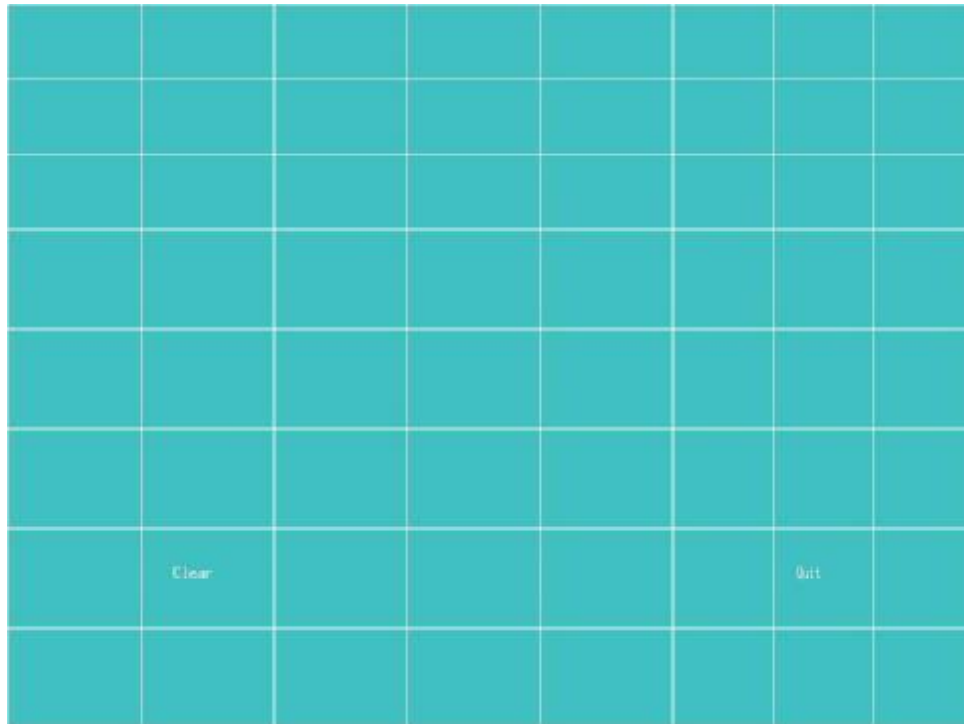
Press this button to **clear the 25 points linearization parameters and do 4 points calibration again.** All of the 25 points linearization parameters will be cleared if the button pressed.

25Pts Linz:

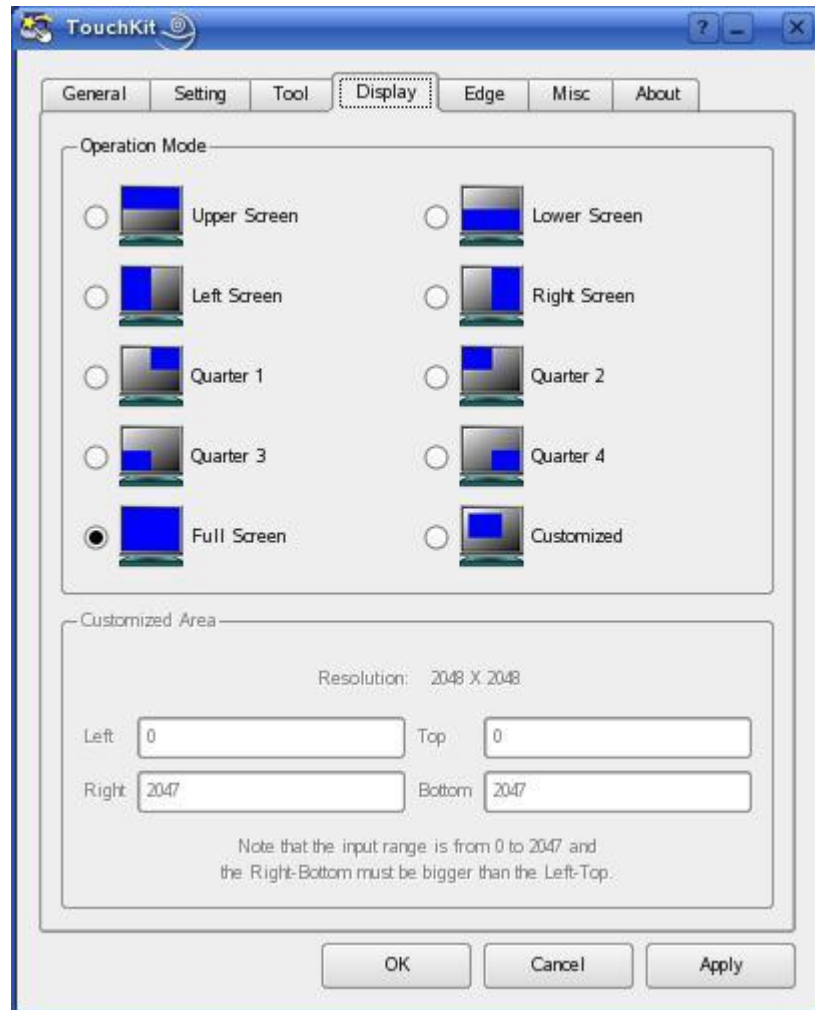
Press this button to do 25 points calibration. **After calibration, the previous 25 points linearization parameters will be overwritten by the new parameters.**

