How to build TouchKit USB kernel module

1. Please make sure some packages are installed before you want to build the kernel module **"tkusb.ko"**, such as development library and kernel-source.
   Note: *The kernel-source version must be the same as your running kernel.*

2. Rebuild the kernel module. It is needed for USB TocuhScreen controller. Please follow steps below to build the kernel module **"tkusb.ko"**.
   Note: *This kernel module of ko format is used for kernel 2.6.x only.*

   2.1) Open a terminal window and locate the copied directory. Then, go to the subdirectory **"USBSrc"**. Execute **"make all"**. Then, the kernel module will be built in your working directory.

   2.2) Copy the kernel module **"tkusb.ko"** to target directory.
   For example, **"/lib/modules"**

   2.3) Make device node for USB TouchScreen controller. For example,
   mknod /dev/tkpanel0 c 180 180 (for first USB TouchScreen controller)
   mknod /dev/tkpanel1 c 180 181 (for second USB TouchScreen controller)

   2.4) Modify **rc.local** file to load kernel module automatically. (It is renamed **"boot.local"** under SuSE Linux series.) This file can be found in **"/etc/rc.d"**. Append the following description in this file.

   ## TouchKit kernel module section begin ##
   rmmod touchkitusb
   # This module may be renamed **"usbtouchscreen"**.
   insmod /lib/modules/tkusb.ko
   # for Kernel 2.6.x only.
   ## TouchKit kernel module section end ##

   Note: *The user can check which internal kernel module is loaded for USB TouchScreen controller via below instruction in a terminal window.*
   cat /proc/bus/usb/devices

3. Restart your platform.