CONTENT

CHAPTER 1. TOUCH PANEL CONTROLLER ................................................................. 2
  1.1 CONTROLLER .................................................................................................... 2
  1.2 SPECIFICATIONS AND FEATURES ................................................................. 3

CHAPTER 2. INSTALLING TOUCHKIT .................................................................... 5
  2.1 FOR WINDOWS CE 2.12 / 3.0 ........................................................................ 5
  2.2 FOR WINDOWS CE .NET STYLUS ................................................................. 6
  2.3 FOR WINDOWS CE .NET AND CE 5.0 ........................................................... 16

CHAPTER 3. CONFIGURATION UTILITY AND RIGHT BUTTON EMULATOR .... 20
  3.1 FOR WINDOWS CE 2.12 / 3.0 ....................................................................... 20
  3.2 FOR WINDOWS CE .NET ............................................................................... 23
Chapter 1. Touch Panel Controller

This touch panel controller provides the optimistic performance of analog resistive touch panels for 4 wire, 5 wire and 8 wire models. It communicates with PC system directly through RS232, PS/2 or USB connector. Users can see how superior the design is in sensitivity, accuracy and friendly operation. The touch panel driver emulates mouse left and right button function and supports operation systems including Microsoft Windows 95 / 98 / ME / NT4 / 2000 / XP / XP Tablet PC Edition, Windows CE 2.12 / 3.0 / .NET, Linux, iMac and DOS.

1.1 Controller

<table>
<thead>
<tr>
<th>Interface</th>
<th>RS232</th>
<th>USB</th>
<th>PS/2</th>
</tr>
</thead>
<tbody>
<tr>
<td>4-wire</td>
<td>Ready</td>
<td>Ready</td>
<td>Ready</td>
</tr>
<tr>
<td>5-wire</td>
<td>Ready</td>
<td>Ready</td>
<td>Ready</td>
</tr>
<tr>
<td>8-wire</td>
<td>Ready</td>
<td>Ready</td>
<td>Ready</td>
</tr>
<tr>
<td>Capacitive</td>
<td>Ready</td>
<td>Ready</td>
<td>X</td>
</tr>
</tbody>
</table>

Table 1. Controllers match with different interfaces
## 1.2 Specifications and Features

<table>
<thead>
<tr>
<th>Specifications</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Power requirements</td>
<td>+5VDC (Maximum 100mA, typical 70mA, 50mV peak to peak maximum ripple)</td>
</tr>
<tr>
<td>Operating temperature</td>
<td>0 to 50 °C</td>
</tr>
<tr>
<td>Storage Temperature</td>
<td>-40 to 80 °C</td>
</tr>
<tr>
<td>Relative Humidity</td>
<td>95% at 60 °C</td>
</tr>
</tbody>
</table>
| Protocol                 | RS232 Model: 9600 bauds, None parity, 8 data bits and 1 stop bit  
                          | USB Model: USB 1.1 Low speed  
                          | PS/2 Model: PS/2 mouse |
| Resolution               | 2048 X 2048 |
| Report rate              | RS232 Model: Max. 160 points/sec  
                          | USB Model: Max. 160 points/sec  
                          | PS/2 Model: Max. 140 points/sec |
| Response time            | Resistive: Max. 35 ms  
                          | Capacitive: Max. 20 ms |
| Pin out definition       | 4 wire model: X+, Y+, X-, Y-  
                          | 5 wire model: UL, UR, COM, LR, LL  
                          | 8 wire model: X+, X+ref, Y+, Y+ref, X-, X-ref, Y-, Y-ref |
| Panel resistance         | 4, 8 wire resistive model: 200 ~ 900 ohm (pin to pin on the same layer)  
                          | 5 wire resistive model: 50 ~ 200 ohm (pin to pin on drive layer) |
| Regulatory Approvals     | FCC-B, CE |