Draw Test:

After linearization or alignment, user can press this button to **check the touch accuracy, linearization, response, etc...**



2.4) Display Property:

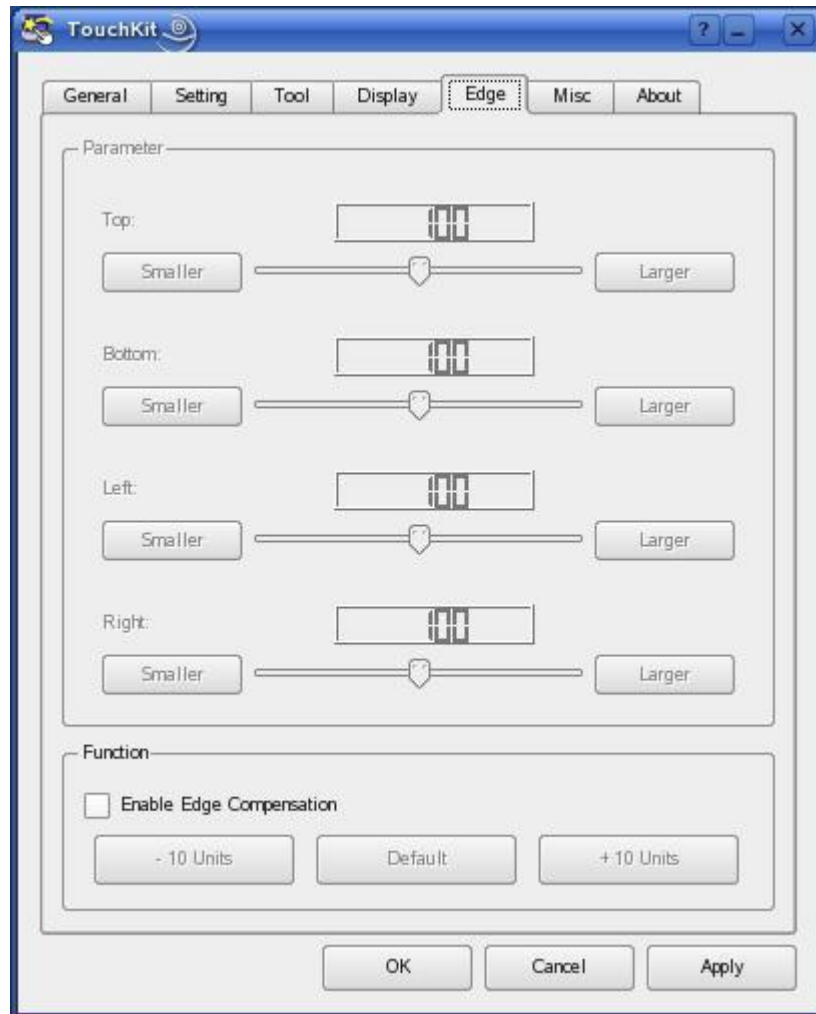


TouchKit utility supports split display feature.

The working area of the touchscreen can be mapped to anywhere on the video display.

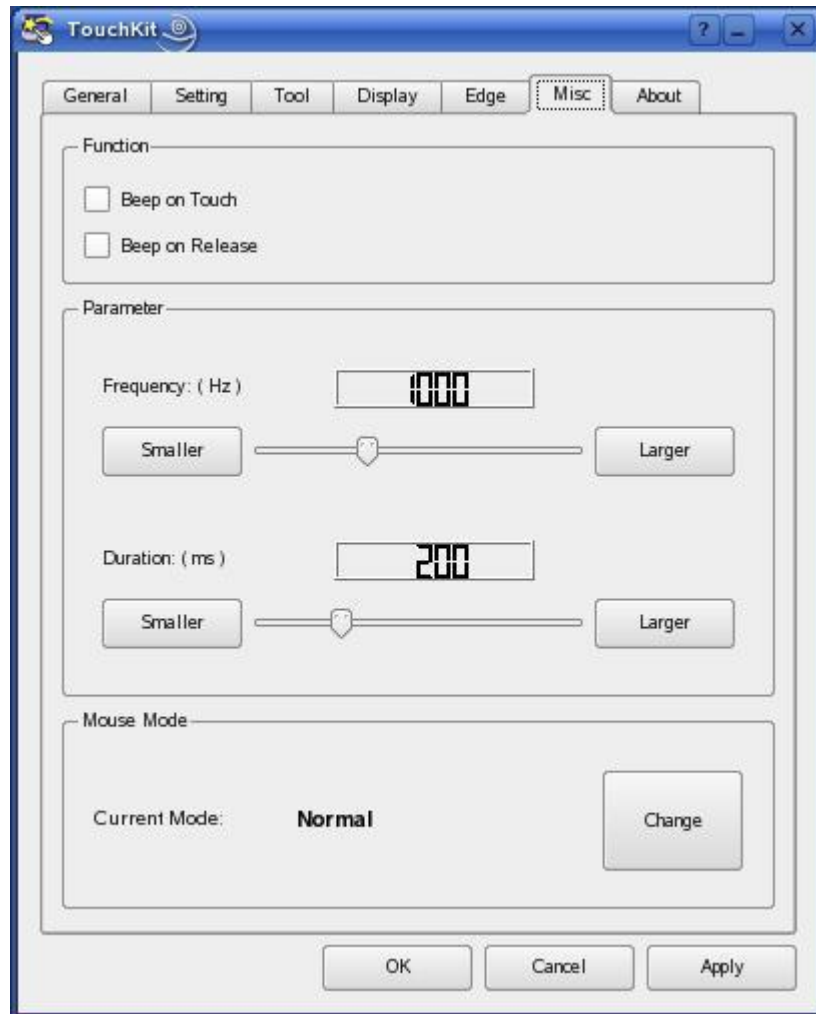
User can choose any options to define where the touchscreen will be mapped. However, if the “**Customized**” is selected, it needs to enter the area to map to. **TouchKit always assume the resolution is 2048 X 2048. If the video resolution is not 2048 X 2048, the user has to calculate the area manually.**

