Touch Screen Device Driver Software

User Manual Version 04.01.06

Application Model : L1730SF-SVN, L1730SF-BVN
L1510BF-SVN, L1510SF-SVN
T1710B, T1910B

This models support only the USB type.

The software described in this document is provided based on the Software License Agreement, and can be used only when the contents of the agreement. Please read the manual before installing the touch screen. If you find the problem or inconvenience during install and use, make an inquiry of the custom service team or the sales team.

If you loss driver CD or Update UPDD software, use ' http://www.lge.com/ '

☞ Information of this manual can be changed without advance notice for performance improvement.

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1. Introduction

This installation guide provides the information about using the Touch Screen Device Driver software. Read this guide completely so you can fully utilize the functions of this software.

Features

The software lets you use our touch screen controller, just as though you were using a mouse to operate the touch screen on Windows.

1. This touch screen software can implement an operating environment equivalent to the mouse function through operating the touch screen.

2. Because you can use the touch screen software together with a mouse, you can switch usage between the touch screen and the mouse without needing any special settings.

3. This driver confirms OS's language environment automatically and is installed in this language. Help of program is supported according to OS's language environment.

4. The touch screen controller only supports USB type connection.
   (LG supports only USB type.)

5. The software lets you customize functions such as, changing the preference to left hand users, setting click controlling for detailed usage , event customization for touch input, and precise calibration function to insure excellent operability in a wide range of applications.

6. Supports multi-monitors touch function on USB. This software does not support multi touch, Multi input on a single monitor is not supported.
   ☞ Multi monitor : Multi monitor function enables more than one users to input on Touch Screens with interlinking several Touch Screens to one PC, Input is processed in consecutive order. For example, there is that keyboard and a mouse are linked at the same time by input device to one PC.

   ☞ Dual Touch : Dual touch support means several touch screens are linked to one PC, and when the screen is given multi input simultaneously each input is processed at the same time (This version does not support such function.)

   See on-line multi-monitor documentation for more information.

   http://www.touch-base.com/documentation/Multiple monitor and device support.htm

7. Currently the Touch screen driver supports individual auto touch monitor rotation between monitor 1 and monitor2 only when using Intel chips and iRotate software. In other environments the software supports auto touch monitor rotation for only monitor 1(Main Monitor). **(If resolution and rotation of all monitors are equal, user can manually use touch screen functions with modification)**

Minimum System Requirements

- **Supported model** :
  - IBM PC/AT or its compatibles
- **Supported operating system :**
  - Windows 2000, Windows XP, Windows VISTA(32, 64BIT)

Remarks

1. Application models are **L1730SF-SVN, L1730SF-BVN, L1510BF-SVN, L1510SF-SVN, T1710B, T1910B**
2. Supports only USB type connection..
3. The software is designed for our touch-screen controller. It is not intended for operation with touch-screen controllers of other companies or similar products.
4. Please restrict usage methods that are only in this manual. Other methods might not work with the software.
5. The software is not to be used on OS systems and product models that are not mentioned in the manual.
6. The program may malfunction when used with mouse emulation programs or similar software.
7. The driver installation begins with executing file Setup.exe. Running the driver or using Touch screen functions will not work before installation.

2. Quick Guide

1. You must fully install the UPDD program to use the touch screen.

2. After the program is installed, connect the USB cable. UPDD program will recognizes the device automatically if USB cable is connected after installation.

3. Run the UPDD program.

4. If the UPDD console of the UPDD program appears on the screen when running the program, click calibration located on the bottom left side of the console. (After the program is installed, all functions are at basic settings)

5. Touch the calibration marks on the screen to set touch points with corresponding location

6. You can use the touch screen when calibration is complete.

7. When configuring multi monitor environment, visit this site for further instructions.
See on-line multi-monitor documentation for multi screens information.
http://www.touch-base.com/documentation/Multiple monitor and device support.htm

2. Full Manual

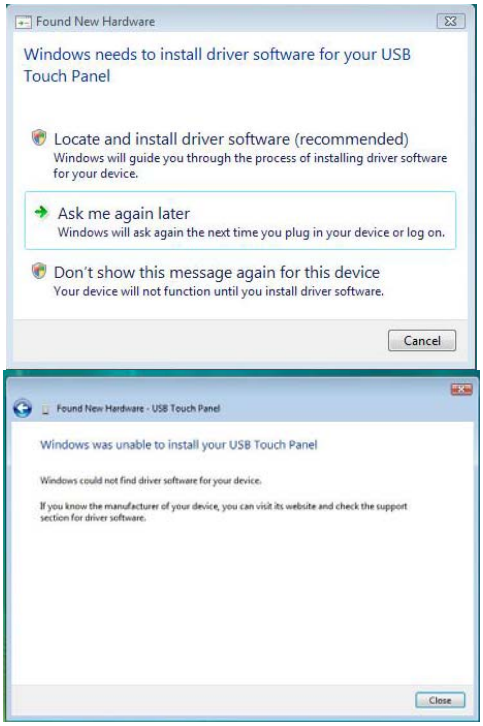
I. Installation

Installation of the software differs, depending on whether USB port has been connected to our touch-screen controller. This section describes the procedures for installation and the parts that you need to set individually depending on whether you have USB port connected.

1. Computer power supply (common)

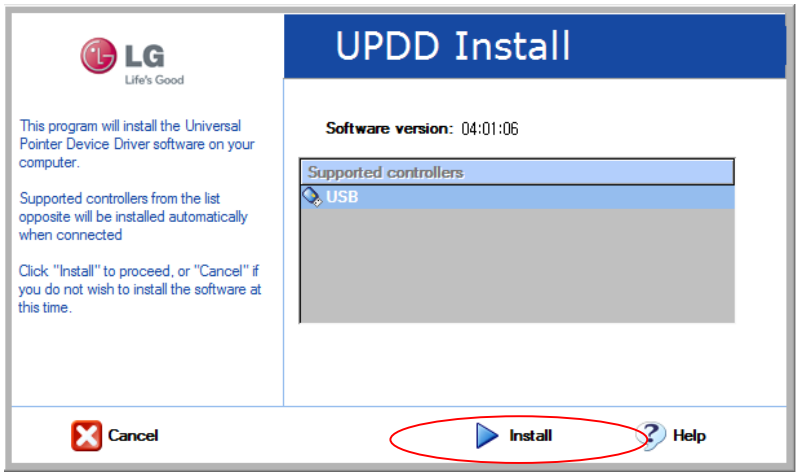
1. Turn on the computer and start Windows
2. Insert the CD then the installation will start automatically
   (**Don't connect the USB controller**)

☞ **If the software is not installed connecting the USB device will trigger Windows to do an automatic hardware search. But because the controller driver is not installed, Error will occur during hardware search. So we encourage you to connect the USB after software installation.**



2-1. Start install program (Windows 2000/XP/Vista 32bit)

1. Insert the CD then the installation will start automatically.



☞ **The set values displayed in the installer screen are the optimized for most users which requires no modification for normal users.**

☞ **This driver confirms OS's language environment automatically and is installed in this language.**

- During the installation sequence, the screen for selecting the controller will appear. Then, you must select whether you want to connect your touch-screen controller.

