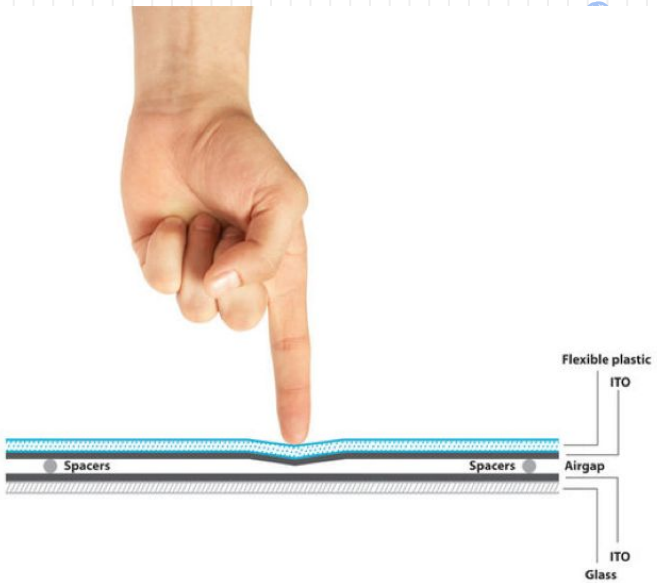
EECS16A Touchscreen 2

Resistive touchscreen

- Investigate a resistive touchscreen
  - Something that actually was used for a long time!
- Use voltage as a signal to determine position of touch
  - How?

Resistive touchscreen

- Physical touch results in physical contact between top and bottom layers
- Voltage dividers allow us to compute touch location



Resistive touchscreen

EX: Nokia N900, Nokia N97 Mini, LG Optimus, LG GW620, Nintendo DS

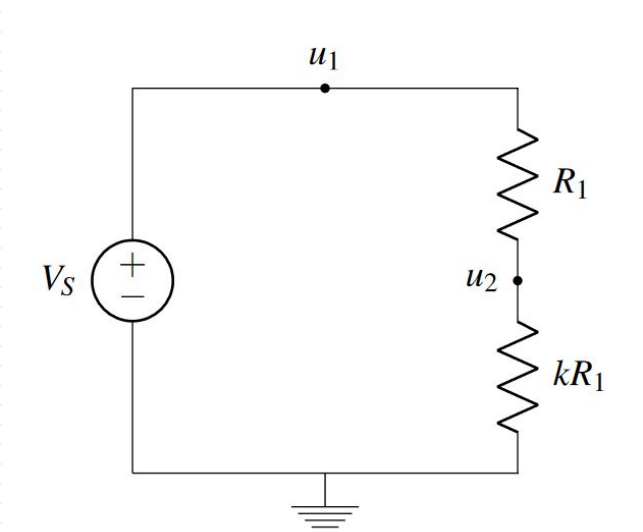
TM

Tools for today:

- Launchpad - measuring device & providing power
- Voltage dividers
  - How we will detect location
- Falstad
  - Circuit simulation, has virtual Power Supplies and Multimeters

Touchscreen theory (Note 13/14)

- **What's the voltage at the top?**
- **What's the voltage at the bottom?**
- Voltage at u2?



Touchscreen theory (Note 13/14)

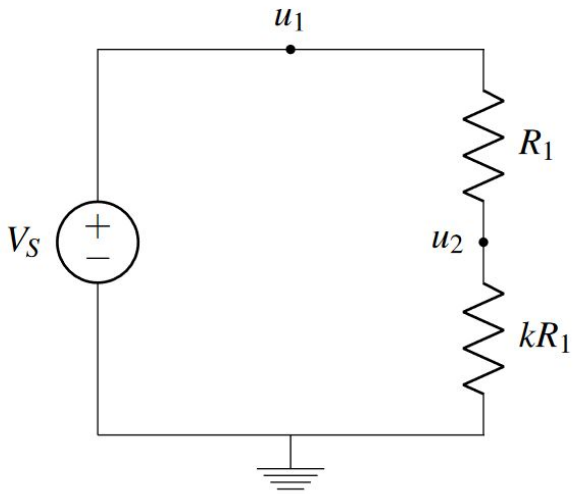
- Voltage divider:

$$u_2 = V_s * \frac{kR_1}{kR_1 + R_1}$$

$$u_2 = V_s * \frac{R_1(k)}{R_1(k+1)}$$

$$u_2 = V_s * \frac{k}{k+1}$$

Independent of the value of R!



