

# TouchKit driver user guide for Linux

This driver/utility package supports TouchKit controllers only. All of versions support RS232 and USB interfaces of controllers. **The module version later than 1.06 supports PS/2 interface.**

## 1. X driver module installation:

To install X driver, all users have to do is copy X driver module to specific directory and configure X configuration file.

### a.) copy X driver module

User can use **"X -version"** instruction command in a terminal window to check the version of current X window.

If user uses X window version 4.x, copy the X module file **"egalax\_drv.o"** to the correct target path, for example:

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

### b.) edit **/etc/X11/XF86Config**

(1) Add an input device declaration in **"ServerLayout"** section. For example:

Section "ServerLayout"

...

**InputDevice "EETI" "SendCoreEvents"**

EndSection

**Note:** *If many TouchKit controllers are used for the system, please add multiple **InputDevice** declaration in above "ServerLayout" section with different name.*

(2) Add **"InputDevice"** Section for TouchKit device. For example:

**Section "InputDevice"**

**Identifier "EETI"**

**Driver "egalax"**

**Option "Device" "/dev/ttyS0"**

**Option "Parameters" "/etc/egalax.cal"**

**Option "ScreenNo" "0"**

**EndSection**

**Note:** *The Identifier must be the same as the name declared it in Section "ServerLayout".*

### Option “Device”

The “Device” option must be assigned so that the driver can read the data from this device node. This “Device” option must be a char device. If this “Device” is set to a pipe, the driver will not work correctly. User must be sure where the controller was connected to set the “Device” option.

This driver supports **serial RS232**, **PS/2** and **USB** interfaces.

#### 1.) For **serial RS232** interface:

This “Device” should be set to correct serial port device name, such as `/dev/ttyS0` or `/dev/ttyS1`. And, make sure that the I/O address and IRQ are the same as your BIOS setting. User can use “setserial” instruction command to check in a terminal window.

For example:

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

How to use “setserial” instruction, user can enter “man setserial” in a terminal window for details

#### 2.) For **PS/2** interface:

This “Device” should be set to correct PS/2 auxiliary port device name, too, such as `/dev/psaux`. And, the using driver module version is later than **1.06**.

#### 3.) For **USB** interface:

Two kinds of kernel module support USB TouchKit device as follow:

- (1) Internal HID kernel module “hid”
- (2) TouchKit kernel module “tkusb”

User must identify which kernel module is using by USB TouchKit device. For details about USB device driver information, user can use “cat” instruction command in a terminal window to get more information from `/proc/bus/usb/devices` or `/proc/bus/input/devices` files. For example:

```
cat /proc/bus/usb/devices
```

or

```
cat /proc/bus/input/devices
```

**Note:** If the USB TouchKit device supports HID compliant, user must use internal HID kernel module. Some problems will occur if user uses TocuKit kernel module for HID compliant USB TouchKit device.

### 3-1) Use internal HID compliant driver:

The kernel 2.4 supports HID compliant device with its inbox HID driver. If user is working with HID compliant TouchKit device and inbox HID driver. Then, there should be a device node for this HID compliant device in `/dev` or `/dev/usb`. User has to identify which `hiddev` device node represents this HID compliant device. Then, set the proper “Device” option. For example, “Device” `“/dev/hiddev0”`

**Note:** *If the system has only one HID compliant TouchKit device, the “Device” option for driver module version 1.06 or later can be set to “Device” `“hiddev*”`*

*or*

*“Device” `“hiddevs”`*

*so that the driver module will scan HID compliant TouchKit device automatically.*

### 3-2) Use TouchKit kernel module:

If user built `tkusb` kernel module was loaded and the device node `/dev/tkpanel0` were created manually for USB TouchKit device, this “Device” option should be set to `/dev/tkpanel0`.

User can use “`insmod`” instruction command to insert `tkusb` kernel module into kernel and then use “`mknod`” instruction command to create device node, such as `/dev/tkpanel0`. For details about building a kernel module “`tkusb`”, please see another document “**How to build module**”.

