VISION 2020 From Domestic No.1 to Global Top 10



SiW Touch Driver Mode Change v1.3

2016.12.04

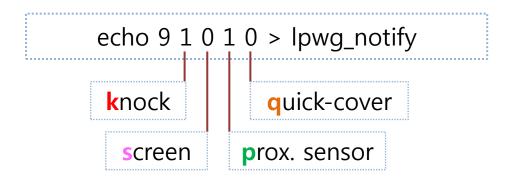
R&D / Touch Team



History

Version	Date	Description
1.0	2016.10.04	1 st release
1.1	2016.10.26	Update LPWG setup following new driver patch https://github.com/siw-touch/commit/ff44061fbeeea55f8314d96522361b0eb5098957
1.2	2016.11.18	* Adjust table of contents 1. LPWG Setup 2. Font Config - Data Format 3. Mode Change U3 → U0 → U3 U2 → U3 U2 → U3 U2 → U3
1.3	2016.12.04	Update for 'U0 → Ux' case (related to reset notifier)

1. LPWG Setup



	k	S	р	q	Status
U3	0	1	1	0	Screen ON, Prox FAR, Quick FAR
	0	1	0	0	Screen ON, Prox NEAR , Quick FAR
	0	1	1	1	Screen ON, Prox FAR, Quick NEAR
	0	1	0	1	Screen ON, Prox NEAR, Quick NEAR
U2/U0	1(0)	0	1	0	Knock ON(OFF), Prox FAR, Quick FAR
	1(0)	0	0	0	Knock ON(OFF), Prox NEAR , Quick FAR
	1(0)	0	1	1	Knock ON(OFF), Prox FAR, Quick NEAR
	1(0)	0	0	1	Knock ON(OFF), Prox NEAR , Quick NEAR



2. Font Config - Data Format

Structure	Elements	Note
	u32 len (LSB)	sizeof(struct config_time)
config_time	u32 rtc_cwhour	hour
	u32 rtc_cwmin	min
	u32 rtc_cwsec	sec
	u32 rtc_cwmilli	millisec

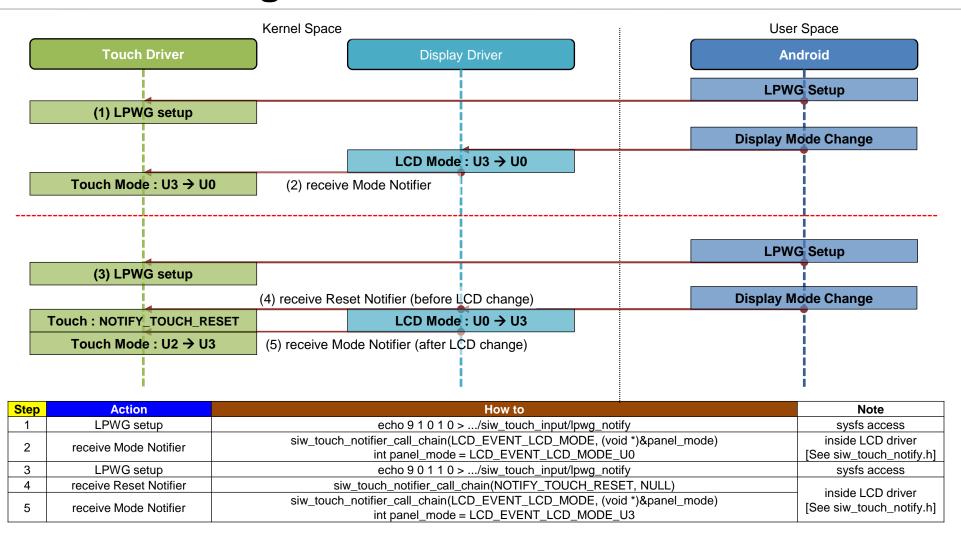
Structure	Elements	Note
	u32 len (LSB)	sizeof(struct config_pos)
	u32 watstartx	watch area start x
	u32 watendx	watch area end x
	u32 watstarty	watch area start y
config nos	u32 watendy	watch area end y
config_pos	u32 h1x_pos	10 hour time start x
	u32 h10x_pos	1 hour time start x
	u32_m1x_pos	10 min time start x
	u32_m10x_pos	1 min time start x
	u32 clx_pos	colon start x