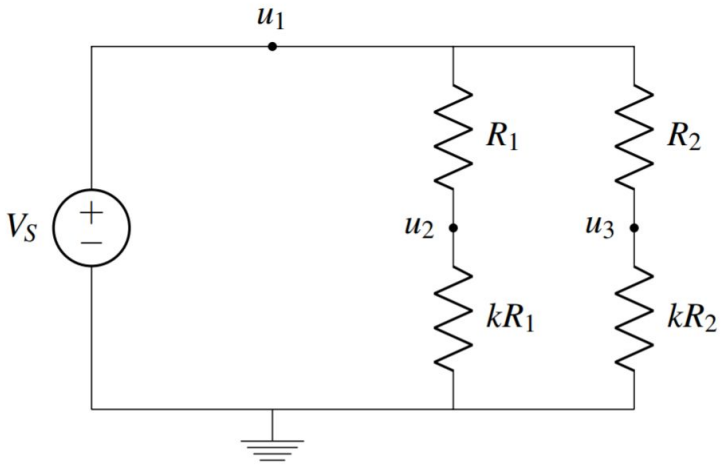
Building it up

- What are the voltages at u2 and u3?

$$u_2 = V_s * \frac{k}{k+1}$$

$$u_3 = V_s * \frac{k}{k+1}$$

- **What's the voltage difference?**



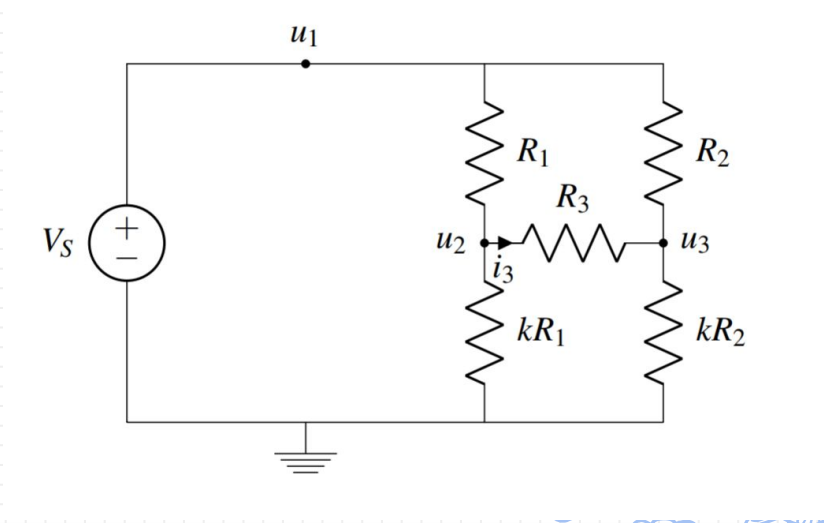
The Rs cancel out! All the matters is the proportion between the top and bottom resistors.
In fact, **u3 and u2 are at the SAME VOLTAGE**

