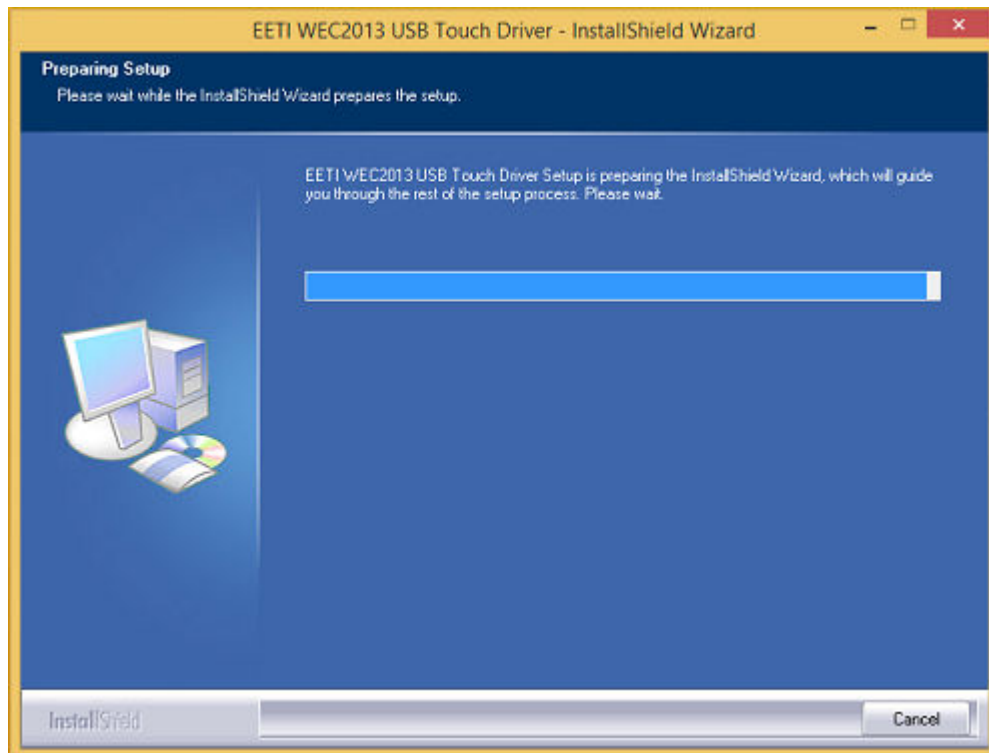


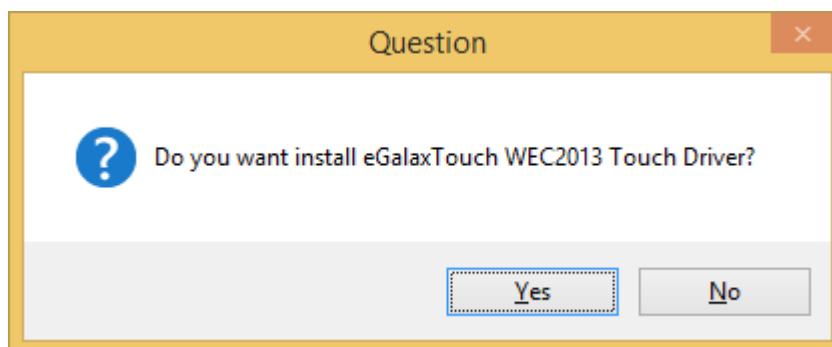
eGalaxTouch WEC2013 Touch Driver Installation Guide