Table 2. Specifications for **TouchKit** controller
<table>
<thead>
<tr>
<th>Features</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Calibration</td>
<td>Fast full oriental 4 points position</td>
</tr>
<tr>
<td>Compensation</td>
<td>Accuracy 25 points linearity compensation.</td>
</tr>
<tr>
<td>Draw Test</td>
<td>Position and linearity verification</td>
</tr>
<tr>
<td>Language</td>
<td>Support 10 languages for Windows</td>
</tr>
<tr>
<td>Advanced Feature</td>
<td>1. Support monitor / display rotation</td>
</tr>
<tr>
<td></td>
<td>2. Support multiple monitor / display</td>
</tr>
<tr>
<td></td>
<td>3. Support QVGA and Half-VGA function</td>
</tr>
<tr>
<td></td>
<td>4. Support edge compensation</td>
</tr>
<tr>
<td></td>
<td>5. Support constant touch</td>
</tr>
<tr>
<td>Controller Setting</td>
<td>1. Support multiple controllers</td>
</tr>
<tr>
<td></td>
<td>2. Dynamical add / remove controllers</td>
</tr>
<tr>
<td>Mouse Emulator</td>
<td>1. Right / Left button emulation</td>
</tr>
<tr>
<td></td>
<td>2. Normal / Click on touch / Click on release mode</td>
</tr>
<tr>
<td></td>
<td>3. Auto right button</td>
</tr>
<tr>
<td>Sound Notification</td>
<td>1. Sound option (No Sound / Touch Down / Lift Up)</td>
</tr>
<tr>
<td></td>
<td>2. Frequency adjustment</td>
</tr>
<tr>
<td></td>
<td>3. Duration adjustment</td>
</tr>
<tr>
<td>Double Click</td>
<td>1. Configurable double click speed</td>
</tr>
<tr>
<td></td>
<td>2. Configurable double click area</td>
</tr>
<tr>
<td></td>
<td>2. Windows CE 2.12 / 3.0 / .NET</td>
</tr>
<tr>
<td></td>
<td>3. Linux ( RedHat / Fedora / Mandrake / Suse / YellowDog )</td>
</tr>
<tr>
<td></td>
<td>4. iMac. OS9.x / OSX</td>
</tr>
<tr>
<td></td>
<td>5. MS-DOS: Support display resolution:</td>
</tr>
<tr>
<td></td>
<td>320x200, 640x200, 640x350, 640x480, 800x600, 1024x768 and 1280x1024</td>
</tr>
<tr>
<td>COM port support</td>
<td>1. Support COM 1 ~ COM 256 for Windows and Linux</td>
</tr>
<tr>
<td></td>
<td>2. Support COM 1 ~ COM 8 for DOS</td>
</tr>
</tbody>
</table>

Table 3. Features for **TouchKit** software
Chapter 2. Installing TouchKit

TouchKit is software, which contains drivers, configuration and right button utilities of the touch panel controllers for RS232 and USB on x86 CPU and Windows CE operation system.

The two utilities are as follows:

- **Configuration support**
  The calibration and draw test of touch panel are done by this support.

- **Right button support**
  This is utility for emulating the right and left button of mouse through controlling touch panel. Users can toggle between right or left mouse buttons by this utility.

### 2.1 For Windows CE 2.12 / 3.0

There are totally five files in the TouchKit for Windows CE directory. Follow these steps to install TouchKit for Windows CE.

- TouchKit.dll - driver
- Touch32ex.dll - specific dynamic linking library
- TouchTry.exe - right mouse support
- TouchKit.exe - Configuration Utility
- TouchKit.reg - information that will be added to registry

1. Make sure that Windows CE has the driver of serial ports.
2. While building Windows CE, users have to assign TouchKit.dll, Touch32ex.dll, TouchTry.exe and Touchkit.exe to appropriate directory.
3. Add some registry value as the content of TouchKit.reg.
4. Now, build Windows CE with this touch panel driver and utilities.