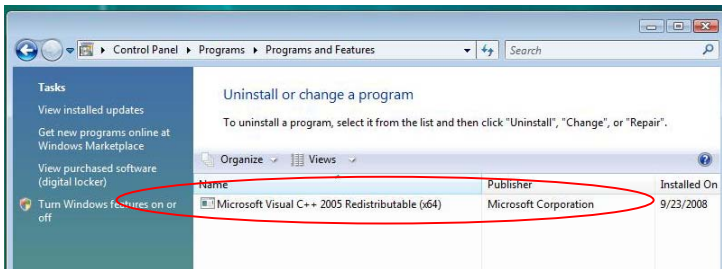
☞ **LG application model supports only USB type. So driver is selected by USB type.**

- To connect the controller with the USB port, choose [USB].

After selecting [USB], click [Install].

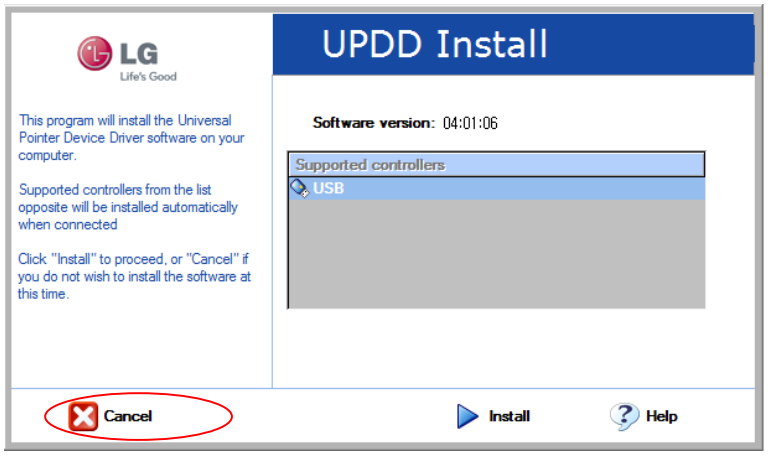
2-2. Start install program (Vista 64bit)

- Microsoft visual C++ 2005 Redistributable (x64) should be installed prior to the system for UPDD to install in Windows Vista 64bit's case. User can easily confirm installation by opening the control panel 'Change or Remove programs'.



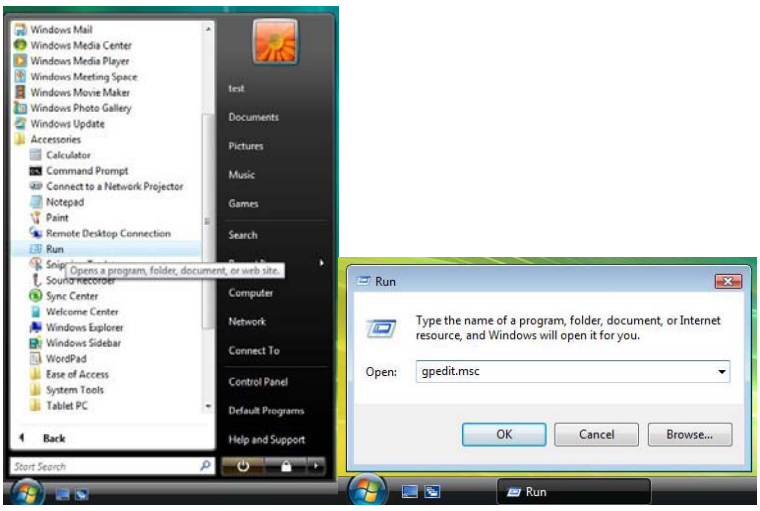
1. **If installed** : Follow manual instructions of 2-1 and install program.

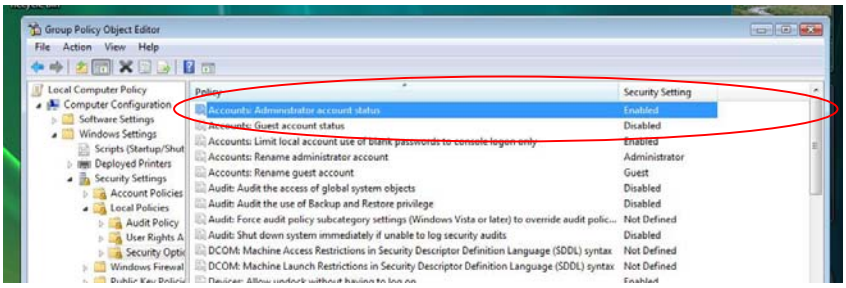
2. **In case program is not installed** : Open the CD-ROM driver and first open and install file vcredist_x64.exe and proceed with installation as shown in 2-1.



☞ **The vista update vcredist x64.exe file should be installed as logged in as the Administrator. If the current user is not the Administrator you are instructed to log off and use the Administrator account to install program.**

1. Choose start of Windows.
2. Execute [Accessories] – [Run].
3. Execute OK after input gpedit.msc.

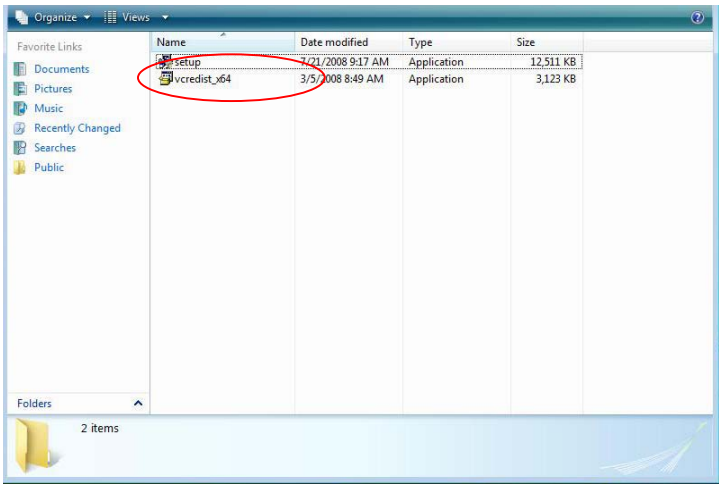




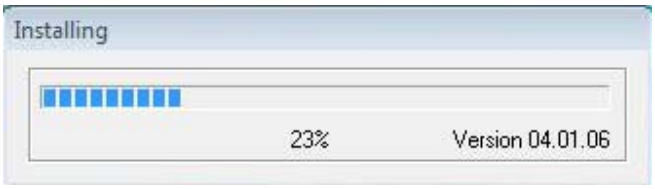
4. Move to path such as picture.