Building it up

- We know that u2-u3=0
- **How much current goes through R3?**

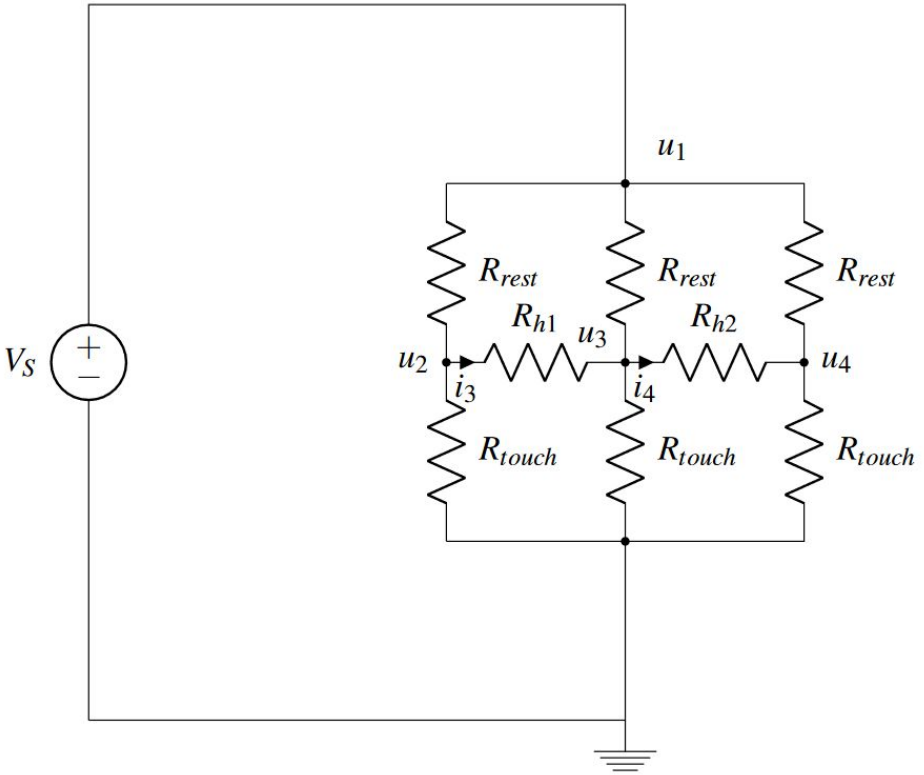
$$u_2 = V_s * \frac{k}{k+1}$$

$$u_3 = V_s * \frac{k}{k+1}$$



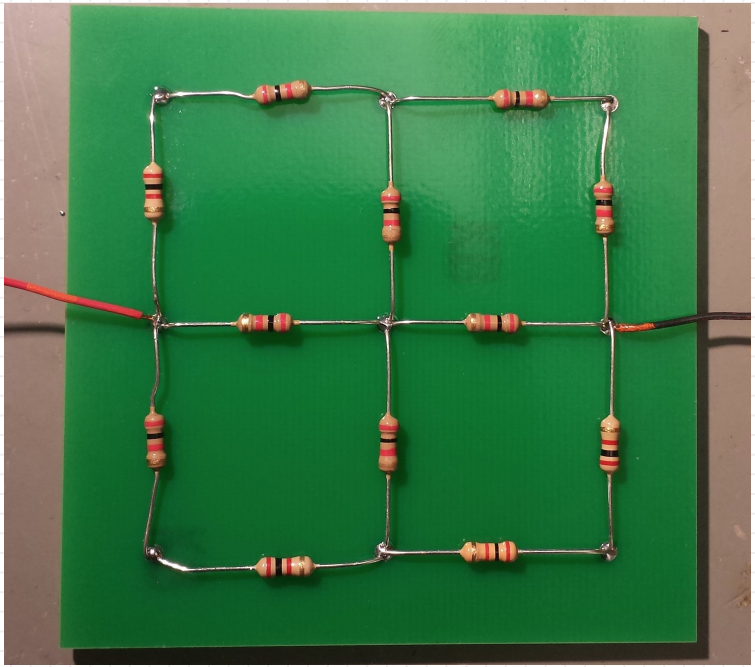
Building it up