**Note:** TouchTry.exe is the file of the Right Mouse Utility. It has to be started with computer booting. So, put this file to appropriate directory to satisfy this specific request.

Now, users can boot this Windows CE version on specific device. The right mouse button utility will be emulated while computer booting and the touch panel driver is also ready.
2.2 For Windows CE.NET Stylus

There are two driver package versions and showed as below:

Use CE.NET bundle calibration utility
Use Stylus dedicated configuration utility.

USB interface driver installation with CE.NET bundle calibration utility. File List:
- USBPort.dll - USB touch screen driver
- Touchp.dll - USB touch screen driver
- Calibration.exe - provide a program of calibration (Programmer could choose the path while building the image of CE platform. This program is not necessary for CE.NET)

Note: Users select the UHCI or OHCI USB Host Controller driver into the platform, which supported by the target device, and check the USB mouse can go well at the same port.

Select the Touch Display [stylus] into the platform. Users can see:
“Catalog\Core OS\Display based devices\Shell and User Interface\Touch Display[Stylus]”

Select the Mouse into the platform. Users can see:
“Catalog\Core OS\Display based devices\Shell and User Interface\Mouse”
1. Create a sub-folder “CEDB” under C:\
2. Copy files USBPort.dll and Touchp.dll to the directory.
3. Launch platform builder and open the platform workspace.
4. Edit the PROJECT.BIB in the Parameter View of Platform Builder.

5. Add these two lines in Modules:

   usbport.dll       C:\CEDB\usbport.dll       NK SH
   touchp.dll        C:\CEDB\touchp.dll       NK SH

7. Add these lines for registry:

```markdown
[HKEY_LOCAL_MACHINE\HARDWARE\DEVICEMAP\TOUCH]
 "DriverName"="Touchp.dll"
 "CalibrationData"="102,102 1945, 102 1945,1945 102,1945"
 "BCLEFT"=dword:64
 "BCRIGHT"=dword:64
 "BCTOP"=dword:64
 "BCBOTTOM"=dword:64
```

Then copy the following sentences to the PROJECT.REG

```markdown
[HKEY_LOCAL_MACHINE\Drivers\USB\LoadClients\14371_1\0_0_0\255_255_255\USB_TOUCH_Driver]
 "DLL"="USBPort.dll"

[HKEY_LOCAL_MACHINE\Drivers\USB\LoadClients\14371_2\0_0_0\255_255_255\USB_TOUCH_Driver]
 "DLL"="USBPort.dll"

[HKEY_LOCAL_MACHINE\Drivers\USB\LoadClients\4660_1\0_0_0\255_255_255\USB_TOUCH_Driver]
 "DLL"="USBPort.dll"

[HKEY_LOCAL_MACHINE\Drivers\USB\LoadClients\3823_1\0_0_0\255_255_255\USB_TOUCH_Driver]
 "DLL"="USBPort.dll"

[HKEY_LOCAL_MACHINE\Drivers\USB\LoadClients\3823_2\0_0_0\255_255_255\USB_TOUCH_Driver]
 "DLL"="USBPort.dll"
```
8. After building the image of CE.NET and load it to hardware platform. Users can use the stylus to do the calibration, which can be found in the control panel.
9. if the user wants to keep the calibration data after WINCE reboot, please write \textit{WINCE REGISTRY} to FLASH or other storages on target.
RS232 interface driver installation with CE.NET bundle calibration utility.