### Option “Parameters”

User should assign a writable file path for the driver module to save the driver parameters for the device. All of the driver parameters will be saved in this file.

### Option “ScreenNo”

User can define which screen number the touchscreen will works with.

This value must be set to “0” if user has a touchscreen only.

### c.) Restart X window

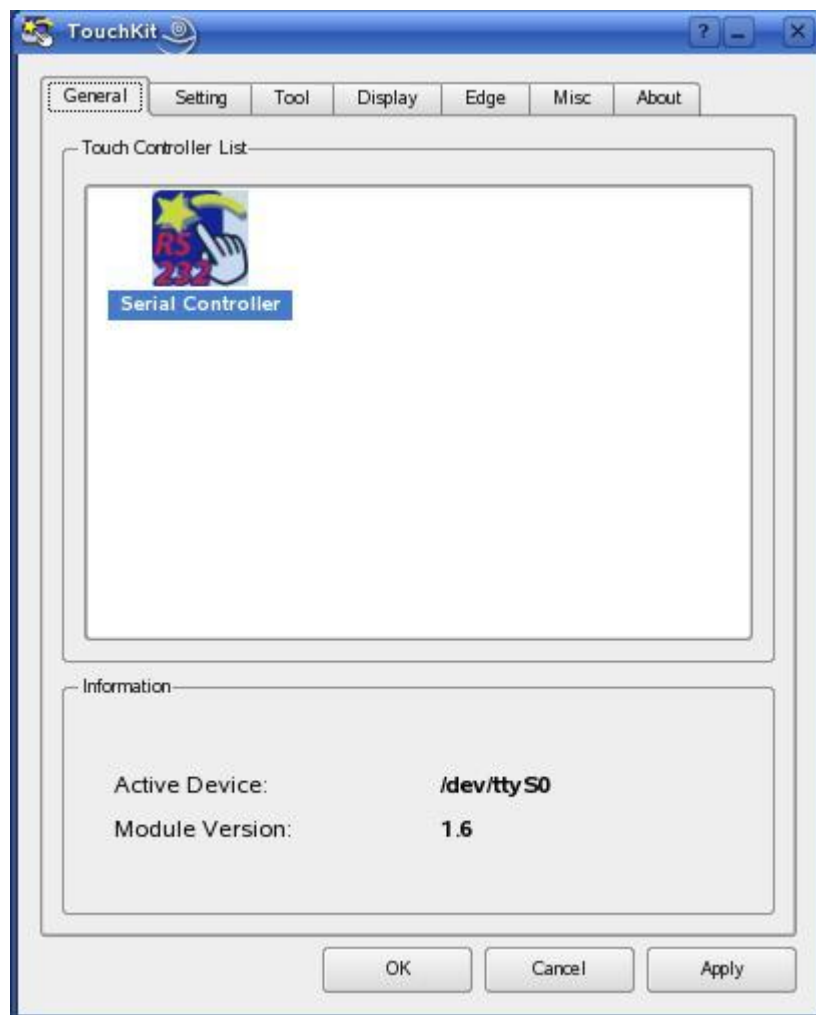
Restart X window to make sure the X module driver is loaded.