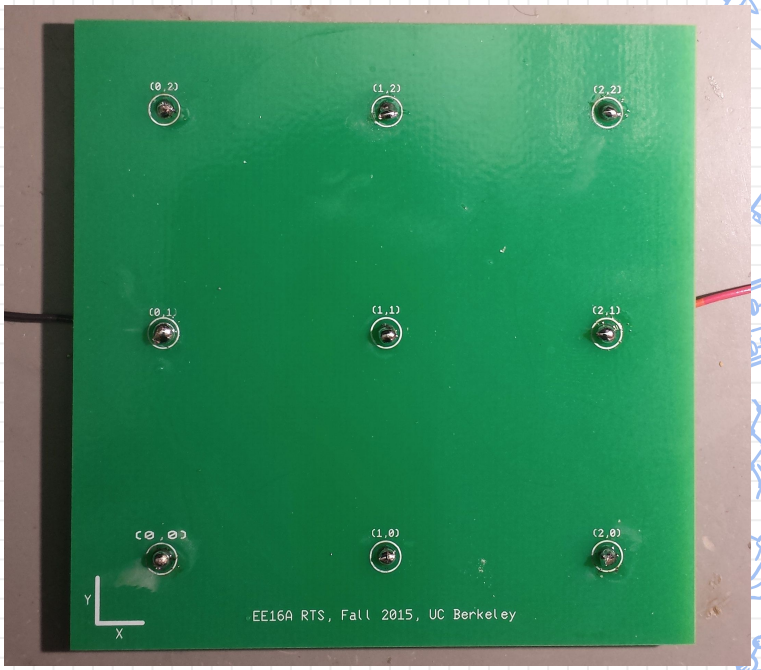
- Add one more resistor divider…
- We get our touchscreen!



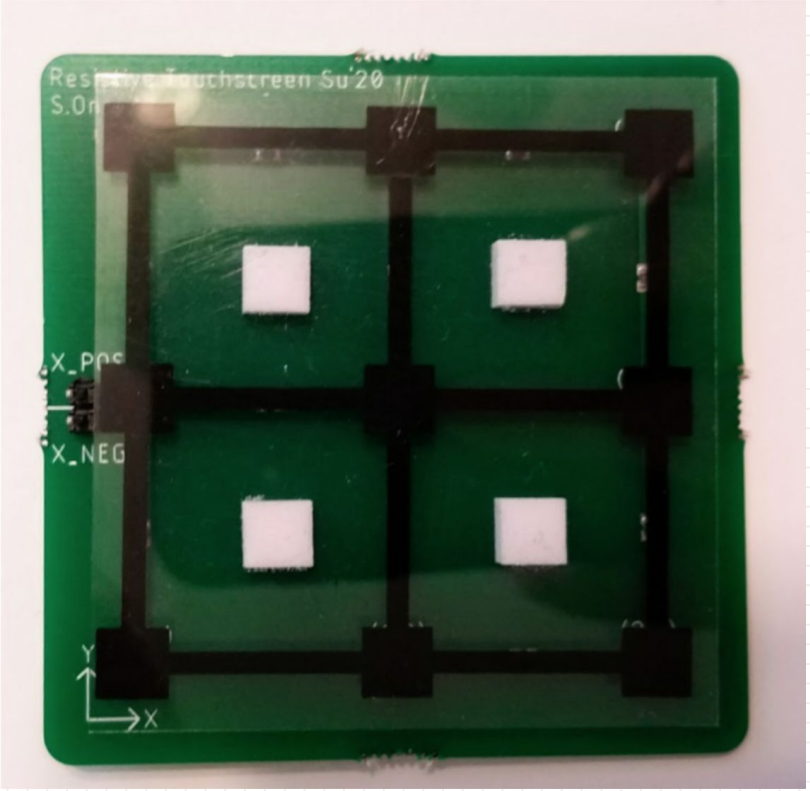
Resistive touchscreen - 2 layers

Bottom Layer: Resistive Layer





Resistive touchscreen - 2 layers



Top Layer:

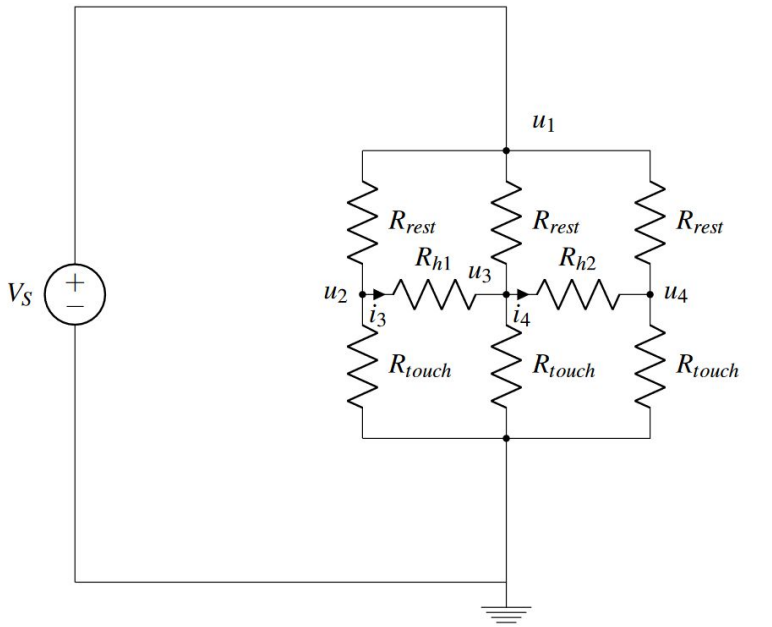
Flexible Resistive Layer

What's the difference?

- Nothing
  - The ink is a bunch of resistors
    - The resistor values don't matter because we showed only the proportions matter for this circuit
  - Their circuit diagrams are the same
- One is flexible so we can actually move it to make contact
- We use two so that we can measure with one and apply voltage to the other without changing our circuit

Computing a location

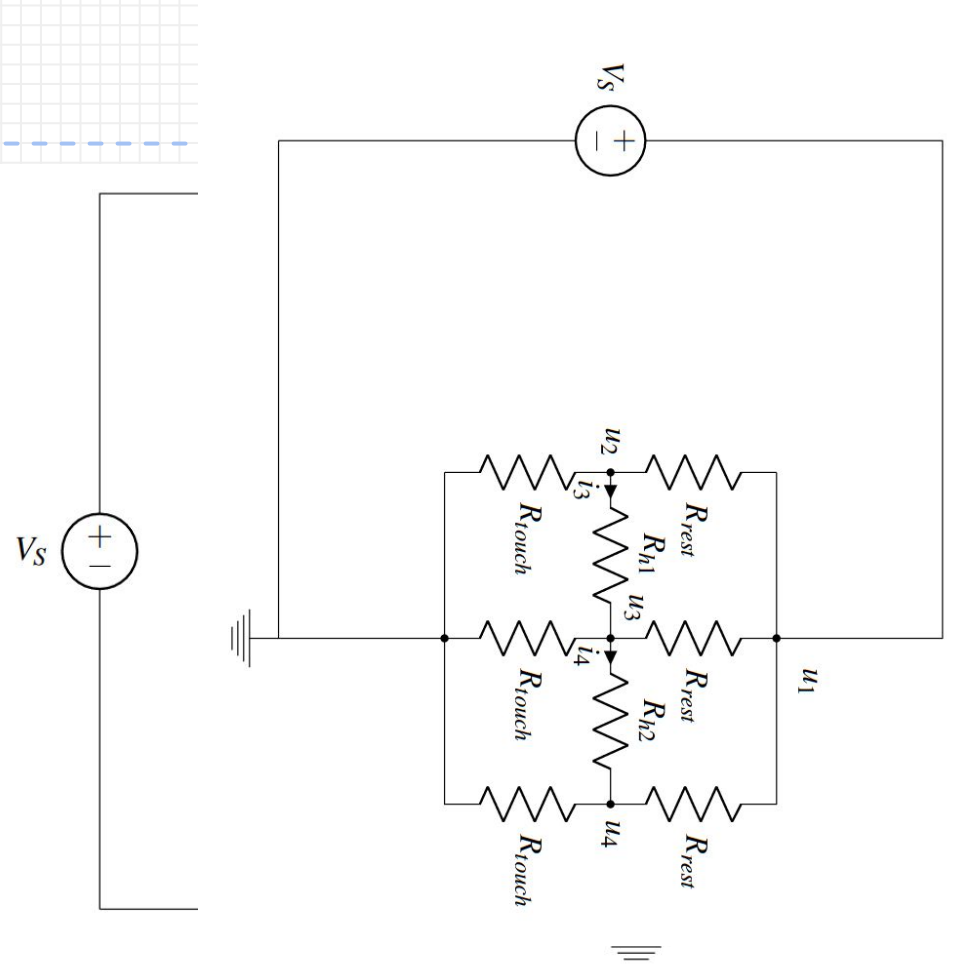
- Measure some voltages, compute location based on value
- **Can you find any two horizontal locations that would output the same voltage?**
- **What about vertical?**



