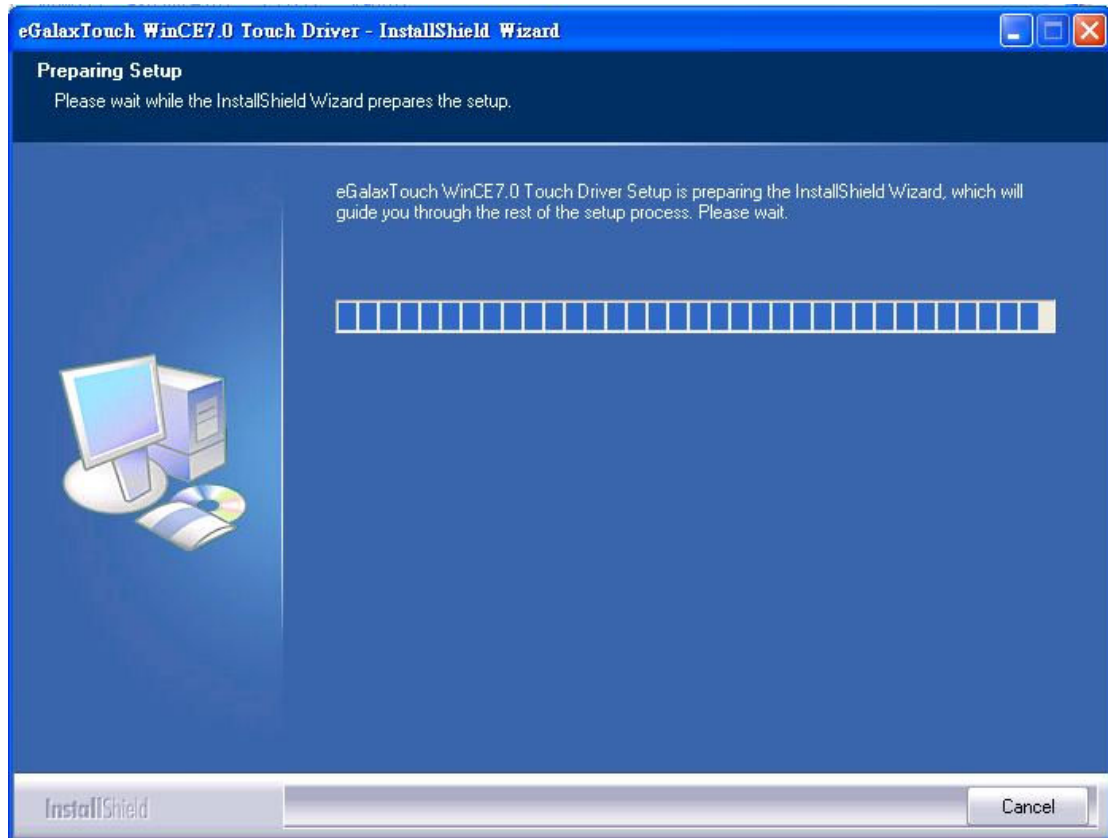


eGalaxTouch WinCE Touch Driver Installation Guide

Operation System: Windows Embedded Compact 7

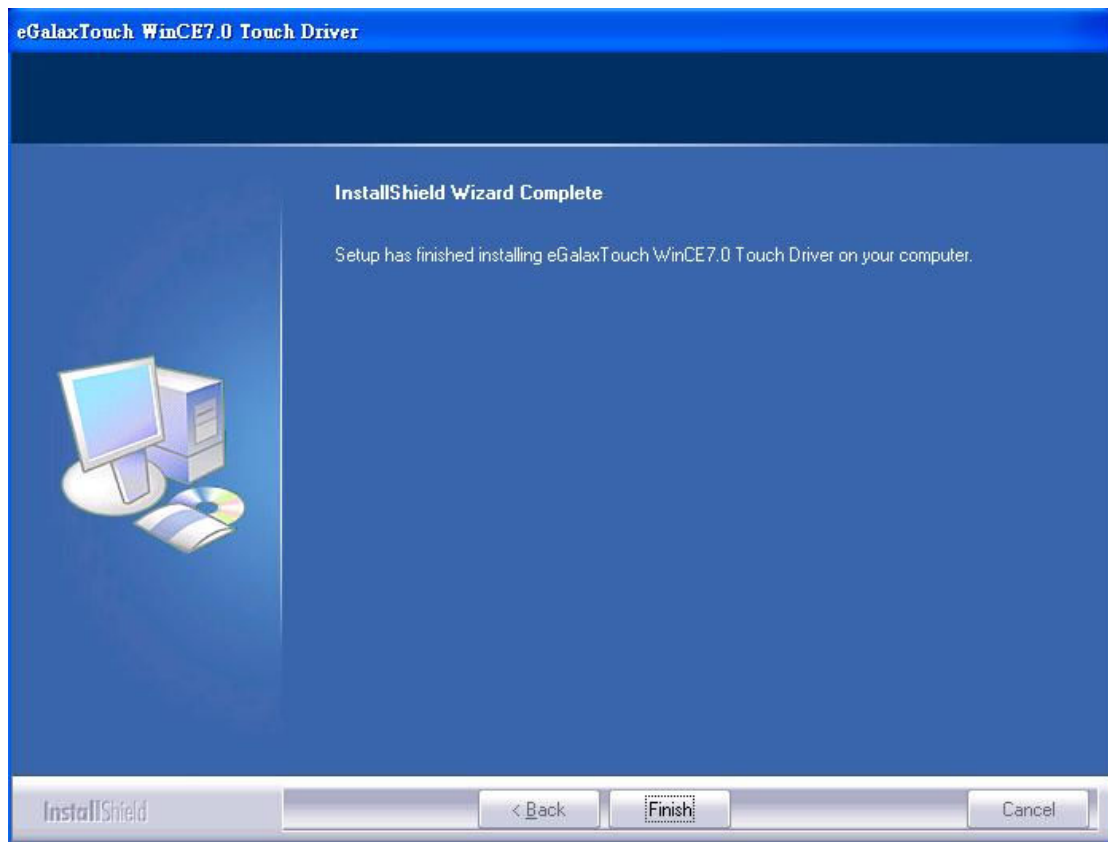
1. Execute setup.exe, you will see the installation window.



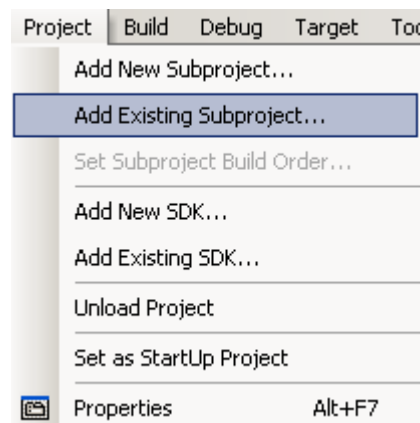
2. Select Yes to continue the installation, or select No to cancel it.