File List:

- Touchp.dll - RS232 touch screen driver
- Calibration.exe - provide a program of calibration (Programmer could choose the path while building the image of CE platform. This program is not necessary for CE.NET)

Note:

Select the **Touch Display [stylus]** into the platform. Users can see:
“Catalog\Core OS\Display based devices\Shell and User Interface\Touch Display[Stylus]”

Select the **Mouse** into the platform. Users can see:
“Catalog\Core OS\Display based devices\Shell and User Interface\Mouse”

1. Create a sub-folder “CEDB” under C:
2. Copy files USBPort.dll and Touchp.dll to the directory.
3. Launch platform builder and open the platform workspace.
4. Edit the PROJECT.BIB in the Parameter View of Platform Builder.
5. Add this line in Modules:
   touchp.dll        C:\CEDB\touchp.dll        NK SH

6. Edit the **PROJECT.REG** in the Parameter View of Platform Builder.
7. Add these lines for registry:

```
[HKEY_LOCAL_MACHINE\HARDWARE\DEVICEMAP\TOUCH]
   "DriverName"="Touchp.dll"
   "CalibrationData"="102,102 1945, 102 1945,1945 102,1945"
   "COMM"="COM1:"
   "BCLEFT"=dword:64
   "BCRIGHT"=dword:64
   "BCTOP"=dword:64
   "BCBOTTOM"=dword:64
```

8. The setting of COMM is the COM users want to use, and users can setup it in the upper registry.
9. After building the image of CE.NET and load it to hardware platform. Users can use the stylus to do the calibration, which can be found in the control panel.
10. If the user wants to keep the calibration data after WINCE reboot, please write **WINCE REGISTRY** to FLASH or other storages on target.
2.3 For Windows CE.NET and CE 5.0

Touch driver installation with TouchKit utility. File List:

- USBTouch.dll - USB touch screen driver
- TouchKit.dll - RS232 touch screen driver
- TouchKit.exe - TouchKit utility
- DrawTest.exe - DrawTest utility
- Calibration.exe - Calibration utility
- UpdateEEPROM.exe - Update EEPROM utility

Note:
1. If users use USB controllers, users select the UHCI or OHCI USB Host Controller driver into the platform, which supported by the target device, and check the USB mouse can go well at the same port.
2. If users use RS232 controllers, users have to make sure Windows CE has the driver of serial port.

Select the “Mouse” into your platform. This can find in:
“Catalog\Core OS\Display based devices\Shell and User Interface\Mouse”
1. Create a sub-folder “CEDB” under C:\n
2. Copy files USBTouch.dll, TouchKit.dll, TouchKit.exe, DrawTest.exe, Calibration.exe and UpdateEEPROM.exe to the directory.

3. Launch platform builder and open the platform workspace.

4. Edit the PROJECT.BIB in the Parameter View of Platform Builder.

5. Add these two lines in Modules:
   a) TouchKit utility:
      TouchKit.exe  C:\CEDB\TouchKit.exe  NK S
      DrawTest.exe  C:\CEDB\DrawTest.exe  NK S
      Calibration.exe  C:\CEDB\Calibration.exe  NK S
      UpdateEEPROM.exe  C:\CEDB\Calibration.exe  NK S
   b) If users want to use USB module:
      USBTouch.dll  C:\CEDB\USBTouch.dll  NK SH
   c) If users want to use RS232 module:
      TouchKit.dll  C:\CEDB\TouchKit.dll  NK SH

7. Add these lines for registry:
   a) Add the registry setting for all modules:

   ```
   [HKEY_LOCAL_MACHINE\Drivers\TouchKit]
   “RBSIZE”=dword:800
   “RBTIME”=dword:989680
   “FLAGS”=dword:1-------->set 0x1 sofware filter enable
                         set 0x3000 update eeprom function enable
   “ZfilterThreshold”=dword:800
   “ZfilterBound”=dword:00100001
   “SoundType”=dword:0--------->This is the default sound type
   SoundType = 0 is no sound
   SoundType = 1 is Beep in touch down
   SoundType = 2 is Beep in lift off
   ```

   b) If users want to use USB module:

   ```
   [HKEY_LOCAL_MACHINE\Drivers\USB\LoadClients\14371_1\0_0_0\255_255_255\USB_TOUCH_Driver]
   “DLL”=”USBTouch.dll”
   [HKEY_LOCAL_MACHINE\Drivers\USB\LoadClients\14371_2\0_0_0\255_255_255\USB_TOUCH_Driver]
   “DLL”=”USBTouch.dll”
   [HKEY_LOCAL_MACHINE\Drivers\USB\LoadClients\4660_1\0_0_0\255_255_255\USB_TOUCH_Driver]
   “DLL”=”USBTouch.dll”
   ```
c) If users want to use RS232 module1:
[HKEY_LOCAL_MACHINE\Drivers\BuiltIn\TouchKit1]
“Dll”="TouchKit.dll"
“Order”=dword:0000001
“Prefix”="TKT"
“Index”=dword:0000001
“Context”=dword:1;---->This is the COM Port index which users use

If users want to use RS232 module2:
[HKEY_LOCAL_MACHINE\Drivers\BuiltIn\TouchKit2]
“Dll”="TouchKit.dll"
“Order”=dword:0000001
“Prefix”="TKT"
“Index”=dword:0000002
“Context”=dword:2;---->This is the COM Port index which users use
Chapter 3. Configuration Utility and Right Button Emulator

3.1 For Windows CE 2.12 / 3.0

Run TouchKit.exe file to execute it. There are six buttons, [Calibrate 4pt], [Draw Test], [Clear CalParam], [Calibrate 4pt], [Right Button] and [Quit], on the AP.

<Calibrate 4pt>
Correct 4 point locations on screen with the panel. Press on [Calibrate 4pt], screen displays as follows.

Touch the blinking symbol on panel until beep or stop blinking. There will be a message window after this correction.
<Draw Test>
Test the drawing position related to the display screen on panel.
Click on the [Draw Test] button. There will be a squared blue display showing.

![Draw Test Display]

Try to write or draw on it to verify the touch position.

<Clear CalParam>
Press [Clear CalParam] to clear the previous calibration records. The record will become default record.

<Calibrate 25pt>

![Calibrate 25pt]

Touch the blinking symbol on panel until beep or stop blinking.
After the calibration, the new record will overwrite the old one.
<RIGHT BUTTON>

Right mouse emulator. The default value is on.
Click [Right Button] to close the right mouse emulator.
Right Button starts with the computer booting. A mouse icon is located in the right corner of screen.
Click mouse right button; there will be a pop-up box. Select Button, then a squared box shows up.

![Mouse Icon]

Change right / left Button by click the icon on screen. Cyan area expresses what button has been selected.
After select the button, users can touch the panel to control mouse activities.
Select / De-select files or Drag icons on screen, whatever the mouse behaves.

<Quit>
Exit TouchKit touch panel utility.
3.2 For Windows CE.NET

Run **TouchKit.exe** file to execute it. Before users do the calibration or draw test, the module has to be selected.

**TUBX** is the USB module  
**TKTX** is the RS232 module

There are four functions, which are **[Calibrate 4pt]**, **[Draw Test]**, **[Calibrate 25pt]** and **[Quit]**.

**<Calibrate 4pt>**

Correct 4 point locations on screen with the panel. Press on **[Calibrate 4pt]**, screen displays as follows.

Touch the blinking symbol on panel until beep or stop blinking.

There will be a message window after this correction.
<Draw Test>
Test the drawing position related to the display screen on panel.
Click on the [Draw Test] button. There will be a squared blue display showing.

Try to write or draw on it to verify the touch position.

<Calibrate 25pt>

Touch the blinking symbol on panel until beep or stop blinking.
After the calibration, the new record will overwrite the old one.
<Sound>

No sound
Users could choose to make no sound while using the touch panel.

Touch Down
The system will make sound while touching the panel.

Life Up
The system will not make any sound until finger leaves the touch panel.
<Right Button>
If the users want to emulate right button, the users can touch and keep the finger on the panel for two to three seconds. The last touch will be emulated the mouse right button. The users can change the waiting time and the stop size in registry value “RBTIME” and “REVALUE”.

<Quit>
Exit TouchKit touch panel utility.