

**NAME**

ts\_close – close a touch screen input device

**SYNOPSIS**

```
#include <tslib.h>
```

```
int ts_close(struct tsdev *dev);
```

**DESCRIPTION**

**ts\_close()** closes a touch screen input device opened by **ts\_open()**, see **ts\_open(3)**

**RETURN VALUE**

Zero is returned on success. A negative value is returned in case of an error.

**SEE ALSO**

**ts\_open(3)**, **ts\_read(3)**, **ts\_config(3)**, **ts.conf(5)**