[Local Computer Policy] - [Windows Settings] - [Security Settings] - [Local Policies] - [Security option] - [Accounts: Administrator account status]

5. Set [Enable] in [Accounts: Administrator account status]
6. After log off, log in to administrator account.
7. Open CD-ROM driver in computer and install vcredist_x64.exe file.



3. Install driver



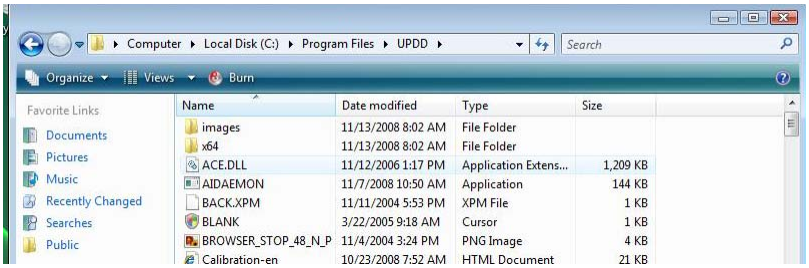
Wait until the install is 100% complete. Click on “Close”, and press the <Enter> key.

☞ USB controller is automatically recognized when connected to PC

☞ When the controller is connected to the computer, the name of controller's VID (Vender ID) shows.
Ex) USB (UPDD-1) or USB (UPDD-2)

☞ If controller is connected for the first time, process about new hardware discovery is started. The installation ends automatically in 5 ~ 10 sec, please wait.

Program installation path : C:\Program Files\UPDD



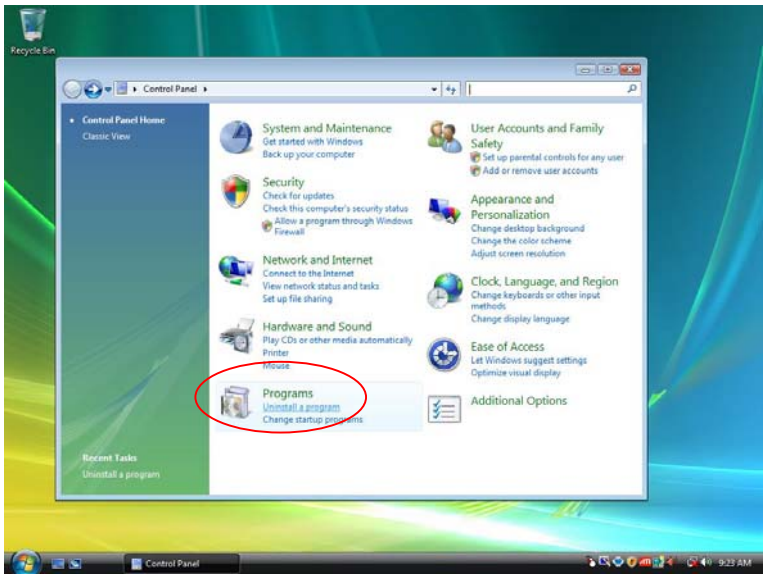
☞ UPDD setup.exe file executes install only. Therefore, if user wants to remove program, Turn to page 11 for reference of manaul uninstall (page 11).

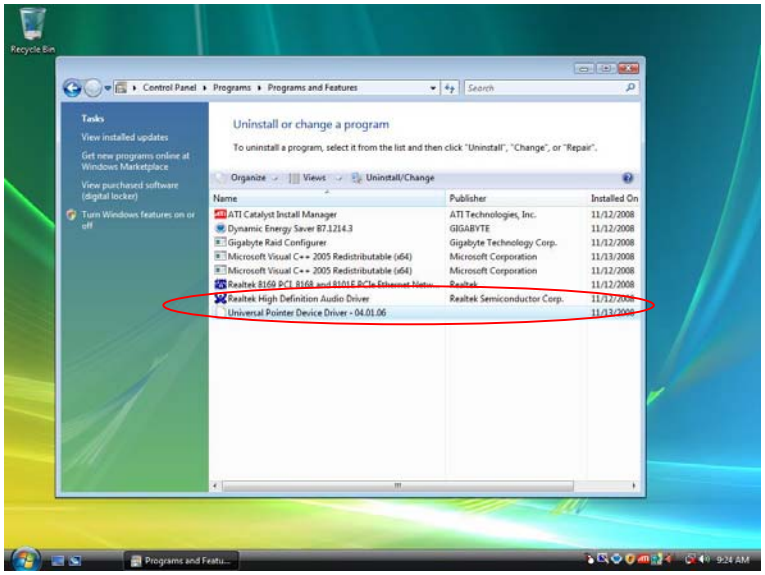
☞ Continuous UPDD setup.exe program execution can produce problem.

II. Uninstall

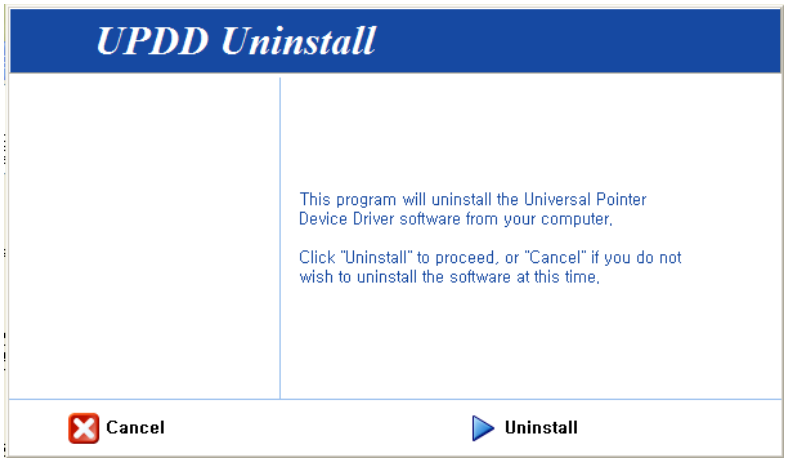
There are 2 methods to uninstall this software.

1. Execute Unistall.exe file in folder that UPDD is installed.
2. To uninstall the software, run “My Computer”, then go to the “Control Panel” and select “Add/Delete Application” and choose the “Universal Pointer Device Driver.” Finally click “Change/Remove”

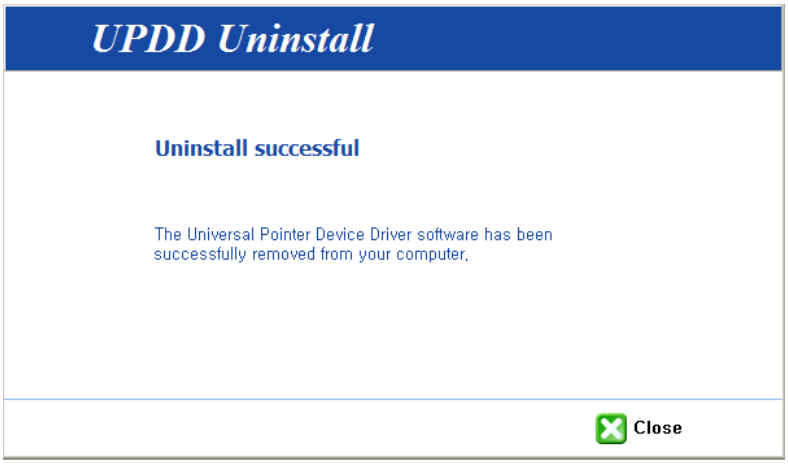




After activating the Uninstaller, follow the software's instructions on the screen.



