

VISION 2020 「From Domestic No.1 to Global Top 10」

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# SiW Touch Driver

## Mode Change for OLED v1.1

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2019.01.22

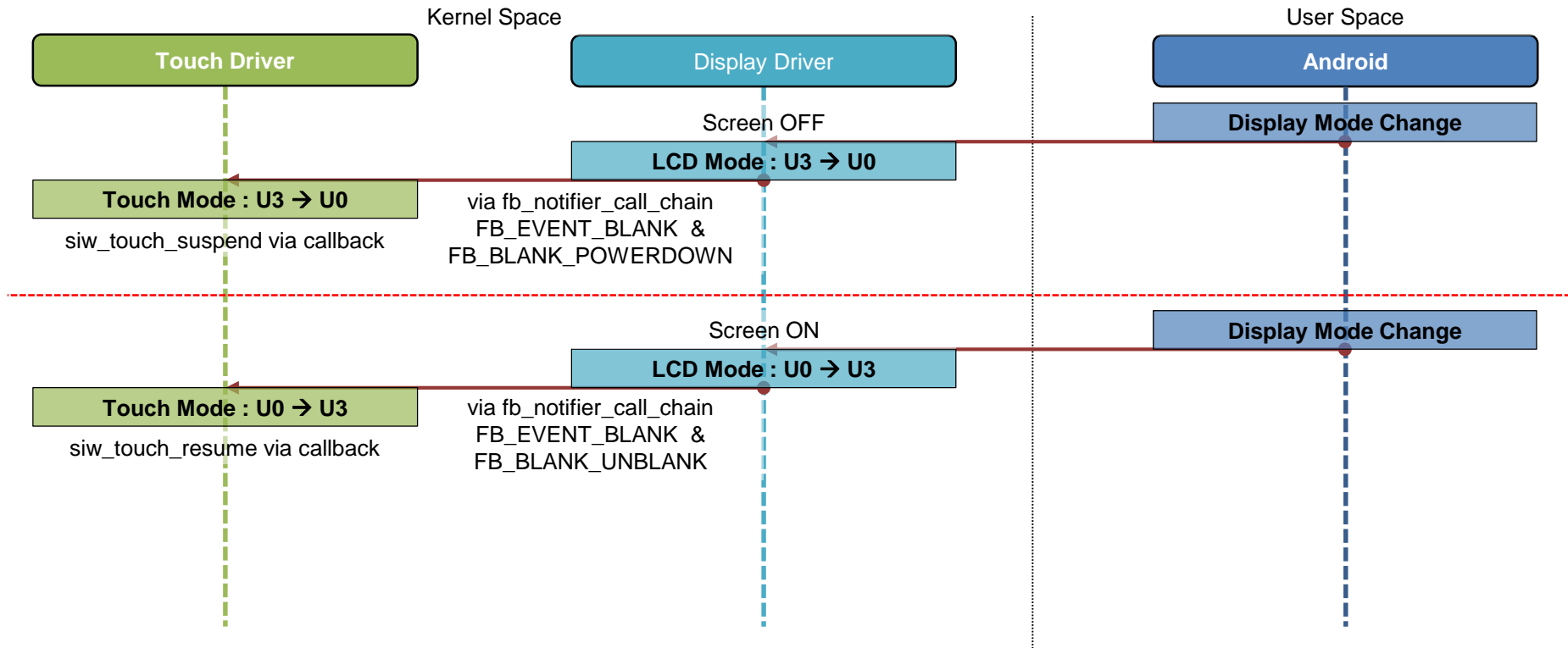
R&D / MTS

# History

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Version	Date	Description
1.0	2019.01.10	1 <sup>st</sup> release
1.1	2019.01.22	Fix : chapter no.

