

**NAME**

ts\_libversion – get version information on the currently running tslib

**SYNOPSIS**

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

```
struct ts_lib_version_data *ts_libversion();
```

**DESCRIPTION**

**ts\_libversion()** This function returns a pointer to a static copy of the version info struct:

```
struct ts_lib_version_data {  
    const char    *package_version;  
    int           version_num;  
    unsigned int   features;  
};
```

**package\_version** is just the string containing the tarball release number, e.g. "1.10".

**version\_num** is a 24 bit number created like this: <8 bits major number> | <8 bits minor number> | <8 bits patch number> of the library libs. Version 0.7.1 is therefore returned as 0x000701.

**features** can have one or more bits set. The currently defined bits are:

**TSLIB\_VERSION\_MT** tslib filters support multitouch ts\_read\_mt() and there is at least one raw access module supporting it (currently evdev input) **TSLIB\_VERSION\_OPEN\_RESTRICTED** ts\_open\_restricted and ts\_close\_restricted function pointers are available to implement **TSLIB\_VERSION\_EVENTPATH** ts\_get\_eventpath() is available since tslib can auto-detect a device **TSLIB\_VERSION\_VERSION** simple tslib\_version() and ts\_print\_ascii\_logo() are available

**RETURN VALUE**

This function returns a pointer to a static copy of the version info struct.

**SEE ALSO**

ts\_setup(3), ts\_read(3), ts.conf(5)