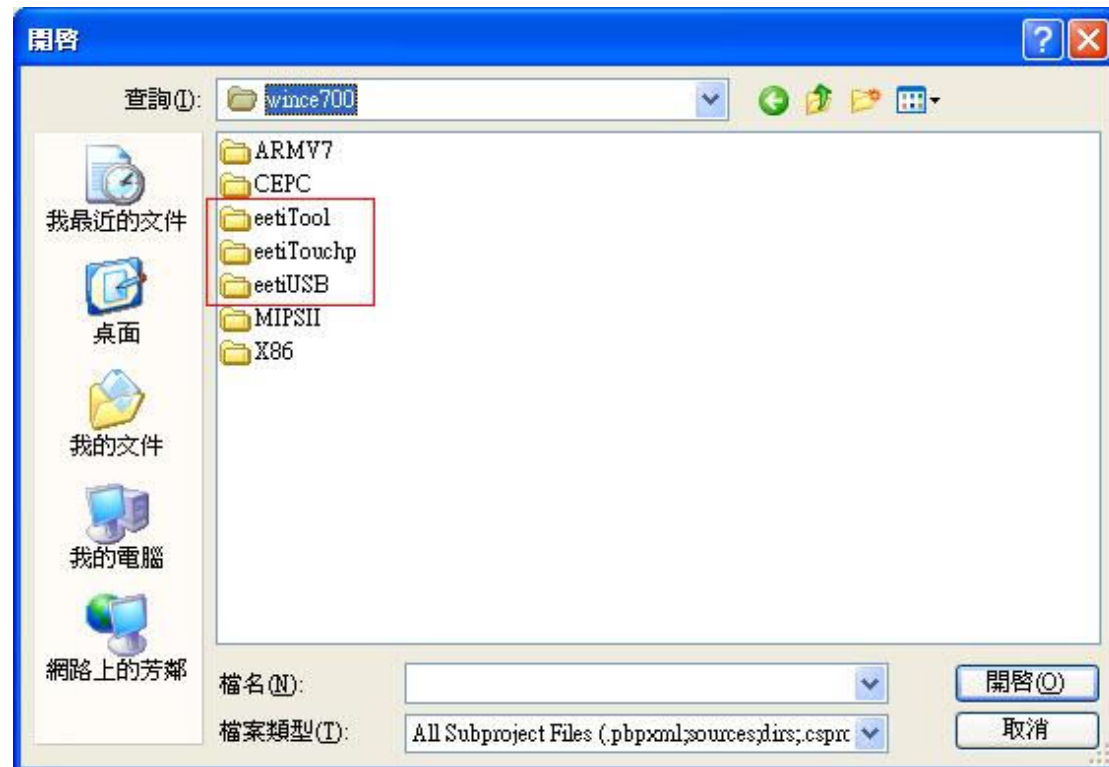
- When installation successfully finish, you will see the window. Click Finish to close the installation window.



- Launch Visual Studio 2008 with Platform Builder WEC7. Open your OSDesign which you want to install eGalaxTouch Touch Driver.
- Select Project → Add Existing Subproject



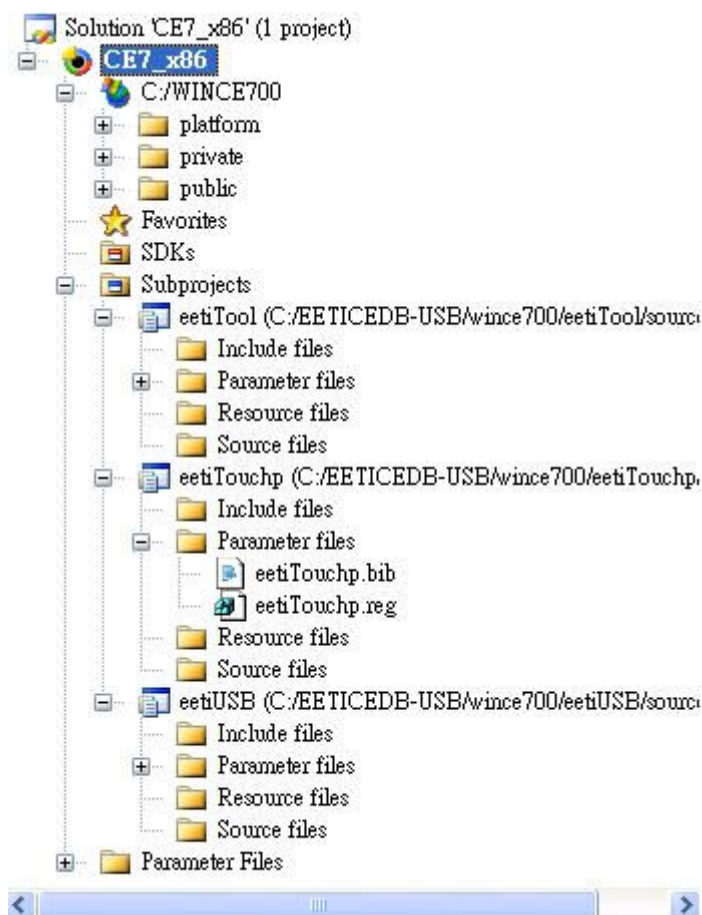
6. Switch the folder to C:\EETICEDB-USB\wince700



