

NAME

ts_setup – find, open and configure a touch screen input device

SYNOPSIS

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

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

DESCRIPTION

ts_setup() will try to find, open and configure the touch screen device. On success it allocates memory for a new touch screen device, opens and links the input event device to it and loads and initialises all modules configured in the tslib configuration file **TSLIB_CONFFILE**.

If **dev_name** is **NULL** **ts_setup()** will use the device defined by the **TSLIB_TSDEVICE** environment variable.

If **TSLIB_TSDEVICE** is not defined **ts_setup()** will try to use following devices:

```
/dev/input/ts,  
/dev/input/touchscreen,  
/dev/touchscreen/ucb1x00.
```

After that we **ts_setup()** scans **/dev/input/event*** for the first device with property **INPUT_PROP_DIRECT**.

RETURN VALUE

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

SEE ALSO

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