Click on "Uninstall" or press <Enter>



You have successfully completed the uninstall. Click on "Close".

III. Before using the touch screen

1. Calibration

You must calibrate the Touch screen before begin of use.

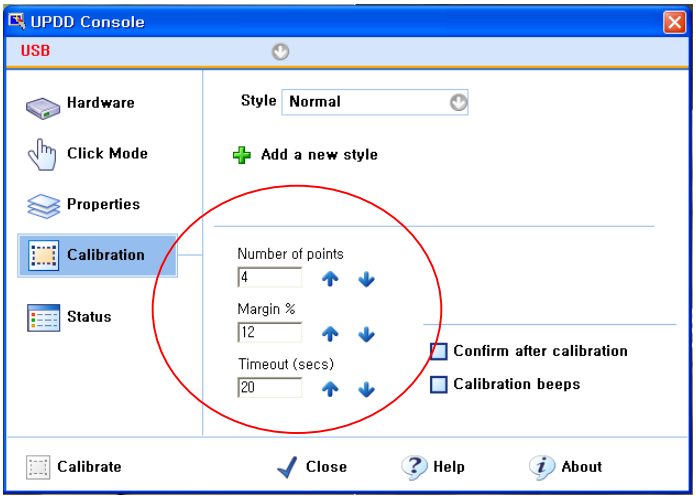
Calibration : It is very important work that the position of touch corresponds with the Windows's mouse cursor position. Through calibration you can use the touch screen with more accuracy and less frustration.

The following are a few procedures that are required before calibration.

☞ **When running calibration, the program needs time to confirm setting values. (about 10 sec)**
Users that have continous sessions of changing calibration setting values, must consider this point

1. Setting calibration conditions

1) **Click the icon at the task, and select the [Adjust settings]. And select the [calibration] of UPDD console, see following picture.**
2) **Condition setting that User wants.**



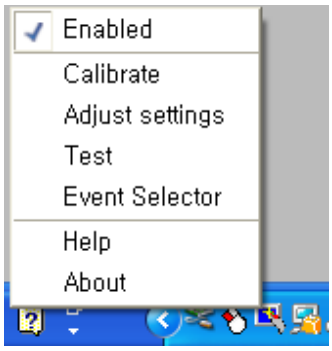
☞ **Condition setting makes reference to [V. UPDD Function Setting - A) Calibration setting – 4. Calibration]**

2. Calibration action path

Can select start calibration with any of the following 3 methods..

1) **[Start] -> [All Programs] -> [UPDD] -> [Calibration] select.**
2) **[Start] -> [All Programs] -> [UPDD] -> [Adjust settings] -> [Calibration] select.**

3) UPDD system tray icon of monitor screen right side lower column clicks -> [Calibration] select.



☞ **If controller is not connected, calibration and test of system tray will be deactivated and cannot be able to select.**

3. Executing Calibration

- If you execute calibration, ┼ mark will appear on the screen and touch this using a pen or finger. After touching the first ┼ mark, another ┼ mark will appear on the screen, Touch this point as done with the first point. (┼ mark's number will appear as many times as you have set set under calibration condition.)

Press center of mark with finger or a pen.

- If you finish pressing calibration points, the value is stored automatically and position calibration action is completed.

- Calibration cancellation has 2 methods. Method selection depends on which procedure the user is currently at.

1) ESC key cancel : When changing calibration conditions or when executing calibration Esc key

allows you to return to the stage calibration execution.
2) Time out cancel : If time runs out during the calibration the program will set the calibration conditions to the previous condition.

☞ If the coordinates differ as time passes please calibrate again

☞ The calibration procedure sends out more data than usual to the computer. Therefore for more accurate touch results we recommend you to choose the [Click and Drag] for correct calibration, and slowly and precisely touch the calibration marks.

☞ In case of execute calibration in multi monitor environment, each controller and monitor must match. If controller is connected first time, the computer will use the default values which is the whole area of monitor 1. Therefore, without matching monitor settings the screen will only show calibration on monitor 1
Ex) USB controller 1 – monitor 1, USB controller 2 – monitor 2.

☞ In case of execute calibration in multi monitor environment, user must make resolution of all monitors equally. Because UPDD bases resolution of the basis monitor, calibration screen can project smaller larger images than the monitor. Therefore, execute calibration in equal resolution, and change each by resolution that user wants.

☞ When execute calibration, calibration coordinate is depended on absolute magnitude of size of touch screen. After calibration, even if the user changes resolution of monitor, coordinates are calculated automatically and are applied.

2. Mouse setting

1. Clicking and dragging

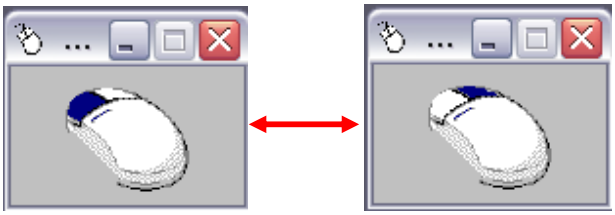
You can use the touch screen to perform such basic operations as click, double-click and drag as follows:

Click	**: Touch the touch screen swiftly.**
Double-click	**: Touch the touch screen twice swiftly**
Drag	**: Drag your finger (or stylus) on the screen.**

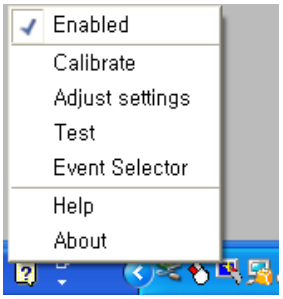
2. Right-clicking the mouse

- Unlike the mouse, the touch screen does not provide two buttons. When you want to perform the right-button operation using the touch screen, do the following:

1) Click the icon at the task, and select the [Event selector]. A small window with a computer mouse appears.
2) Every time you touch the mouse picture, a dark blue mouse button becomes active.
3) Touching the touch screen just after the active button appears; operate it like a mouse button.



Left Button Right Button



☞ If [one hit] of event selector menu is selected, return by left button action after action 1th.

4) If click event selector icon of system tray, can do action such as 1). A red mouse button becomes action.

3. Multi-monitor and multi-device notes

UPDD supports both multi-monitor and multiple pointer device configurations. This means that UPDD can cater with a system that has more than one monitor or more than one pointer device and any combination thereof can be supported by UPDD.