7. To add subprojects into your OSDesign, Choose the pbpxml file under different folder. (i.e. eetiTouchp, eetiTool and eetiUSB)

[For USB Controller]Add **eetiUSB** and **eetiTouchp** subprojects into your OSDesign**[For Utility]**Add **eetiTool** subprojects into your OSDesign

8. After you add catalog items, you will find the subprojects inside your OSDesign.



9. Select Build → Make Run-Time Image to make the new image.

WEC7 Gesture Components:

If you wish to add WinCE built-in gesture engine, please add these component in you OSDesign.

1. Default Gesture Response
2. Gesture Physics Engine
3. Touch Gesture GWES component

These settings make sysgen flags set:

SYSGEN_TOUCHGESTURE

SYSGEN_GESTUREANIMATION

SYSGEN_PHYSICSENGINE

Driver Registry Settings:

Settings for eetiTouchp.reg:

[HKEY_LOCAL_MACHINE\Drivers\TouchKit]

Registry Key	Type	Description
SoundType	dword	SoundType = 0 is no sound SoundType = 1 is Beep in touch down.

		SoundType = 2 is Beep in lift off.
BeepFrequence	dword	Beep Frequency. Not limited. But suggest 64~1FA(Hexadecimal)
BeepTime	dword	Beep Duration. Not limited. But suggest 19~1F4(Hexadecimal)
EdgeCompEn	dword	<p>Edge compensation enable</p> <p>For some special touchscreen which can not reach to the edge area of the full screen.</p> <p>User can modify these edge compensation parameters to solve such problem and make it easy to touch the edge area without accuracy lost.</p> <p>Stretch a little bit near the edge area.</p>
EdgeCompUp	dword	<p>Edge compensation upper bound parameter.</p> <p>The unit is percent.</p> <p>Default value is 64(Hexadecimal)</p> <p>If cursor point can not reach to edge area , user can increase this value.</p>
EdgeCompDown	dword	<p>Edge compensation lower bound parameter</p> <p>The unit is percent.</p> <p>Default value is 64(Hexadecimal)</p> <p>If cursor point can not reach to edge area , user can increase this value.</p>
EdgeCompLeft	dword	<p>Edge compensation left bound parameter</p> <p>The unit is percent.</p> <p>Default value is 64(Hexadecimal)</p> <p>If cursor point can not reach to edge area , user can increase this value.</p>
EdgeCompRight	dword	<p>Edge compensation right bound parameter</p> <p>The unit is percent.</p> <p>Default value is 64(Hexadecimal)</p> <p>If cursor point can not reach to edge area , user can increase this value.</p>
HalfVGA	dword	<p>Touch mapping to screen parameter for split display: (All display resolution must be the same.)</p> <p>HalfVGA=1: touch only on upper half of screen</p> <p>HalfVGA=2: touch only on lower half of screen</p> <p>HalfVGA=3: touch only on right half of screen</p> <p>HalfVGA=4: touch only on left half of screen</p>

FLAGS	dword	FLAGS = 200(Hexadecimal) : for enable rotate touch point data. Then user can set “FixedRotateInfo”.
FixedRotateInfo	dword	You must set “FLAGS” to enable rotate touch point data first. 0 : not rotate 1 : rotate to 90 degree 2: rotate to 180 degree 3 : rotate to 270 degree