## 2. Utility

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

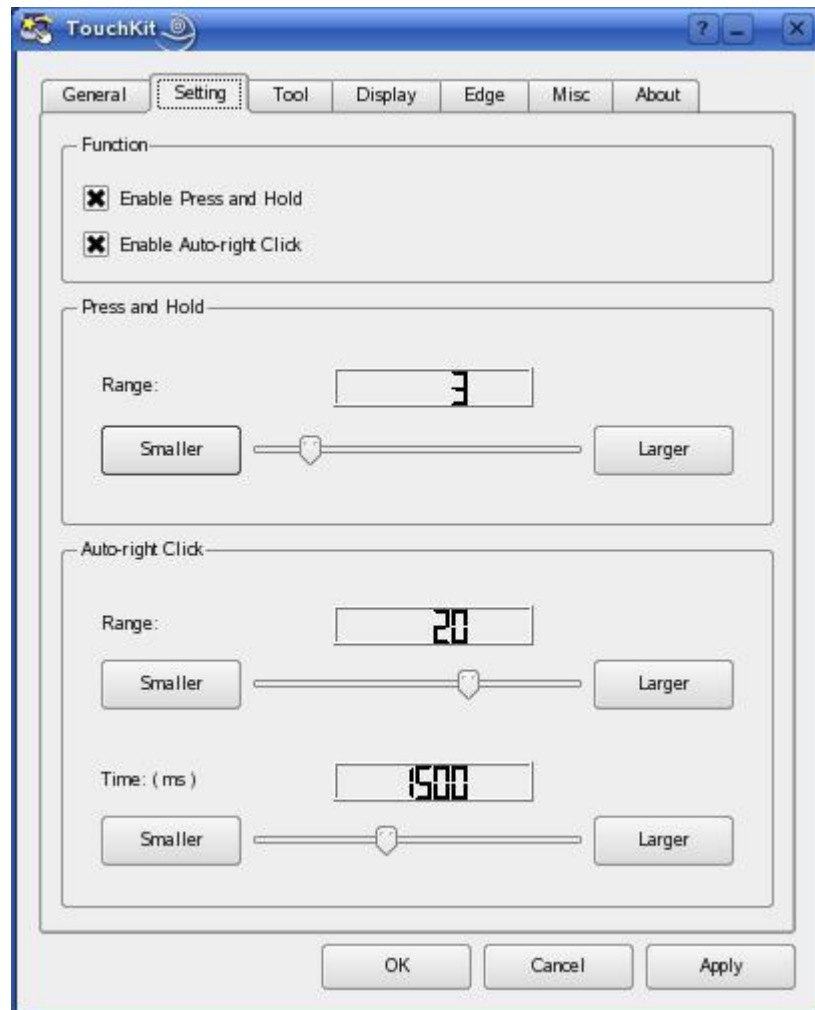
**Note:** *Make sure the X module is installed correctly and the root permission is required to run this utility. Otherwise, it does not work correctly.*

### 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 node name which communication device node the device is connected. In addition, the X driver 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:

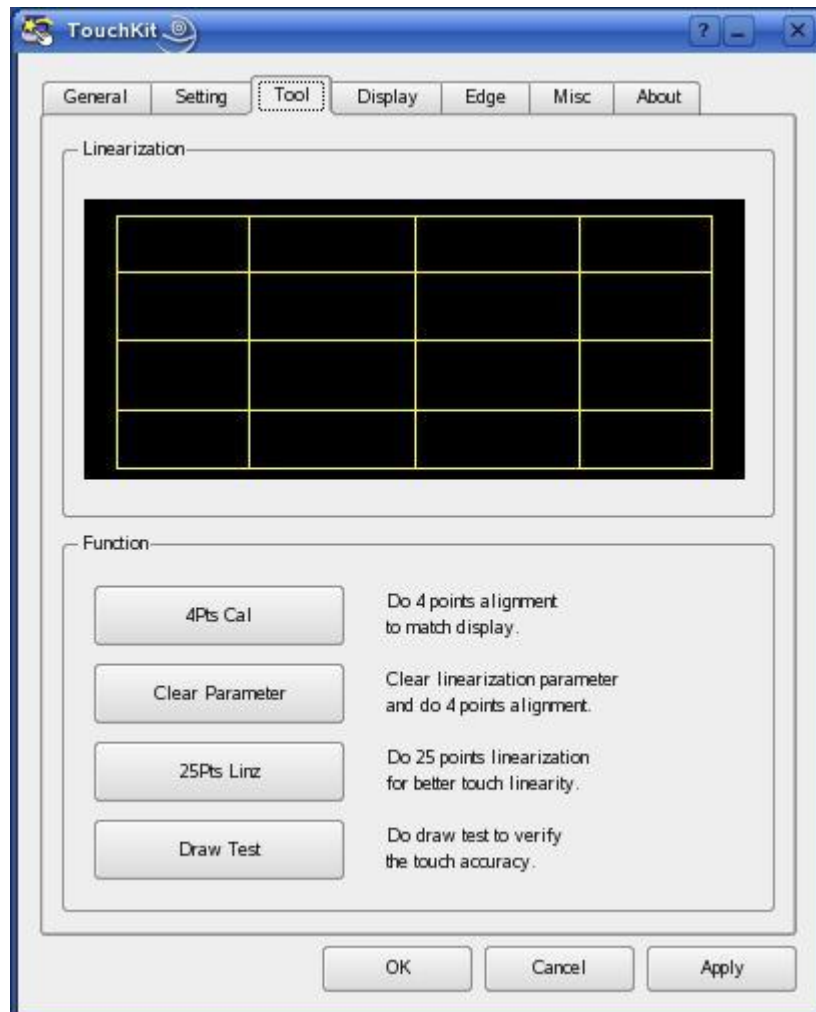
Press and hold at the same point. In some application, the application program does not want to receive too many touch points for the touch held at same position, the user can check this checkbox to enable constant touch function so that the driver would not report second points unless the position difference 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:

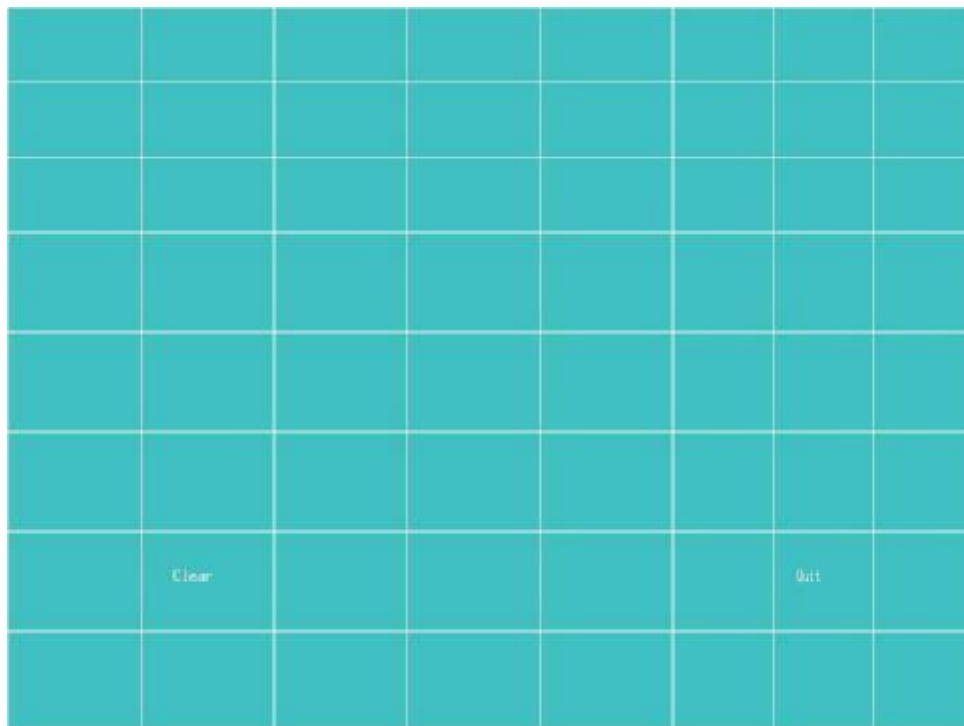
Press this button to **clear the 25 points linearization parameters and do 4 points calibration again.** All of the 25 points linearization parameters will be cleared if the button pressed.