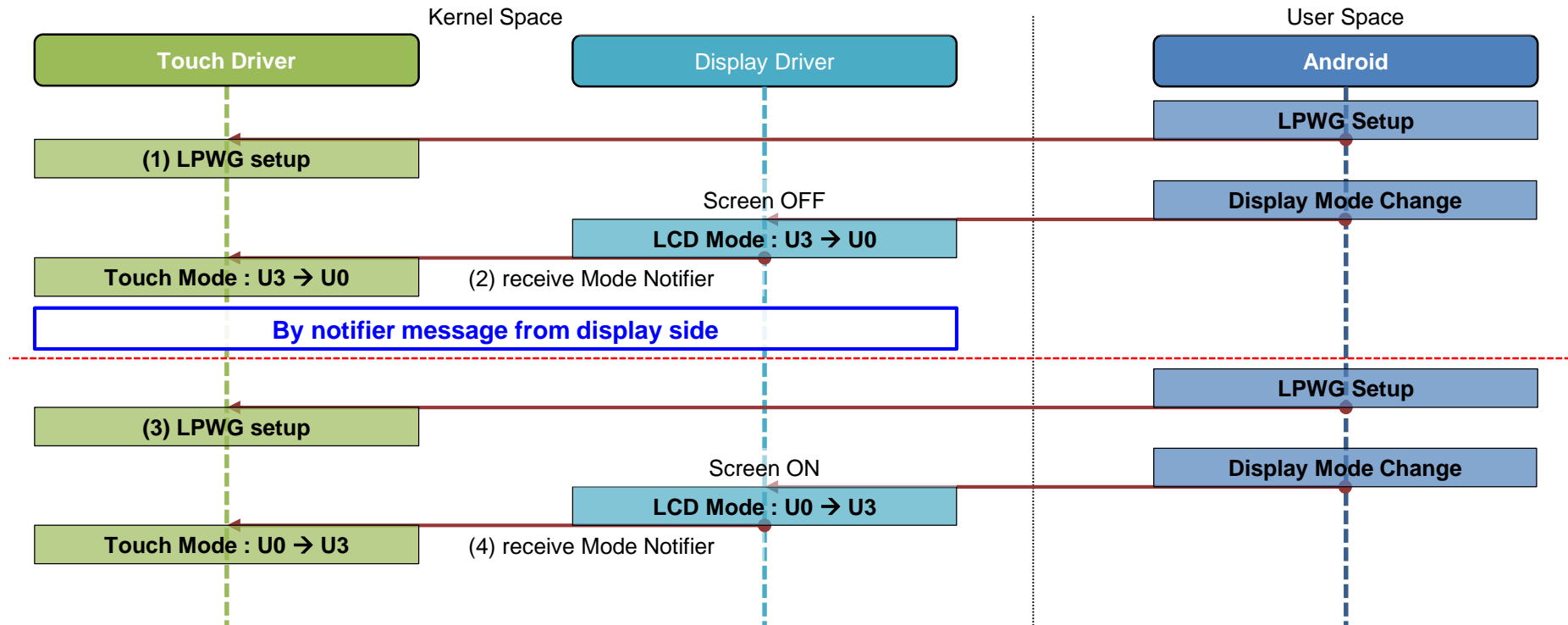
# 1. Mode Change : U3 → U0 → U3 (w/h CONFIG\_FB)



## [Note]

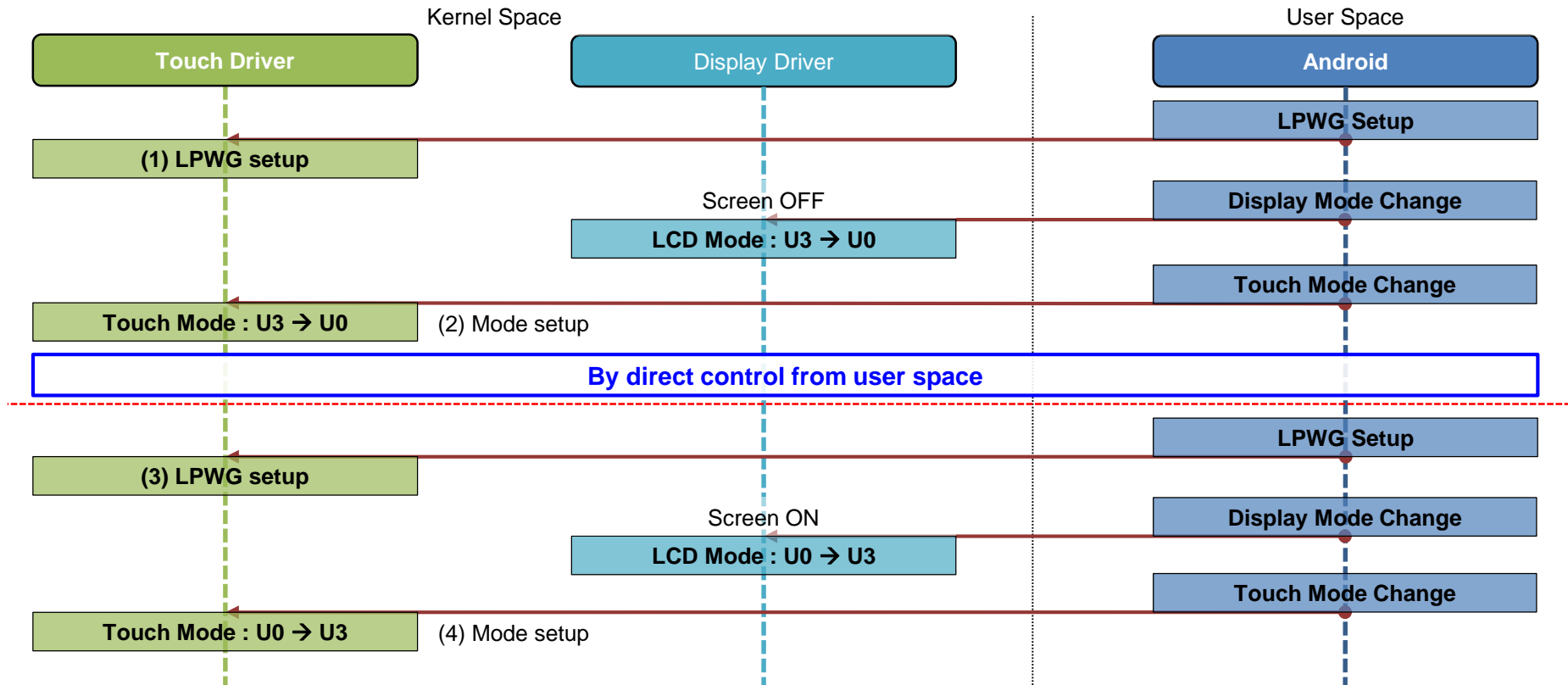
- (1) \_\_SIW\_CONFIG\_FB (depends on CONFIG\_FB) & \_\_SIW\_PANEL\_CLASS\_MOBILE\_OLED  
This supports automatic mode change operation following display status without extra command.
- (2) LPWG setup control is optional
- (3) Refer to 'SiW.Touch.Driver\_readme\_lcd\_mode\_change\_for\_OLED\_01\_basic.txt' for detail log example.

