TCCXXXX TOUCH DRIVER USER GUIDE

TCCXXXX_TOUCH_DRIVER_USER_GUIDE

Rev. 0.20

Mar. 28. 2014



DISCLAIMER

All information and data contained in this material are without any commitment, are not to be considered as an offer for conclusion of a contract, nor shall they be construed as to create any liability. Any new issue of this material invalidates previous issues. Product availability and delivery are exclusively subject to our respective order confirmation form; the same applies to orders based on development samples delivered. By this publication, Telechips, Inc. does not assume responsibility for patent infringements or other rights of third parties that may result from its use.

Further, Telechips, Inc. reserves the right to revise this publication and to make changes to its content, at any time, without obligation to notify any person or entity of such revisions or changes.

No part of this publication may be reproduced, photocopied, stored on a retrieval system, or transmitted without the express written consent of Telechips, Inc.

This product is designed for general purpose, and accordingly customer be responsible for all or any of intellectual property licenses required for actual application. Telechips, Inc. does not provide any indemnification for any intellectual properties owned by third party.

Telechips, Inc. can not ensure that this application is the proper and sufficient one for any other purposes but the one explicitly expressed herein. Telechips, Inc. is not responsible for any special, indirect, incidental or consequential damage or loss whatsoever resulting from the use of this application for other purposes.

COPYRIGHT STATEMENT

Copyright in the material provided by Telechips, Inc. is owned by Telechips unless otherwise noted.

For reproduction or use of Telechips' copyright material, permission should be sought from Telechips. That permission, if given, will be subject to conditions that Telechips' name should be included and interest in the material should be acknowledged when the material is reproduced or quoted, either in whole or in part. You must not copy, adapt, publish, distribute or commercialize any contents contained in the material in any manner without the written permission of Telechips. Trade marks used in Telechips' copyright material are the property of Telechips.

Important Notice

This product may include technology owned by Microsoft Corporation and in this case it cannot be used or distributed without a license from Microsoft Licensing, GP.

For customers who use licensed Codec ICs and/or licensed codec firmware of mp3:

"Supply of this product does not convey a license nor imply any right to distribute content created with this product in revenue-generating broadcast systems (terrestrial. Satellite, cable and/or other distribution channels), streaming applications(via internet, intranets and/or other networks), other content distribution systems(pay-audio or audio-on-demand applications and the like) or on physical media(compact discs, digital versatile discs, semiconductor chips, hard drives, memory cards and the like). An independent license for such use is required. For details, please visit http://mp3licensing.com".

For customers who use other firmware of mp3:

"Supply of this product does not convey a license under the relevant intellectual property of Thomson and/or Fraunhofer Gesellschaft nor imply any right to use this product in any finished end user or ready-to-use final product. An independent license for such use is required. For details, please visit http://mp3licensing.com".

For customers who use Digital Wave DRA solution:

"Supply of this implementation of DRA technology does not convey a license nor imply any right to this implementation in any finished end-user or ready-to-use terminal product. An independent license for such use is required."

For customers who use DTS technology:

"Supply of this implementation of DTS technology does not convey a license, exhaust DTS' rights in the implementation, or imply a right under any patent, or any other industrial or intellectual property right of DTS to use, offer for sale, sell, or import such implementation in any finished end-user or ready-to-use final product. Notice is hereby provided that a license from DTS is required prior to such use."

"This product made under license to U.S. Patents 5,451,942; 5,956,674; 5,974,380; 5,978,762; 6,487,535; 6,226,616 and/or foreign counterparts."

"© 1996 - 2010 DTS, Inc."



Revision History

Date	Version	Description
2012-02-24	0.10	This document is a guide to the Touch Driver. Initial release
2014-03-28	0.20	Default touch method is multi-touch interface with ADC control.

TCCXXXX Android Platform

TCCXXXX_TOUCH_DRIVER_USER_GUIDE

TABLE OF CONTENTS

Contents	
1 Default Touch	1-
2 Touch Config File	2-
3 Multi Touch	
4 Scroll & Flicking	4-
4.1 Deceleration	4-
5 Calibration	5-
5.1 How not to perform receiver that check calibration data	5-



1 Default Touch

Default Touch is a multi-touch screen which is not using ADC. Then, a user just can use default touch screen driver without any addition! settings.

However, If user wants to use resistive touch screen, It can be recommended the Telechips Android using ADC. It support resistive touch screen with 4-way.

2 Touch Config File (important option)

Above Android ICS platform including Jelly Bean and Kitkat must need touch config file.

Telechips SDK has that file in "device/telechips/tcc8930(or m805_893x)/" folder. And in "device_base.mk" file, that file is copied.

The file's name must be "(touch driver name).idc".(for example : touch driver name : tcc-ts, config file : tcc-ts.idc) And the file can have various information about touch.

Following URL include manual of the file.

http://source.android.com/tech/input/touch-devices.html

3 Multi Touch (important option)

- From Ver-Android4.2, Android basically fully support multi-touch environment on refrence device. If a user want to use Android Version-above 4.2, you may skip this step.
- Under Ver-4.2 (ex)Andoird ICS) platform must have a touch permission file for multi touch.