#### 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.**

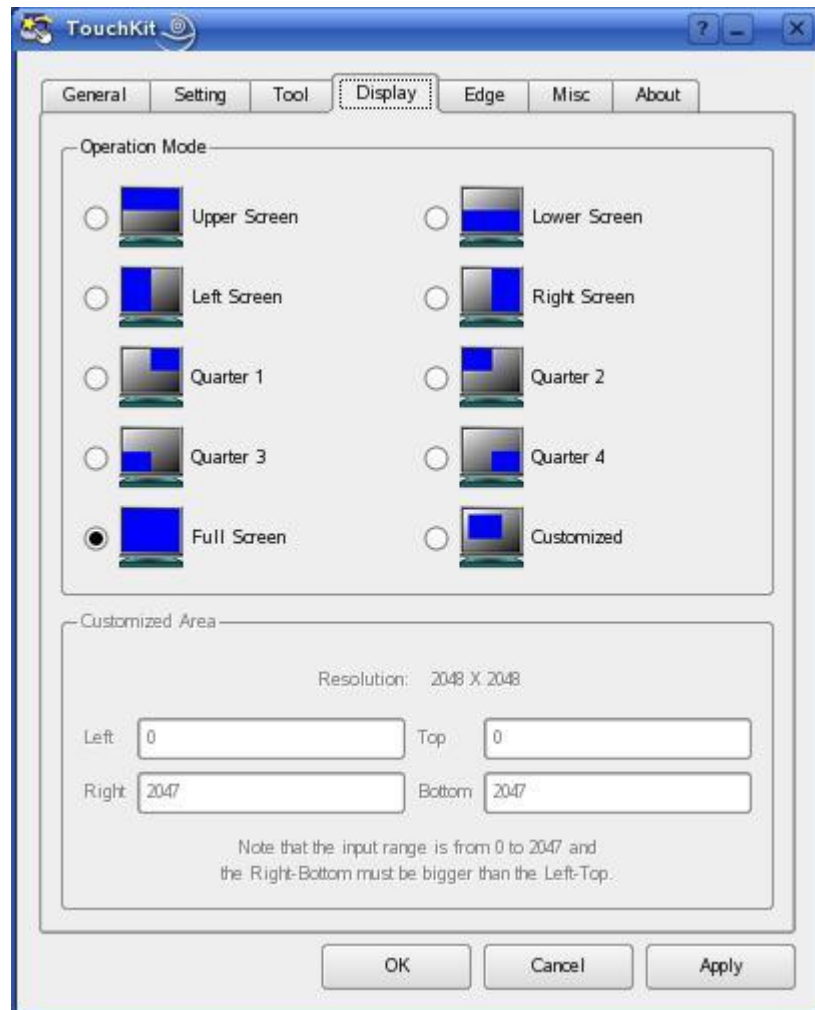
**Draw Test:**

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





## 2.4) Display Property:

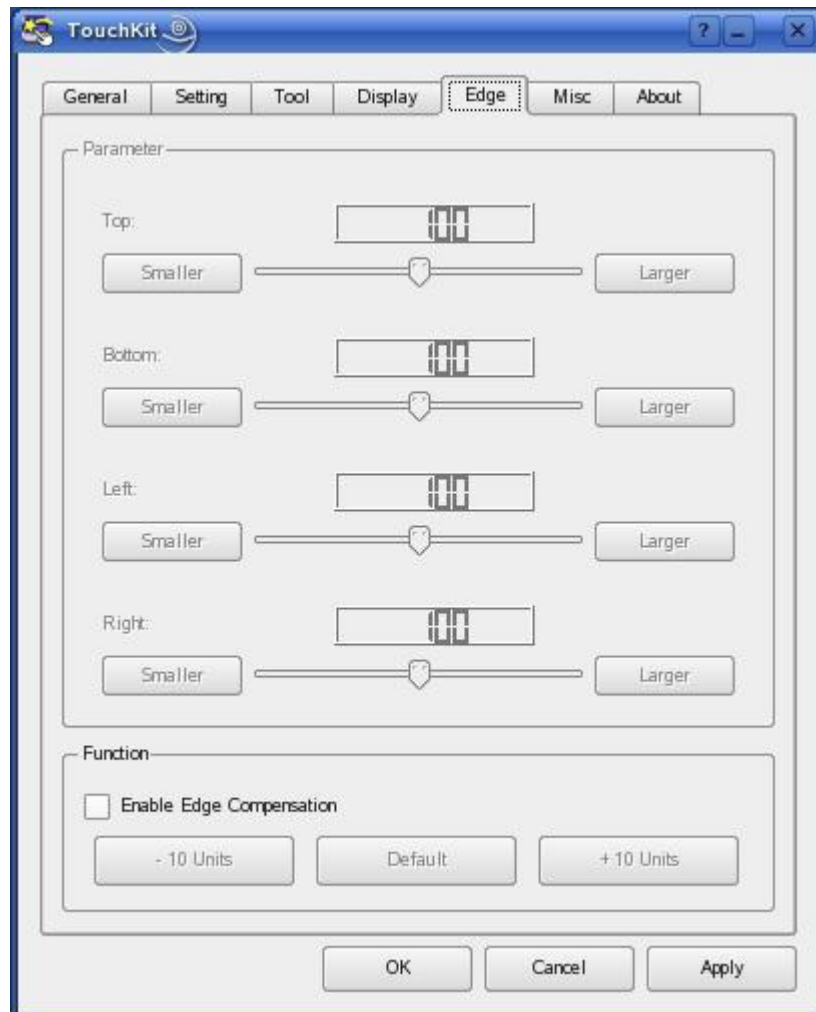


TouchKit utility supports split display feature.

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