Operation System: Windows Embedded Compact 2013

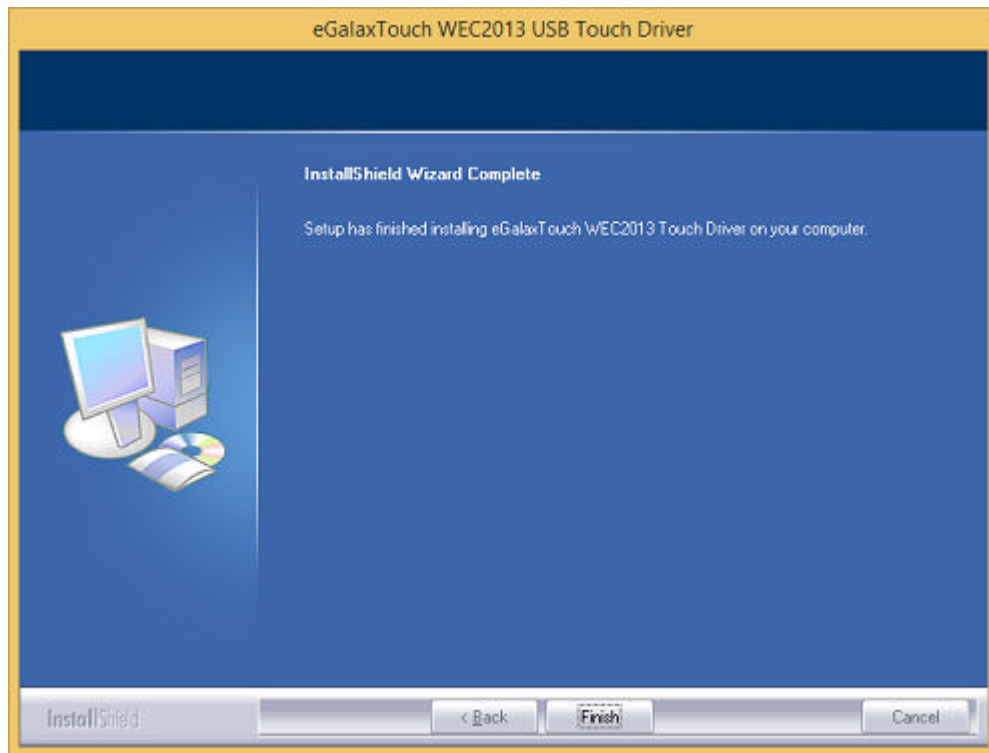
1. Execute setup.exe, you will see the installation window.



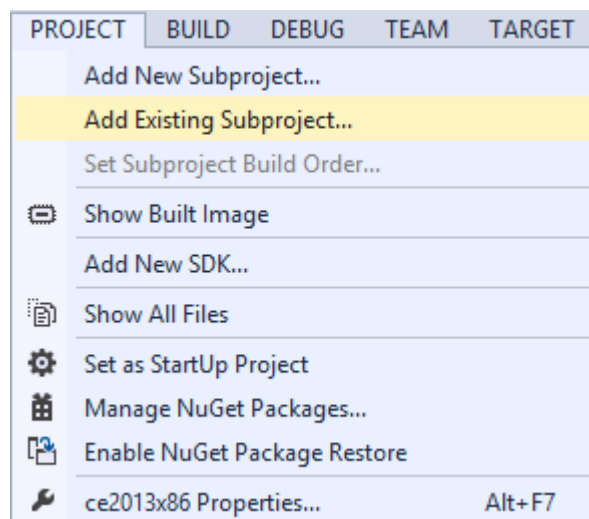
2. Select Yes to continue the installation, or select No to cancel it.