## 2. Mode Change : U3 → U0 → U3 (w/o CONFIG\_FB)



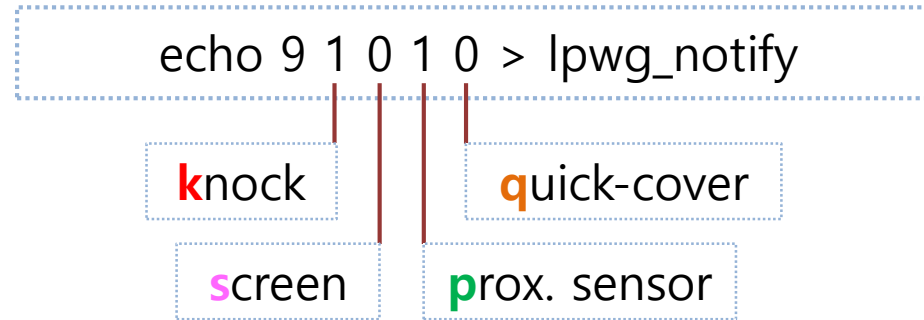
Step	Action	How to	Note
1	LPWG setup	<code>echo 9 1 0 1 0 &gt; .../siw_touch_input/lpwg_notify</code>	sysfs access
2	receive Mode Notifier	<code>siw_touch_notifier_call_chain(LCD_EVENT_LCD_MODE, (void *)&amp;panel_mode)</code> <code>int panel_mode = LCD_EVENT_LCD_MODE_U0</code>	inside LCD driver [See siw_touch_notify.h]
3	LPWG setup	<code>echo 9 0 1 1 0 &gt; .../siw_touch_input/lpwg_notify</code>	sysfs access
4	receive Mode Notifier	<code>siw_touch_notifier_call_chain(LCD_EVENT_LCD_MODE, (void *)&amp;panel_mode)</code> <code>int panel_mode = LCD_EVENT_LCD_MODE_U3</code>	inside LCD driver [See siw_touch_notify.h]

### 3. Mode Change : U3 → U0 → U3 (w/o CONFIG\_FB)



Step	Action	How to	Note
1	LPWG setup	echo 9 1 0 1 0 > .../siw_touch_input/lpwg_notify	sysfs access
2	Mode setup	echo 0 > .../siw_touch_input/lcd_mode	sysfs access
3	LPWG setup	echo 9 0 1 1 0 > .../siw_touch_input/lpwg_notify	sysfs access
4	Mode setup	echo 3 > .../siw_touch_input/lcd_mode	sysfs access

## 4. LPWG Setup



	k	s	p	q	Status
U3	0	1	1	0	Screen ON, Prox FAR, Quick FAR
	0	1	0	0	Screen ON, Prox <b>NEAR</b> , Quick FAR
	0	1	1	1	Screen ON, Prox FAR, Quick <b>NEAR</b>
	0	1	0	1	Screen ON, Prox <b>NEAR</b> , Quick <b>NEAR</b>
U0	1(0)	0	1	0	Knock ON(OFF), Prox FAR, Quick FAR
	1(0)	0	0	0	Knock ON(OFF), Prox <b>NEAR</b> , Quick FAR
	1(0)	0	1	1	Knock ON(OFF), Prox FAR, Quick <b>NEAR</b>
	1(0)	0	0	1	Knock ON(OFF), Prox <b>NEAR</b> , Quick <b>NEAR</b>