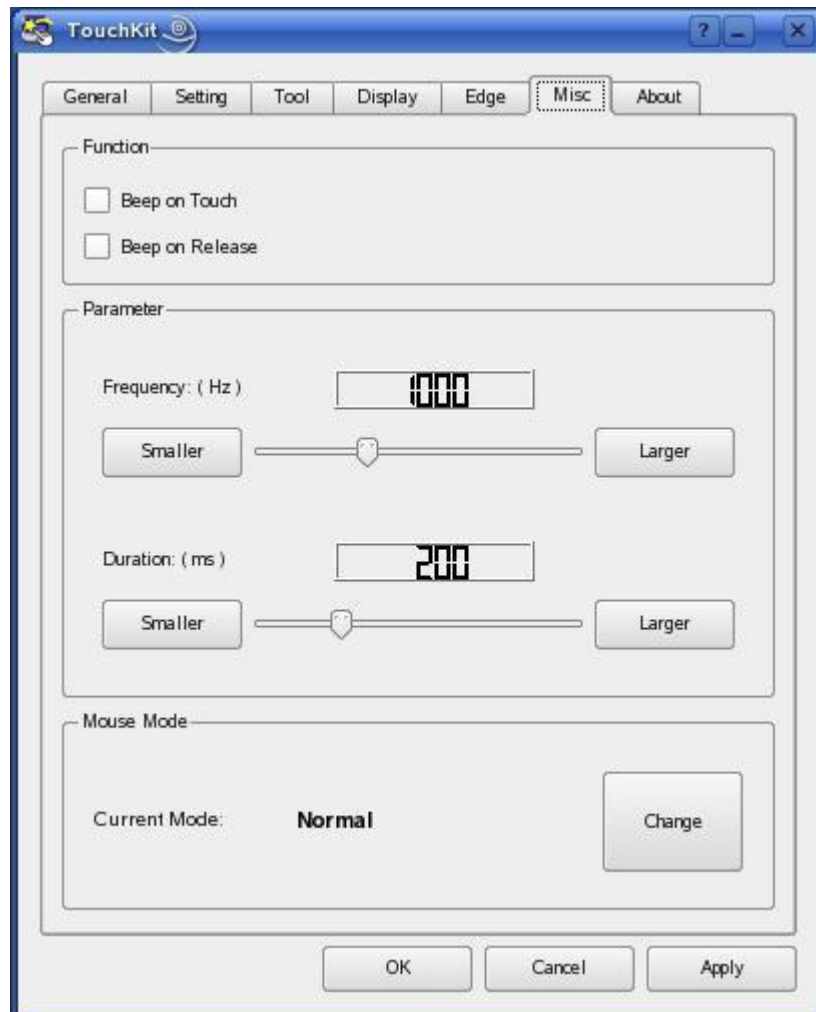
User can choose any options to define where the touchscreen will be mapped. However, if the “**Customized**” is selected, it needs to key in the area to map to. TouchKit always **assume the resolution is 2048X2048. If the video resolution is not 2048X2048, the user has to calculate the area manually.**