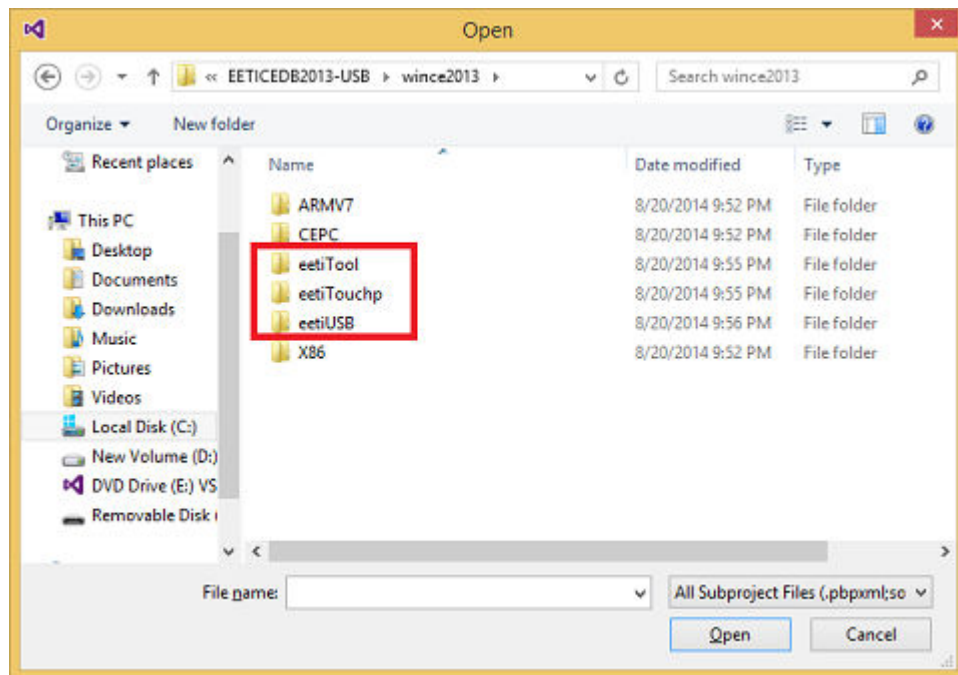
- When installation successfully finish, you will see the window. Click Finish to close the installation window.



- Launch Visual Studio 2012/2013 with Platform Builder WEC2013. Open your OSDesign which you want to install eGalaxTouch Touch Driver.
- Select Project → Add Existing Subproject



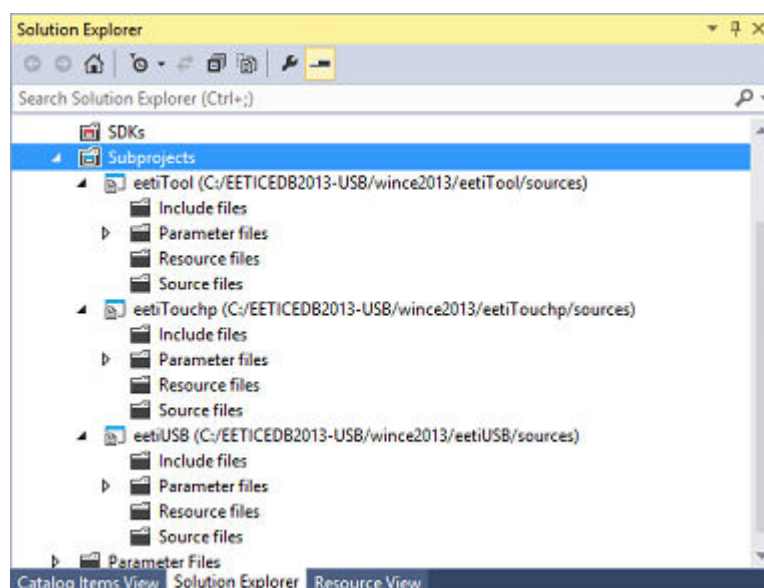
6. Switch the folder to C:\EETICEDB2013-USB\wince2013



7. To add subprojects into your OSDesign, Choose the pbpxml file under different folder. (i.e. eetiTouchp, eetiTool and eetiUSB)

[For USB Controller]Add **eetiUSB** and **eetiTouchp** subprojects into your OSDesign**[For Utility]**Add **eetiTool** subprojects into your OSDesign

8. After you add catalog items, you will find the subprojects inside your OSDesign.



9. Select Build → Make Run-Time Image to make the new image.

WEC2013 Gesture Components:

If you wish to add WinCE built-in gesture engine, please add these component in you OSDesign.