This document describes the multi-monitor and device considerations for each of the supported desktop operating systems.

Please ensure you read the notes section before using multi touch devices or multi touch monitors.

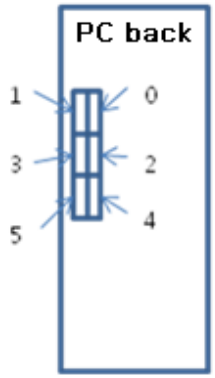
1. Current UPDD supports limited multi environment on the primary monitor (monitor 1). – resolution, monitor area, rotate etc.

1) We only currently support rotate on monitor 2 with Intel Chips and iRotate utility. All other environments only support functions on Primary (monitor 1) monitor.
2) Monitor number can select from Moniter1 to Monitor16.

2. Monitor and controller connection confirmation in multi monitor environment.

1) To use multi moniter functions the user must check if all monitors are correctly connected.
2) When initially connecting the first controller in multi monitor environment the desktop area should be set to default values.(Monitor1)

3) If the user does not configure the connection of monitor and controller, calibration screen shows only in monitor 1. You can calibrate the monitor and controller's connection after the connection. The monitor and controller connection is decided according to the order that controller is connected to PC.
   Ex) First controller 1, Second controller 2 -> Monitor 1 – controller 1 and Monitor 2 – controller 2
   First controller 2, Second controller 1 -> Monitor 1 – controller 2 and Monitor 2 – controller 1
4) User must confirm connection state between monitor and controller in multi monitor environment.
5) After confirming the order of port and Hub that the controller is coupled, Accord the controller and monitor



Ex)

3. Calibration in multi Monitor environment.

1) Because calibration screen of present UPDD executes on resolution of basis monitor (monitor 1), calibration screen can look smaller or bigger than the monitor's optimized resolution.
2) When executing calibration work in multi monitor environment, the user should set resolution of all monitors equally and begin the calibration.
3) If the user completes the calibration, the change of resolution that user wishes to use will not affect the coordinates of the touch screen, because the controller will automatically set all coordinates to the changed resolution.
4) For reference, UPDD only currently supports rotate on monitor 2 with Intel Chips and iRotate utility. All other environments only work on Primary (monitor 1) monitor. So, error can occur.
5) When all monitors are rotating state such as basis monitor, the user can use manual control for the calibration

http://www.touch-base.com/documentation/Multiple monitor and device support.htm

☞ In Multi monitor environment, the calibration must be executed after setting conditions equally with basis monitor.
☞ UPDD works mainly on a basic monitor condition. And other monitors are set for assistance monitor.

IV. Setting UPDD Function

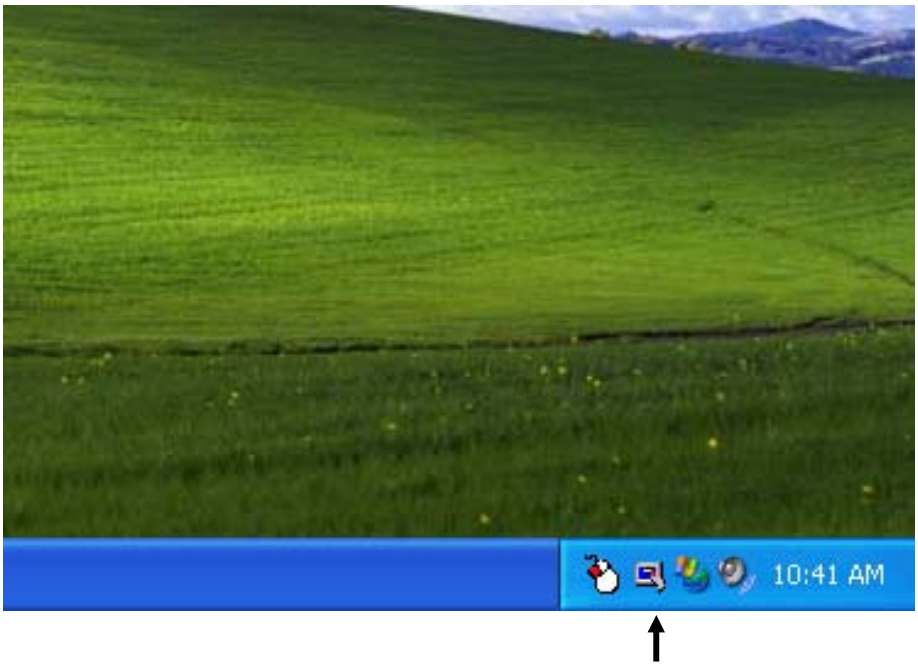
- By the default, this software provides the environment similar the ordinary mouse-operating environment. Its flexible customize functions facilitates the operating environment which meets a specific application. This section describes [Control setting] which allows you to make various settings.

A) Activating the Adjust setting screens

Use one of the following methods:

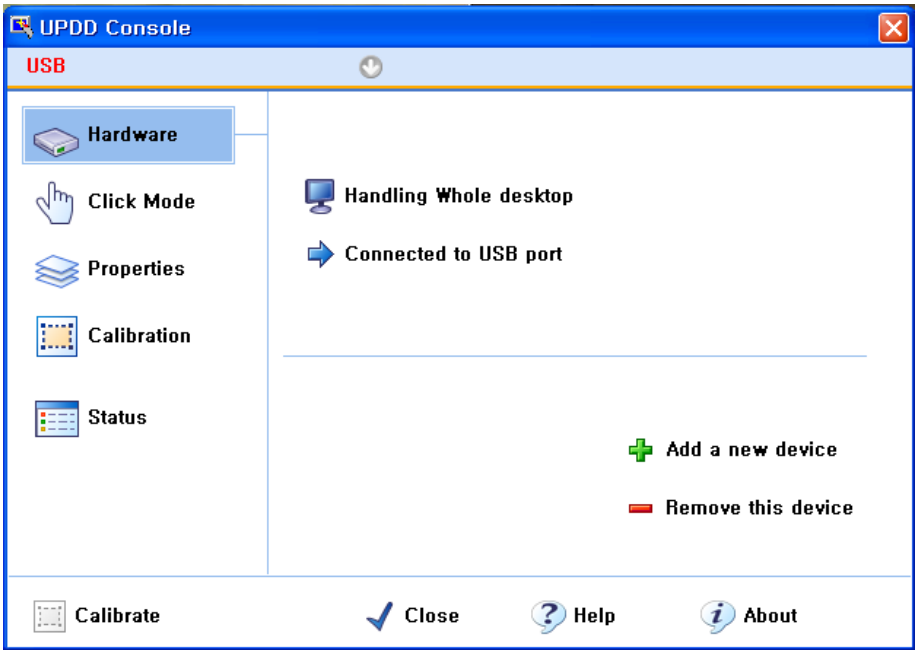
1. Select and activate "START" → [Program (P)] → [UPDD] → [Control setting.]
2. Click the icon at the system tray (see the right picture), and select and activate the [Control setting].