Structure	Elements	Note
	u32 len (LSB)	sizeof(struct config_effect)
	u32 watchon	watch-on (shall be zero)
	u32 h24_en	12/24 hour display mode
	u32 zero_disp	0' display in 10 hour area
config_effect	u32 clock_disp_type	Min or Sec mode selection
	u32 midnight_zero_en	Midnight display mode
	u32 blink_time	blinking period
	u32 bstartx	blinking area startx
	u32 bendx	blinking area endx

Structure	Elements	Note
config_prop	u32 len (LSB)	sizeof(struct config_prop)
	u32 max_num	LUT count (≤7)
	struct lut[7]	LUT table
lut	u32 rgb_blue (LSB)	blue (≤0xFF)
	u32 rgb_gree	green (≤0xFF)
	u32 rgb_r	red (≤0xFF)

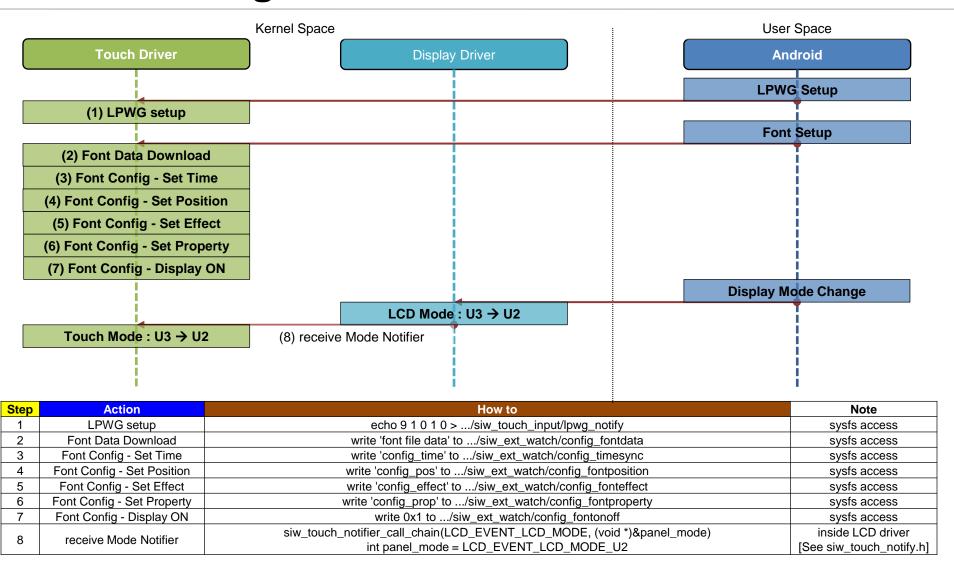


3. Mode Change : $U3 \rightarrow U0 \rightarrow U3$



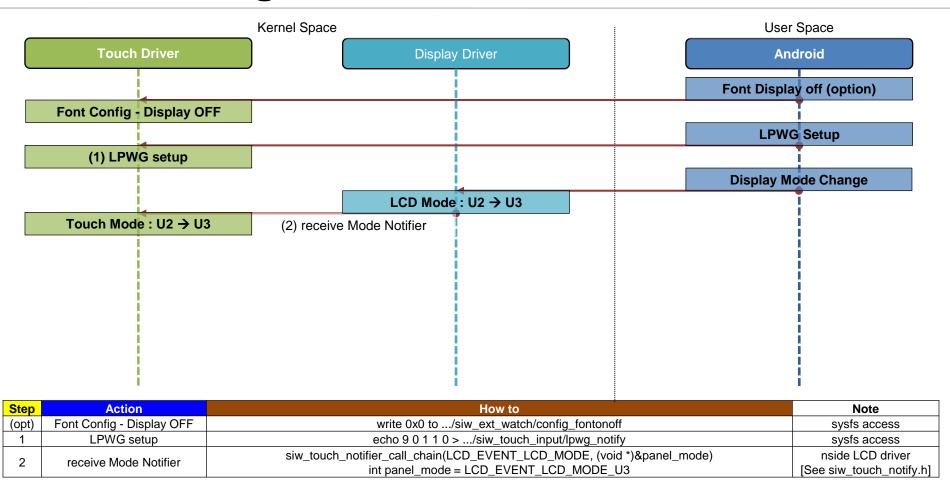


3. Mode Change : U3 → U2





3. Mode Change : U2 → U3





3. Mode Change : $U2 \rightarrow U0 \rightarrow U2$

