**Disclaimer**

**THIS SPECIFICATION IS LICENSED AND PROVIDED BY LOGITECH "AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY ANDFITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL LOGITECH OR ANY OF ITS AFFILIATED COMPANIES BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SPECIFICATION, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.**

**DRAFT DOCUMENT**

**The feature has 3 functions and 2 events:**

**[0x6110] TouchMouseRawTouchPoints**

TouchMouseTouchpadInfo = [0]GetTouchpadInfo()

TouchMouseRawMode = [1]GetRawMode()

TouchMouseRawMode = [2]SetRawMode(0/1/2)

[**0x6110] FUNCT GetTouchpadInfo**

Returns the TouchPad characteristics (size, number of dots, data ranges, etc)

**Parameters**

none

**Returns**

|  |  |  |
| --- | --- | --- |
| **Byte num (in payload)** | **Description** | **Notes** |
| 0 | X Max Count (dots) H |  |
| 1 | X Max Count (dots) L |  |
| 2 | Y Max Count (dots) H |  |
| 3 | Y Max Count (dots) L |  |
| 4 | Resolution (dpi) H | Assuming same res. in XY |
| 5 | Resolution (dpi) L | Assuming same res. in XY |
| 6 | Position of the origin | 0x00 = reserved  0x01 = LOWER-LEFT  0x02 = LOWER-RIGHT  0x03 = UPPER-LEFT  0x04 = UPPER-RIGHT  Note: corners are defined by looking at device from above, with lower edge toward the user and upper facing the PC screen |
| 7 | Max number of fingers | It is the number of reported fingers |
| 8 | Touchpoint width/height data range | Max Count (max 255) |
| 9 | Reserved |  |
| 10 | Reserved |  |
| 11 | Reserved |  |
| 12 | Reserved |  |
| 13 | Reserved |  |
| 14 | Reserved |  |
| 15 | Reserved |  |

[**0x6110] FUNCT GetRawMode()**

**Parameters**

None

**Returns:**

Byte 0:

0 = Native gestures (out of the box)

1 = RAW data (filtered)

2 = RAW data NOT filtered + Native gestures

3 = RAW data NOT filtered: sent even if lift, button active, etc.

4 = As 2 ( RAW data NOT filtered + Native gestures) BUT Z information sent instead W in raw data

[**0x6110] FUNCT SetRawMode()**

**Parameters**

Byte 0:

0 = Native gestures (out of the box)

1 = RAW data (filtered)

2 = RAW data NOT filtered + Native gestures

3 = RAW data NOT filtered: sent even if lift, button active, etc.

4 = As 2 ( RAW data NOT filtered + Native gestures) BUT Z information sent instead W in raw data

**Returns:**

None

EVENT [0] format:

**[0x6110] EVENT TouchMouseRawTouchPoints**

TouchMouseRawData = [0]RawDataReport()

Return the RAW data of up to 4 fingers. Finger ID is hard-coded in the touchpoint position in the report. (i.e finger ID = byte position)

**1 Frame, 4 Fingers, Width information**

|  |  |  |
| --- | --- | --- |
| **Byte number**  **(in payload)** | **Description** | **Details / comments** |
| 1 | **X1 H** | X Touch point 1 [bit11 : 4]. 0xFF means finger lifted |
| 2 | **Y1 H** | Y Touch point 1 [bit11 : 4]. 0xFF means finger lifted |
| 3 | **Y1X1 L** | Low nibble: X [bit3 : 0] High nibble: Y [bit3 : 0] of touch point 1.  0xFF means finger lifted |
| 4 | **Contact Width / Area touch 1** | Low nibble: Wx [bit3 : 0] High nibble: Wy [bit3 : 0] of touch point 1.  0xFF means finger lifted |
| 5 | **X2 H** | X Touch point 2 [bit11 : 4]. 0xFF means finger lifted |
| 6 | **Y2 H** | Y Touch point 2 [bit11 : 4]. 0xFF means finger lifted |
| 7 | **Y2X2 L** | Low nibble: X [bit3 : 0] High nibble: Y [bit3 : 0] of touch point 2.  0xFF means finger lifted |
| 8 | **Contact Width / Area touch 2** | Low nibble: Wx [bit3 : 0] High nibble: Wy [bit3 : 0] of touch point 2.  0xFF means finger lifted |
| 9 | **X3 H** | X Touch point 3 [bit11 : 4]. 0xFF means finger lifted |
| 10 | **Y3 H** | Y Touch point 3 [bit11 : 4]. 0xFF means finger lifted |
| 11 | **Y3X3 L** | Low nibble: X [bit3 : 0] High nibble: Y [bit3 : 0] of touch point 3.  0xFF means finger lifted |
| 12 | **Contact Width / Area touch 3** | Low nibble: Wx [bit3 : 0] High nibble: Wy [bit3 : 0] of touch point 3.  0xFF means finger lifted |
| 13 | **X4 H** | X Touch point 4 [bit11 : 4]. 0xFF means finger lifted |
| 14 | **Y4 H** | Y Touch point 4 [bit11 : 4]. 0xFF means finger lifted |
| 15 | **Y4X4 L** | Low nibble: X [bit3 : 0] High nibble: Y [bit3 : 0] of touch point 4.  0xFF means finger lifted |
| 16 | **Contact Width / Area touch 4** | Low nibble: Wx [bit3 : 0] High nibble: Wy [bit3 : 0] of touch point 4.  0xFF means finger lifted |

EVENT [1]

TouchMouseStatus = [1]StatusChanged() // Returns special events for example "mouse lifted"

This notification is sent whenever any flag changes. **The default value after connection is 0x00**

Byte 0:

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| bit 7 | 6 | 5 | 4 | 3 | 2 | 1 | bit 0 |
| reserved | reserved | reserved | reserved | reserved | reserved | Button down | Mouse lifted |

Mouse lifted: if 1, the mouse is lifted

Button down: if 1, a mouse button is depressed

Byte 1...15: reserved