Telechips SDK basically doesn't have these files. If you want to use multi-touch, you should add follwing permission files.

```
PRODUCT_COPY_FILES += \
```

frameworks/base/data/etc/android.hardware.touchscreen.multitouch.xml:system/etc/permissions/and
roid.hardware.touchscreen.multitouch.xml \

frameworks/base/data/etc/android.hardware.touchscreen.multitouch.distinct.xml:system/etc/permis
sions/android.hardware.touchscreen.multitouch.distinct.xml

You should add above codes at "device_base.mk" file in device/telechips/tcc8930(or m805_893x) folder.

4 Scroll & Flicking

Scrolling and flicking is performed by motion event. They decide to scroll and flick after checking motion events in application layer. Web browser and basic program of android get default scrolling and flicking in android made by scroller class. It is changed by scroller configuration. Configuration has SCROLL_FRICTION, TOUCH_SLOP and etc. You can change scroll style through controlling that.

4.1 Deceleration

Deceleration is variable to control scroll amount when you are flicking. If you control this value, you can make more scroll or less scroll.

If you open frameworks/base/core/jave/android/widget/Scroller.jave file, you can find this.

```
public Scroller(Context context, Interpolator interpolator) {
    mFinished = true;
    mInterpolator = interpolator;
    float ppi = context.getResources().getDisplayMetrics().density * 160.0f;
    mDeceleration = computeDeceleration(ViewConfiguration.getScrollFriction());
    mFlywheel = flywheel;
    mPhysicalCoeff = computeDeceleration(0.84f);
```

getScrollFriction is member function of ViewConfiguration class. That function returns SCROLL_FRICTION value.

}

```
* The coefficient of friction applied to flings/scrolls.
private static final float SCROLL_FRICTION = 0.015f;
```

You can find this at ViewConfiguration class. Default SCROLL_FRICTION is 0.015f.

5 Calibration(For ADC-Touch panel Only)

Touch Calibration function is added. But Touch Calibration option is not default. If you want to use touch calibration for only resistive touch, you should do following sequence.

Open touch calibration option

```
A. In "device/telechips/tcc89XX(or m805_89XX)/BoardConfig.mk
  Audio Codec Chip
 TARGET_BOARD_AUDIO_CODEC := wm8731
BOARD_USES_VOIP := true
# Touch Calibration - use only pressure sensitive touch screen
TARGET_HAVE_TSLIB := true
TARGET_RECOVERY_UI_LIB := librecovery_ui_tcc893x
        RECOVERY UPDATER LIBS += librecovery updater telechips
```

If you open this file, you can see "TARGET_HAVE_TSLIB := true" code. Release this code. And you should following commands:

- \$> touch external/tslib/*
- \$> touch external/tslib/src/*
- \$> touch frameworks/base/services/input/*

And rebuild.

After android image is downloaded, touch calibration is perform in first booting.

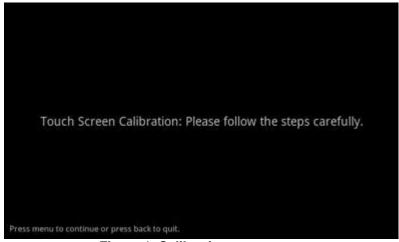


Figure 1. Calibration screen

If you push Volume-Down button, it starts calibration and if you push back button, it cancels calibration and is terminated. When you perfom calibration, you should press proper point. If you press wrong point, it restarts calibration. If you don't want to perform calibration or prevent calibration, you should change option device/telechips/(model)/BoardConfig.mk" file. You can find TARGET_HAVE_TSLIB := true option in that file. If you change from true to false, touch calibration is not perfom. When you change that option, you should following commands:

- \$> touch external/tslib/*
- \$> touch external/tslib/src/*
- \$> touch frameworks/base/services/input/*

5.1 How not to perform receiver that check calibration data.

(To secure memory, you can turn off calibration. But you should tune touch driver in kernel)

If you apply following diff, you can prevent perform touch calibration in boot.

platform/packages/apps/TSCalibration/AndroidManifest.xml

```
– a/<u>AndroidManifest.xml</u>
+++ b/AndroidManifest.xml
@@ <u>-28,8</u> <u>+28,6</u> @@
 -->
 <manifest xmlns:android="http://schemas.android.com/apk/res/android" package="touchsc</pre>
reen.test">
      <uses-permission android:name="android.permission.SET ALWAYS FINISH" />
      <uses-permission android:name="android.permission.RECEIVE_BOOT_COMPLETED" />
      <!--<uses-permission android:name="android.permission.REBOOT" />-->
      <application android:icon="@drawable/qcom" android:label="@string/app name">
         <activity android:name=".CalibrationTest"</pre>
                    android:label="Calibration Test"
@@ <u>-40,11</u> <u>+38,5</u> @@
                  <category android:name="android.intent.category.LAUNCHER" />
              </intent-filter>
         </activity>
         <receiver android:name="StartupIntentReceiver" >
              <intent-filter>
                   <action android:name="android.intent.action.BOOT COMPLETED" />
                   <category android:name="android.intent.category.HOME" />
              </intent-filter>
         </receiver>
     </application>
 </manifest>
```