NAME

ts_uinput − A daemon program creating a tslib-filtered and calibrated input event device

SYNOPSIS

ts_uinput [OPTION]

DESCRIPTION

ts_uinput provides an alternative for using tslib's API in order to get filtered and calibrated touch screen inputs. Using Linux' uinput system, it**cr eates an input event device** to be used in your environment. It uses ts_read_mt() and thus supports single and multi touch.

−d, −−daemonize

Start ts_uinput as a daemon and return. The sysfs' input device name of the newly created device is printed to stdout before returning. If −−verbose is chosen too, the /dev/input/eventX path to the device node is printed.

−v, −−verbose

Print debug information to stdout and stderr. Only if −−daemonize is not chosen. If used together with −−daemonize, the path to the created input event device node /dev/input/eventX is printed before the program forks and returns.

−n, −−name

Set the name of the new input event device. Default: **ts_uinput**.

−i, −−idev

Explicitly choose the original input event device for tslib to use. Default: the environment variable **TSLIB_TSDEVICE**'s value.

−f, −−fbdev

Explicitly choose the framebuffer device to use. Default: the environment variable **TSLIB_FBDEVICE**'s value.

−s, −−slots

Explicitly set the possible concurrent touch contacts supported. May be only needed if the original input device doesn't report it.

−b, −−nofb

Read the screen resolution values from the input device, not the framebuffer device.

SEE ALSO

ts.conf (5), ts_calibrate (1), ts_test (1)