1. Default Gesture Response
2. Gesture Physics Engine
3. Touch Gesture GWES component

These settings make sysgen flags set:

SYSGEN_TOUCHGESTURE

SYSGEN_GESTUREANIMATION

SYSGEN_PHYSICSENGINE

Driver Registry Settings:

Settings for eetiTouchp.reg:

[HKEY_LOCAL_MACHINE\Drivers\TouchKit]

Registry Key	Type	Description
SoundType	dword	SoundType = 0 is no sound SoundType = 1 is Beep in touch down. SoundType = 2 is Beep in lift off.
EdgeCompEn	dword	Edge compensation enable For some special touchscreen which can not reach to the edge area of the full screen. User can modify these edge compensation parameters to solve such problem and make it easy to touch the edge area without accuracy lost. Stretch a little bit near the edge area.
EdgeCompUp	dword	Edge compensation upper bound parameter. The unit is percent. Default value is 64(Hexadecimal) If cursor point can not reach to edge area , user can increase this value.
EdgeCompDown	dword	Edge compensation lower bound parameter The unit is percent. Default value is 64(Hexadecimal) If cursor point can not reach to edge area , user can increase this value.
EdgeCompLeft	dword	Edge compensation left bound parameter

		<p>The unit is percent.</p> <p>Default value is 64(Hexadecimal)</p> <p>If cursor point can not reach to edge area , user can increase this value.</p>
EdgeCompRight	dword	<p>Edge compensation right bound parameter</p> <p>The unit is percent.</p> <p>Default value is 64(Hexadecimal)</p> <p>If cursor point can not reach to edge area , user can increase this value.</p>
HalfVGA	dword	<p>Touch mapping to screen parameter for split display: (All display resolution must be the same.)</p> <p>HalfVGA=1: touch only on upper half of screen</p> <p>HalfVGA=2: touch only on lower half of screen</p> <p>HalfVGA=3: touch only on right half of screen</p> <p>HalfVGA=4: touch only on left half of screen</p>
FLAGS	dword	<p>FLAGS = 200(Hexadecimal) : for enable rotate touch point data. Then user can set “FixedRotateInfo”.</p>
FixedRotateInfo	dword	<p>You must set “FLAGS” to enable rotate touch point data first.</p> <p>0 : not rotate</p> <p>1 : rotate to 90 degree</p> <p>2: rotate to 180 degree</p> <p>3 : rotate to 270 degree</p>

EETI Touch Utility User Manual

If developers need to launch drawtest or calibration utility, please passing the parameters according to following information:

Note that the application Calbration.exe without “i”.

For RS232 interface:

Drawtest.exe “TKT1:”

Calbration.exe “TKT1: P4”

Calbration.exe “TKT1: P9”

Calbration.exe “TKT1: P25”

For USB interface:

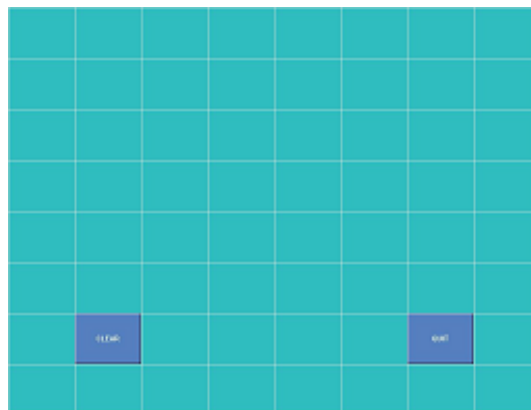
Drawtest.exe “TUB1:”

Calbration.exe “TUB1: P4”

Calbration.exe “TUB1: P9”

Calbration.exe “TUB1: P25”

The DrawTest application is an application to let user to do drawing test.



The 4 / 9 / 25 points calibration utility is used to do calibration, users needs to touch the cross points continuously until the cross stop blinking.

