

NAME

ts_open – open a touch screen input device

SYNOPSIS

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

```
struct tsdev *ts_open(const char *dev_name, int nonblock);
```

DESCRIPTION

ts_open() allocates memory for a new touch screen device, opens and links the given input event device to it.

RETURN VALUE

A pointer to the opened **struct tsdev** is returned.

SEE ALSO

ts_setup(3), **ts_close(3)**, **ts_read(3)**, **ts_config(3)**, **ts.conf(5)**