## 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.

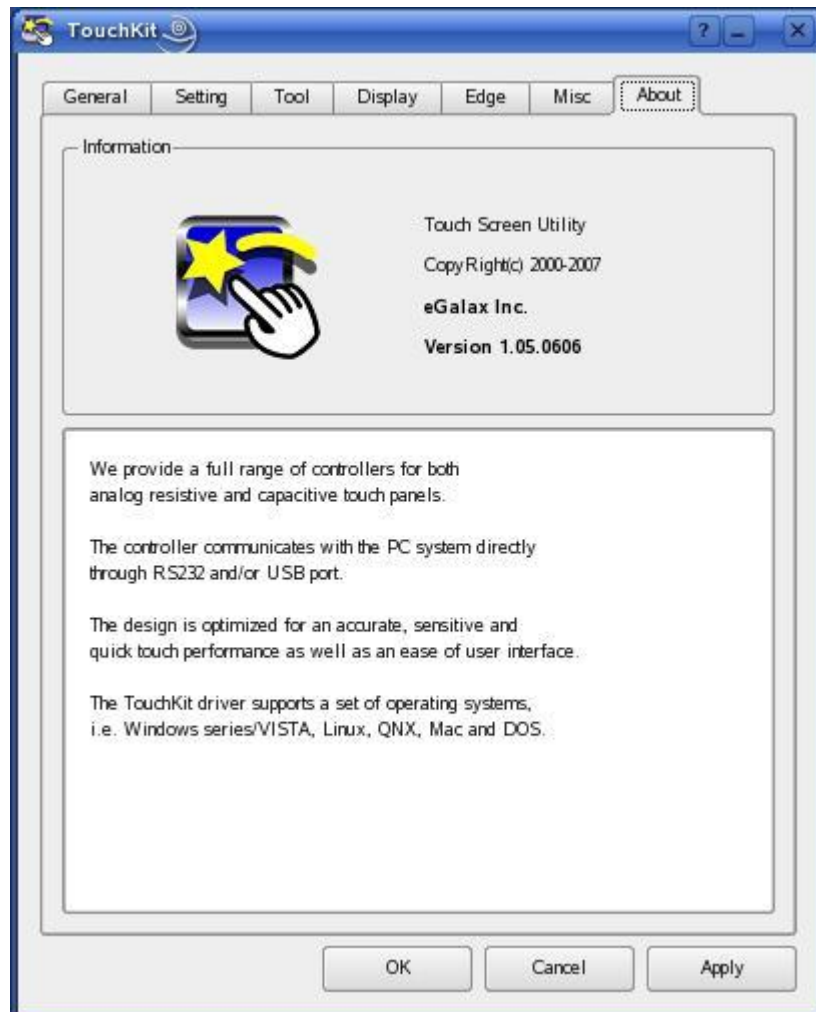
#### 2.) Click On Touch:

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.