Computing a location

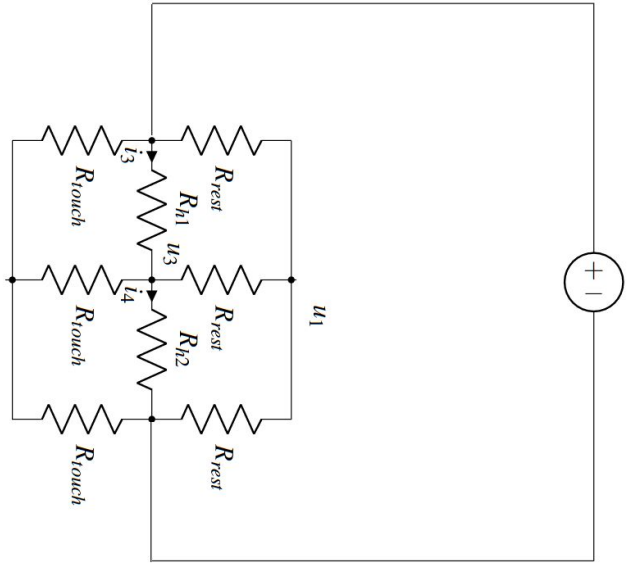
- We can only determine vertical position
- What about the other orientation?

What if we turned it sideways?



Computing a location

- Let’s turn it sideways
  - Apply voltage so we power the horizontal direction
  - Find “vertical” location in horizontal orientation
- This gives horizontal location



Computing a location

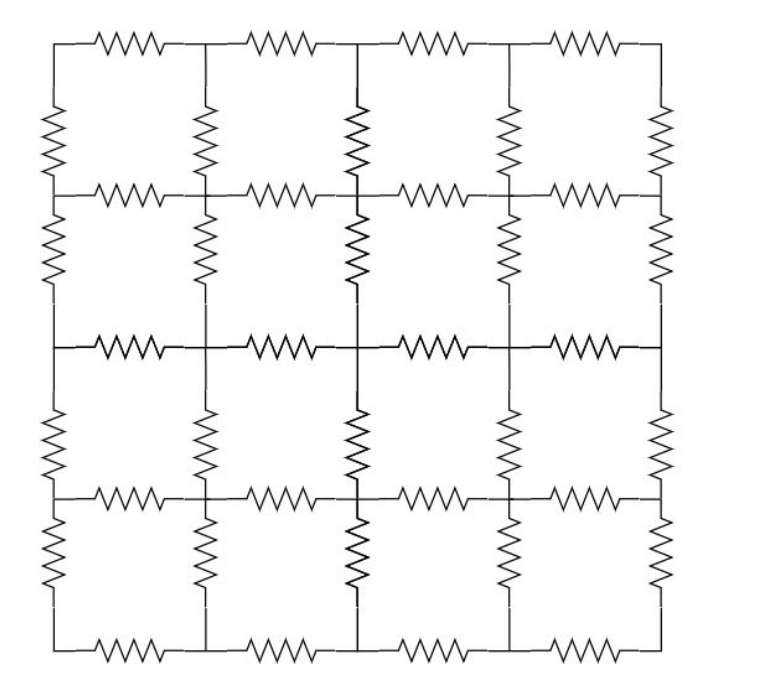
- If we take two readings, one in each dimension can uniquely determine our location in 2D
- More on this in the lab notebook

Taking the limit

- 9 touch points is kinda... meh
- **How do we get more?**

Taking the limit

- Add more resistors!



Taking the limit

- But what if I don’t want to increase the size of the circuit?
  - Add more, but make the resistors smaller!
- What happens as the resistors approach infinitely small sizes?
  - Isn’t that just a resistive sheet?
  - This is how all resistive touchscreens work
  - Review lecture note 12, note 13, note 14

Simulating touchscreens

- Falstad simulator (https://tinyurl.com/y7wtssb9)
  - Will be used in this lab to simulate resistive dividers in upper and bottom plates