- The 'touch screen driver property' window appears. The screen is divided by several tabs. These tabs are classified for each purpose of setting. They are gathered into one screen for each content respectively; the controller addition is in the [Device] tab, the controller status confirmation is in the [Status tab], and the contents related to calibration is in the [Calibration] tab.
-



☞ **When you change the setting, it re-initializes the controllers so that the touch screen gives no response for several seconds.**

1. Hardware



- Hardware port definition, desktop association, add, remove and search for devices

- Handling

1) Shows the desktop area controller by the pointer device. This is normally set to the whole desktop. In multi-monitor environment this option is used to associate the device to a specific monitor.

☞ After select desktop area, user must calibrate for application.

☞ In case connecting and using more than one monitors, confirm order of each monitor in PC display registration information first. And select monitor in Handling Whole desktop control setting.

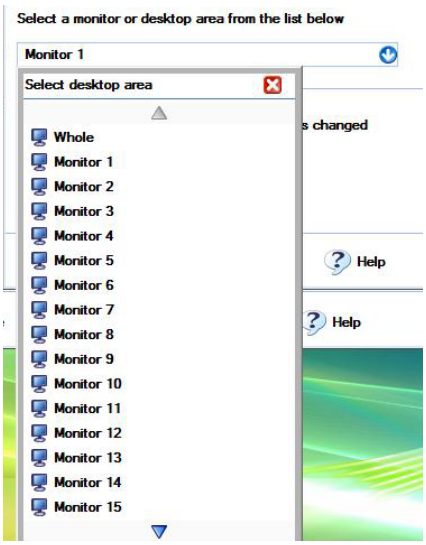
☞ After selecting monitor, user must execute calibration and accord connection between monitor and controller so that touch screen will work normally. (First time controllers are connected all controllers are set to default value (monitor 1).

- Desktop area select.

1) Monitor 1 ~ Monitor 16

- In case use multi monitor, can select monitor to do matching with controller of touch screen. Monitor number can confirm in Display settings of Windows, and Monitor number can select from Moniteo1 to Moniteo16. (When use multi monitor, controller of number

such as number of monitor has to be connected.)



☞ Monitor and controller's connection are decided according to order that controller is connected to PC.

Ex) First controller 1, Second controller 2 -> Monitor 1 – controller 1 and Monitor 2 – controller 2.

First controller 2, Second controller 1 -> Monitor 1 – controller 2 and Monitor 2 – controller 1.

☞ Usually, USB's order is decided by system (PC main board).

- **Connected to**

Shows the port connected to the device.

- In the case of USB, PS/2 and Bus connected devices this shows connection information.

- **Add a new device**

In a multi-device environment this option is used to add additional devices, specifically non PnP devices.

☞ UPDD adds automatically if USB controller is connected. So, user does not have to execute [Add a new device].

- **Remove this device**

  User can remove the current device. When all devices are removed, [Properties] does not act.(All environment values are initialized.)

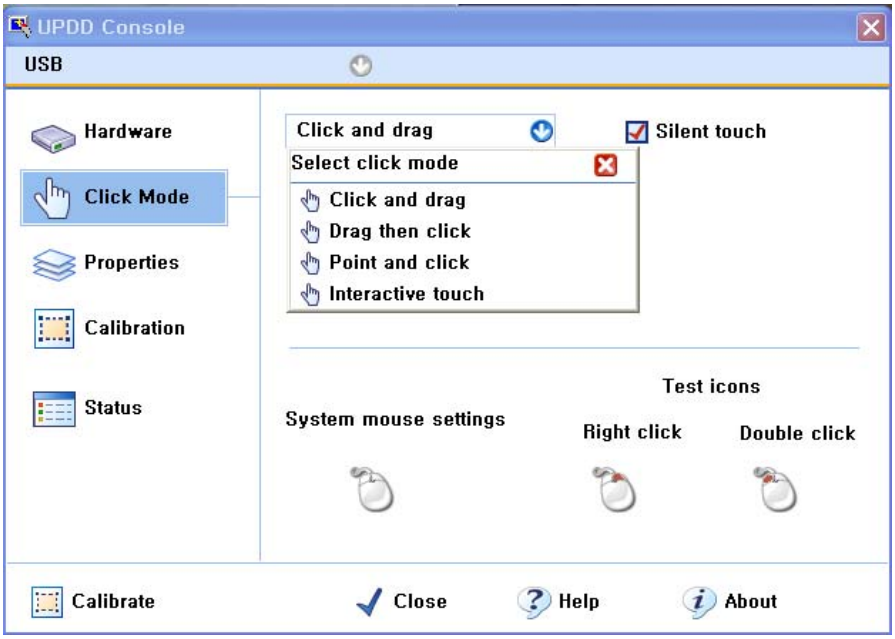
  ☞ When controller is use impossibility, controller name is marked color red.

  ☞ Device remove icon is executed in state that cancels USB controller and PC's connection. Because driver adds controller automatically, even if remove controller in situation that is linked, controller is added again immediately. So though controller's connection is canceled, it can execute icon.

  ☞ Connected controller name (ID) is marked in device tab of the UPDD console top position.

  ☞ When several controllers are connected, you can select each controller in device tap of the UPDD console.

2. Click mode



- The Click Mode dialog defines the click mode emulation and links to the click mode settings within the operating system.

- **Select click mode**

Shows the current click mode emulation. A full mouse click is the action of a pen down followed by a pen up. In the following click emulations, where pen down is specified but with no indication if it's a left or right click, then the Event Selector setting will dictate the click performed.

- **Click and drag**

Pen down then drag. Pen up at lift off.

- **Drag then click**

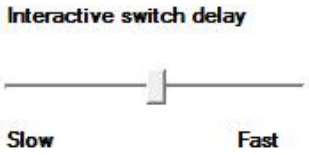
Drag then click at lift off.

- **Point and click**

Pen down and pen up at point of touch. No movement.

- **Interactive touch**

At normal 'Click and drag' settings the user can add the mouse right click function. If the user presses on the screen for the time that interactive switch delay is set, the mouse right click function will occur..

- 

Interactive switch delay determines the time the mouse right click should occur.

(User can confirm the execution speed by animation. But, if cancel touch before animation ends, function call is cancelled too.)

- **Visual notification**

Visual notification indicates if visual feedback is shown during Interactive Touch right click countdown (only Windows at time of writing).

- **Silent touch**

Indicates if touch is silent. If disabled a beep is sent to the system internal speaker (not sound card). The system must have an internal speaker configured and working.

☞ Disabled if the OS, such as Vista 64 bit, does not support the speaker interface used by UPDD.
☞ Confirmation Path
[Start] − [control Panel] − [Hardware and Sound] − [Device Manager] − [Tool bar : View] − [Show hidden devices] − [Non-plug and Play Drivers] − [Beep] check.
☞ UPDD uses the system internal speaker (Beep sound).