2.5) Edge Property



TouchKit utility supports edge compensation to make sure that the touchscreen can **achieve the display edge area**.

2.6) Misc Property



Beep On Touch:

When this function enabled, the driver will generate a beep sound whenever it detects the touch state changed from untouched state to touched state.

Beep On Release:

Which this function enabled, the driver will generate a beep sound whenever it detects the touch state changed from touched state to untouched state.

Frequency:

Change this **Frequency** value to change the beep sound frequency.

Duration:

Change this **Duration** value to change the duration of the beep sound.

Mouse Emulation Mode:

TouchKit driver supports three mouse emulation modes.

1.) Normal Mode:

The touch driver reports a left button down event when it detects a pen down and a left button up event when it receives a lift off.

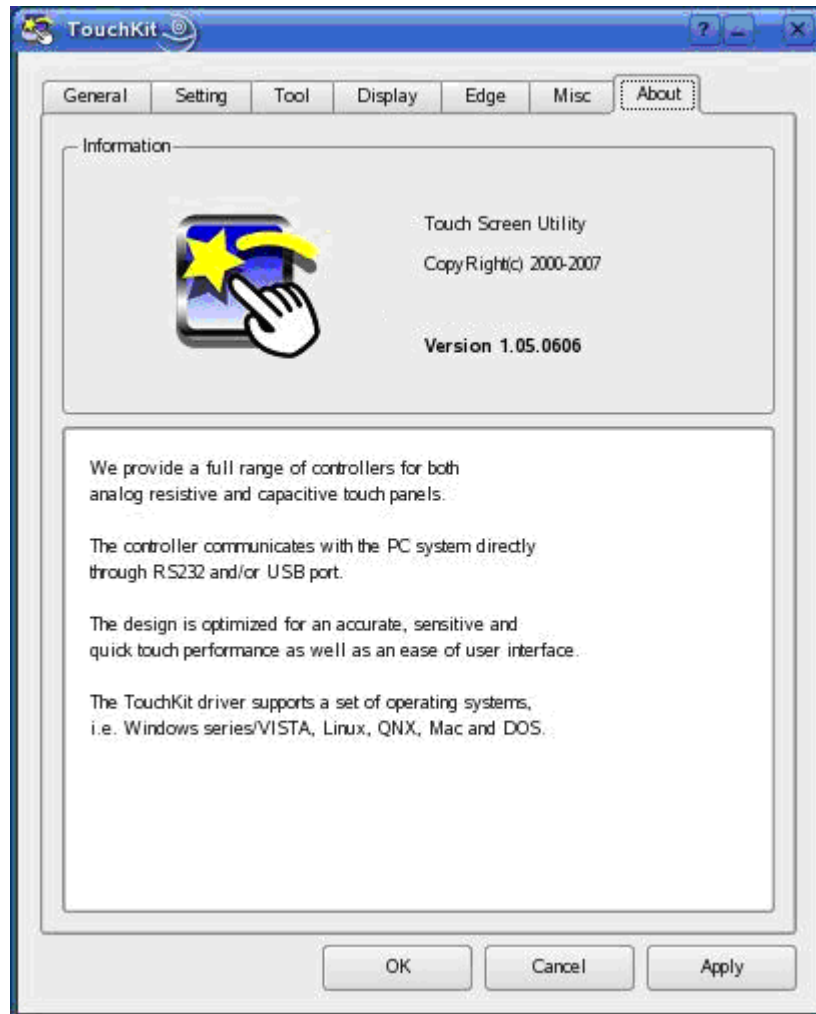
2.) Click On Touch:

The touch driver reports a left button click event when it detects a pen down. Then, it does not report other events until it detects next a pen down.

3.) Click On Release:

The touch driver does not report any event until it detects a lift off. It reports a left button click when it detects a lift off.

2.7) About Property



Information about TouchKit.