

**NAME**

`ts_open_restricted` – use a custom function for opening the touchscreen’s input device file

**SYNOPSIS**

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

```
int (*ts_open_restricted)(const char *path, int flags, void *user_data);
```

**DESCRIPTION**

`ts_open_restricted()` is useful if libts should not be run as root. If such a function is implemented by the user and assigned to the `ts_open_restricted` pointer, it will be called by `ts_open()` instead of the `open()` system call directly.

It should open the input device at **path** with **flags** while **user\_data** is currently unused.

**RETURN VALUE**

the touchscreen input device’ file descriptor

**SEE ALSO**

`ts_close_restricted(3)`, `ts_open(3)`, `ts_setup(3)`, `ts_close(3)`, `ts.conf(5)`