- System mouse settings

The user can go to [Mouse configuration] and set mouse settings to fit user preference.

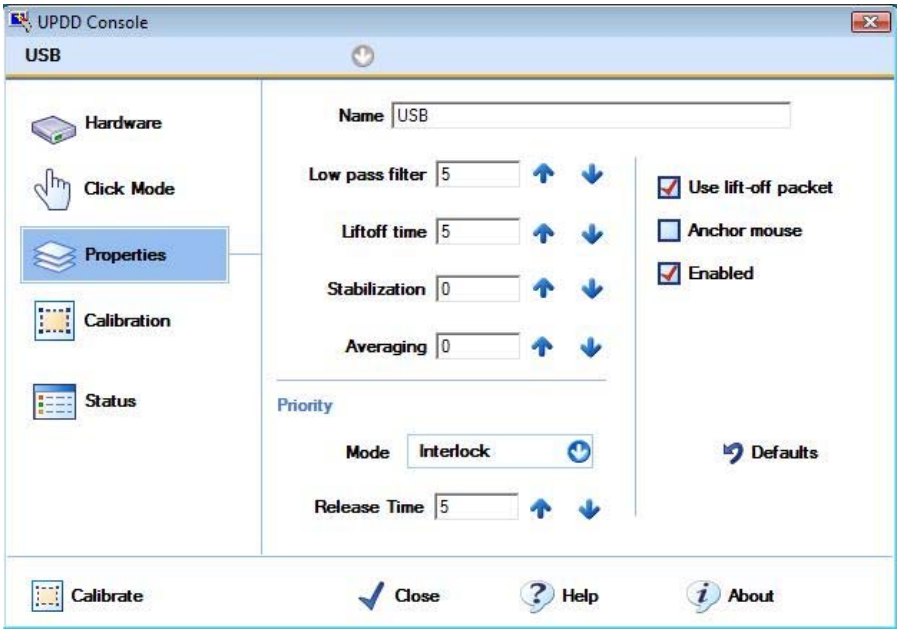
Right click Double click

-

Used to test right and double clicks. A red check is shown if the click test is successful to the click mode settings within the operating system.

☞ Use this icon to click test only. It does not relate to the event selector.

3. Properties



- Define device name, configuration, priority (when multiple devices defined) and specific settings.

☞ **Wrong setting can make problem in touch screen action. Therefore, we recommend touch screen function manual setting for only advanced users.**

- **Name**

Associates a name to the device. By default the name is the driver's controller device name.

- **Low pass filter** 3

Applies a filter to produce smoother drawing. Software implementation of a low pass filter algorithm to remove jitter. This is a more advanced approach to filtering that can improve drawing but will affect the speed of drawing the higher the value used. The scope is possible from 0 to 100. **(Default : 5)**

- **Liftoff time** 5

The Lift off Time value specifies the time interval required to register a stylus lift after the last touch packet is received. Lift off time is defined in units of 20ms. This value is used to perform

a pen up if the 'Use Lift off' packet is disabled otherwise Pen ups are generated as soon as the stylus leaves the pointer device display. However, because this timer is triggered after each received touch packet it is important to ensure the value is greater than the time interval between data packets otherwise pen up events will constantly be generated. If this value is set to zero pen ups based on time are disabled. This is a useful setting for controllers working in Delta mode, that is, data is not generated unless the x or y co-ordinates change. The scope is possible from 0 to 100. **(Default : 5)**

- **Stabilization**

Stabilization causes small movements to be ignored. The scope is possible from 0 to 100. **(Default : 0)**

- **Averaging**

Applies a filter to produce smoother drawing. Averaging takes the average of the last N co-ordinates. This is a very basic approach to filtering that can improve drawing and not affect drawing speed. The scope is possible from 0 to 100. **(Default : 0)**

- **Mode**

The device can only be used if no other device is in use (i.e. touch screen being touched) and the time since the last use of another device exceeds the 'release time' period. Release time is defined in units of 20ms and defaults to 20ms.

- **Mode**

Any device currently in use is forced into a 'pen up' state and the device is given immediate priority.

- **Release Time**

Defines the interlock release time, as described above. The scope is possible from 0 to 100. **(Default : 5)**

-

Only shown if a pen up data packet is generated by the device on stylus lift off. If enabled the pen up data packet is used to invoke pen up otherwise the pen up processing will generate a pen up event at the lift off time threshold as described above.

☞ **When select or cancel, need the time for data transmission.**

- **Anchor mouse**

The Anchor Mouse option is set if the mouse cursor is to return to its original position after the pointer device has been used. Normally used in multi-monitor configurations where the cursor is to return to another monitor.

☞ **Anchor position is set to place that is located on last by a PC mouse.**

- **Enabled**

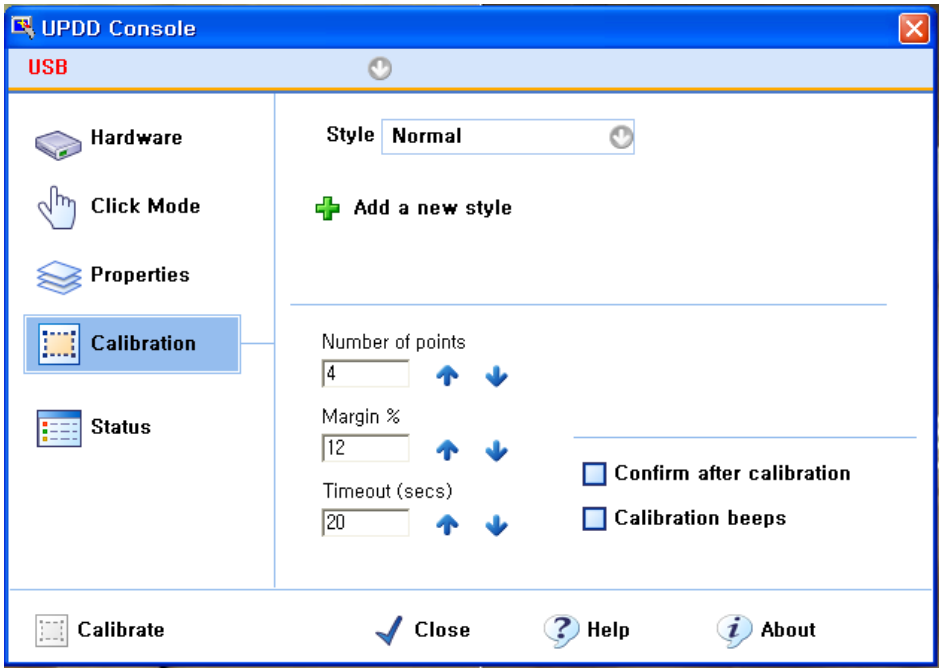
Indicates if the device is enabled. If the device is disabled the hardware port's resources are available for use by another device or process. This is a way of freeing up the resources without having to uninstall the driver. If UPDD has a connection to the device it cannot be 'stopped' until disabled by UPDD.

