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UPDD Version 4 – Introductory notes

Version 4.1.8

1st Sept 2010

Welcome to UPDD This document has been update to cater for the current release of our driver being 4.1.8

The UPDD suite of utility programs are as follows:

Program	Status	Description
User Console	Released	Driver's control program aimed at general, non technical, users
Calibration	Released	New calibration program
Test Utility	Released	New test and draw utility
Daemon Program	Released	Background task processing: system tray functions, video rotate monitoring, PnP detection etc
Event Selector	Released	Utility to switch between two event modes, normally Left and right click. Windows only.
Extensions	On hold	Touch utilities.
Activator	Under development	Quick access utility to touch related functions
Advanced Console	Under development	Advanced driver and device settings for technical users
API suite	Released	UPDD API programmers guide and example code
Language files	Released	Common language files are under construction and will be release as and when available. A completed language file will allow all utility programs to be localized to the language of the system.

The installation program will install the driver, calibration program and the new UPDD Console. It will normally be delivered by email as an HTTP link. Touch-Base utilises virus detection software on all of our systems but recipients of the software should pass the files thought their own virus checking software before proceeding with installation.

Limitations

Release Status

At any given time we will be releasing Production, Release, Alpha and Beta versions of the software as described [here](#). As of January 2011 all mainstream OS versions are created from the 4.1.10 code base or above.

Evaluation software

If you are installing evaluation software then mouse clicks will be inactive after you have touched 100 times. A further 100 clicks are available after each reboot or calibration. This restriction is removed on licensed software.

Supported OS



Available for Win 95 through Windows 7. See [Windows documentation](#). Supports 32 and 64 bit.



Available for Mac OS X. See [Mac documentation](#). Supports 32 and bit.



Tested in many distributions and available in both source and binary formats. See [Linux documentation](#). Supports 32 and 64 bit.



For Windows CE UPDD the software can only be supplied in component form for Win CE 3.x through 6.x (.Net) with full embedding instructions. See [Win CE embedded documentation](#). Supports many processors.



Under Windows XPe the standard Windows installation files can be used on XPe systems. If UPDD is installed on an XPe system using the standard setup.exe file, typically to test the driver prior to embedding, UPDD installation has certain dependencies that need to be present for successful installation. One of the less obvious dependencies is the use of RegEdit during install to set up the registry. If RegEdit is not present all selections and dropdowns are blank.

If you are creating an XPe system from embedded components UPDD can be supplied in component form with full embedded instructions. See [Win XPe embedded documentation](#).



UPDD is available for VxWorks real-time operating system. See [VxWorks Integration guide](#).

Installation and Uninstall Procedures

These are covered in full in the associated OS specific notes.

Calibration

Calibration is a procedure used to align the pointer device with the graphically display area or desktop segment. When using the pointer device the mouse cursor should normally position itself under the stylus when it is in contact with the

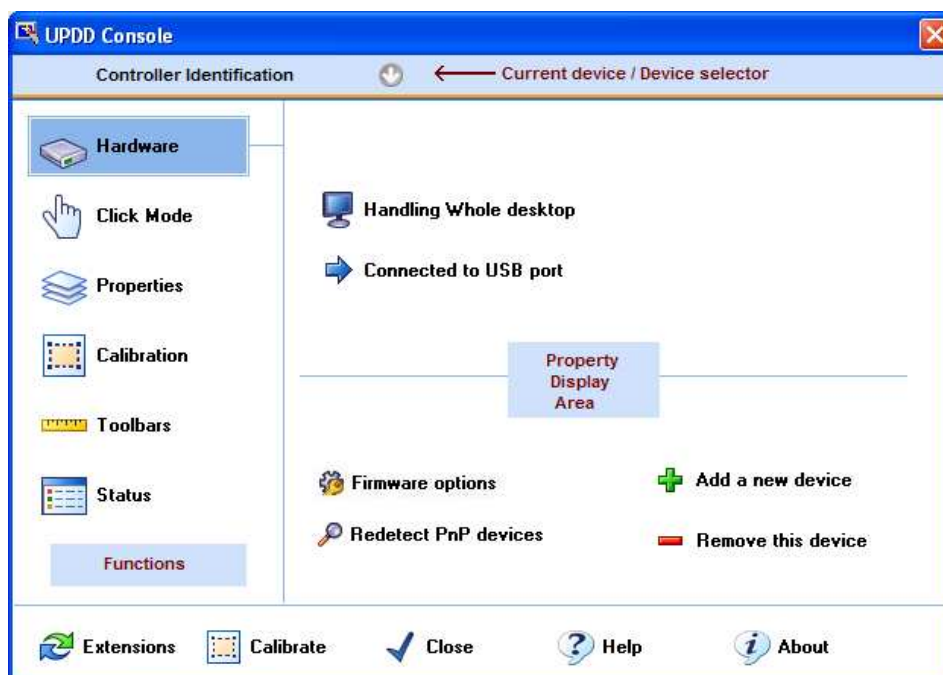
pointer device. If this is not the case then calibration will be required and this is described in full in the [Calibration document](#). The UPDD driver also supports Toolbars, which also require calibrating, and this is covered in full in a separate [Toolbar document](#).

UPDD Console

The [UPDD Console](#) program is used to adjust the driver and device settings.

The new look console is shown below and has three main users areas; the device display/selection, the function selection and the display area which is described in detail in the on-line help files installed with the driver.

For most systems it is unlikely that any changes will need to be made to the driver configuration as the default settings are optimized for best performance. Great care should be made in changing any of these settings as they may have an adverse effect on the performance of the pointer device.



On-line help



The Help option can be used at any time to invoke the context sensitive on-line help.

Mouse emulation

Most pointer devices emulate the actions of the mouse; cursor movement, left click, right click, double clicks etc. These actions have to be derived from the events generated from the pointer device. In the case of a touch screen these events are initial touch, movement, stationary and last touch.

The driver implements a number of different emulation methods to cater for the different ways mouse emulation is likely to be used. These emulation methods are shown in the UPDD Console, Click Mode dialog and described in full in the on-line help.

Emulation mode	Initial touch	Movement	Stationary for short period	Last touch	Default Primary Event	Default Secondary Event	UPDD Version 3 reference
Click and drag	Pen down	Move with pen down	None	Pen up	Left click	Right click	Touchdown Left / Touchdown Right
Drag then click	None	Move	None	Pen down/up	Left click	Right click	Liftoff Left / Touchdown Right
Point and click	Pen down	off	None	Pen up	Left click	Right click	N/A
Interactive Touch	Left Pen down	Move with pen down	Left Pen up Right pen down / up	Pen up or no action	Fixed	N/A	Interactive Touch

When the stylus is used, it will, by default, perform its primary event click emulation as shown above. However, in some circumstances it is required to perform the associated secondary event and this is achieved by using the Event Selector to switch between Primary and Secondary events.

Event Selector

The [Event Selector](#) offers a method to switch between Left and right mouse click emulation.

Application Programming Interface

UPDD supports an application program interface (API) on all supported platforms. This allows user written programs to interact directly with the driver or pointer device handled by UPDD. Fully API documentation is available on the [documentation web page](#).

Software Differences

Although it is our aim to make the software as compatible as possible it is not always possible to implement all functions across all platforms, either because of time / resource constraints, inappropriateness or incompatibility. The OS specific notes document any missing functionality relative to the Windows driver.

Contact

For further information or technical assistance please email the technical support team at technical@touch-base.com

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