- **Defaults**

All properties function value return to defaults. Is initialized controller's properties which is selected in device tap of UPDD console.

☞ **Keep in mind that all properties values are initialized.**

4. Calibration



- The calibration dialog is used to set the calibration settings for the current device.

- Calibration cancellation has 2 methods. User can select any method according to return to visual point.
  1) ESC key cancel : Return before calibration practice.(only calibration cancel)
  2) Time out cancel : Return before changing by calibration setting.(Cancel until Calibration setting Value.)

☞ After making any calibration setting change you should wait a few seconds before calibrating otherwise the previous settings are used in the calibration.

☞ In case of executing calibration in multi monitor environment, user must make resolution of all monitors equally. Because UPDD bases resolution of basis monitor, calibration screen can appear smaller or larger than the monitor's optimized resolution. Therefore, execute calibration in equal resolution, and then change the resolution of each monitor to the settings that the user wants.

☞ When executing calibration, calibration coordinates are depended on absolute magnitude of size of touch screen. After calibration, even if user changes resolution of monitor, coordinate is calculated automatically and is applied.

- Style Normal

Shows/selects the current calibration style. Each device can have more than one calibration

style which can be calibrated independently. Calibration styles can be invoked/switched from an application, a toolbar or the UPDD activator.

e.g. a whiteboard device may be used as a whiteboard or in projected mode to show a large desktop. Two calibration modes can be defined, whiteboard and projected and calibrated when used in those modes. The appropriate calibration style can then be invoked when required, thus avoiding the need to constantly recalibrate when switching usage.

- **Add a new style**

  Add a new calibration style. After add style, must execute revision.

- Number of points

  Indicates the number of calibration points. The number of points determines the calibration pattern used. 2 points uses the raw pointer device data, 4, 9 and 25 uses a calibration algorithm best suited to non-linear data whereas the other patterns are best suited to linear data. Using 4 points or more allows the driver to automatically determine the orientation of the touch screen and caters for rotated video in cases where the driver has not automatically adjusted for rotation and for these reasons it is highly recommended that 4 points or more are used. **(Default : 4)**

- Margin %

  Indicates the percentage margin in from the edge of the visual display area from which to draw the calibration points. The scope is possible from 1 to 25. **(Default : 12)**

- Timeout (secs)

  Specifies the number of seconds to wait for a calibration touch before cancelling the calibration procedure. The scope is possible from 1 to free time. Because error by system frequency use can happen, it recommends to use within 20 seconds. There is addition time at actuality action. **(Default : 20)**

- **Confirm after calibration**

  If enabled a calibration check dialog is shown at the end of the calibration procedure. The calibration confirm button must be selected (with the touch screen!) if the new calibration data is to be used.

- ☐ Calibration beeps

If enabled a beep will be generated on calibration touch.

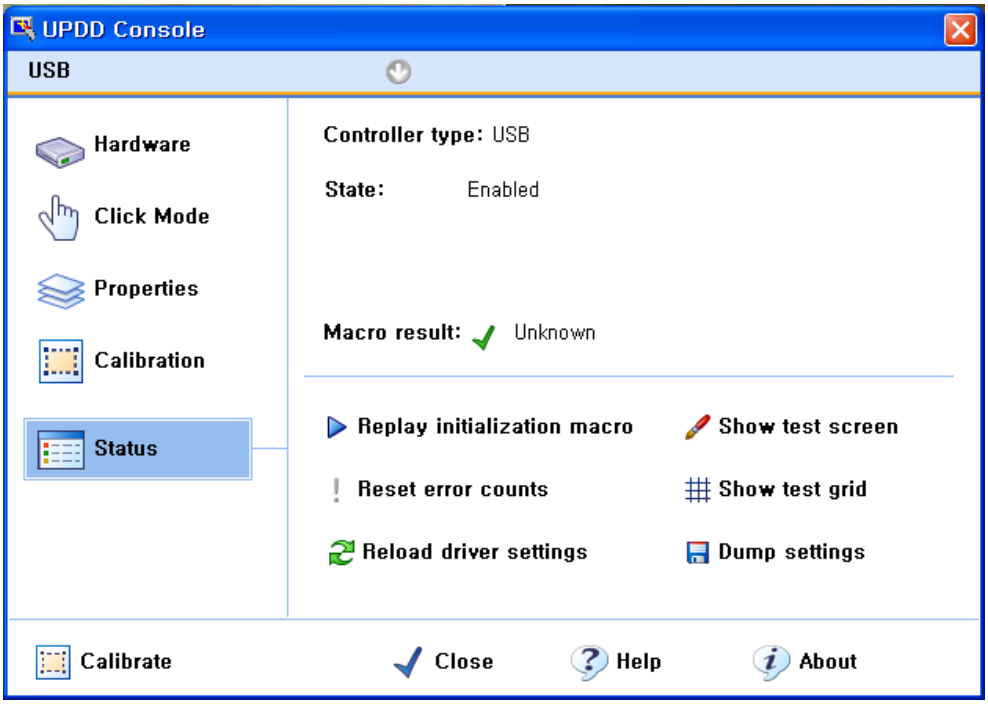
☞ Disabled if the OS, such as Vista 64 bit, does not support the speaker interface used by UPDD.

☞ Confirmation Path

[Start] − [control Panel] − [Hardware and Sound] − [Device Manager] − [Tool bar : View] − [Show hidden devices] − [Non-plug and Play Drivers] − [Beep] check.

☞ UPDD uses the system internal speaker (Beep sound).

5. Status



- Device status and re-initialisation, test functions, driver reload and settings backup.

- **Controller type:** USB

Shows the actual controller type in use irrespective of the name given to it in the UPDD Console.

- **State:**

Indicates if the device is enabled at the UPDD level. The enabled setting is held in the UPDD Console or, for Windows, the UPDD system tray. Applications can also enable or disable the device using the UPDD programming interface.

- **Replay initialization macro**

This function reinitializes the controller. The macro, if defined, is sent to the controller.

☞ **In case execute [Replay initialization macro], communication happens between controller and UPDD driver. If execute command consecutively, program can be**

stopped by communication clash. So, caution user to do not run repeat.
☞ If UPDD program is stopped, do re-booting.

- **Reset error counts**

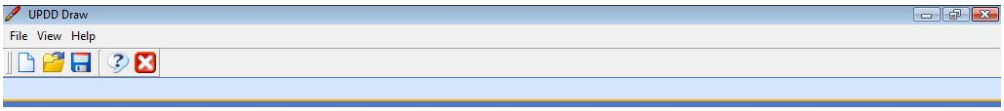
This option resets the sync error count. Only enabled if error count >0.

- **Reload driver settings**

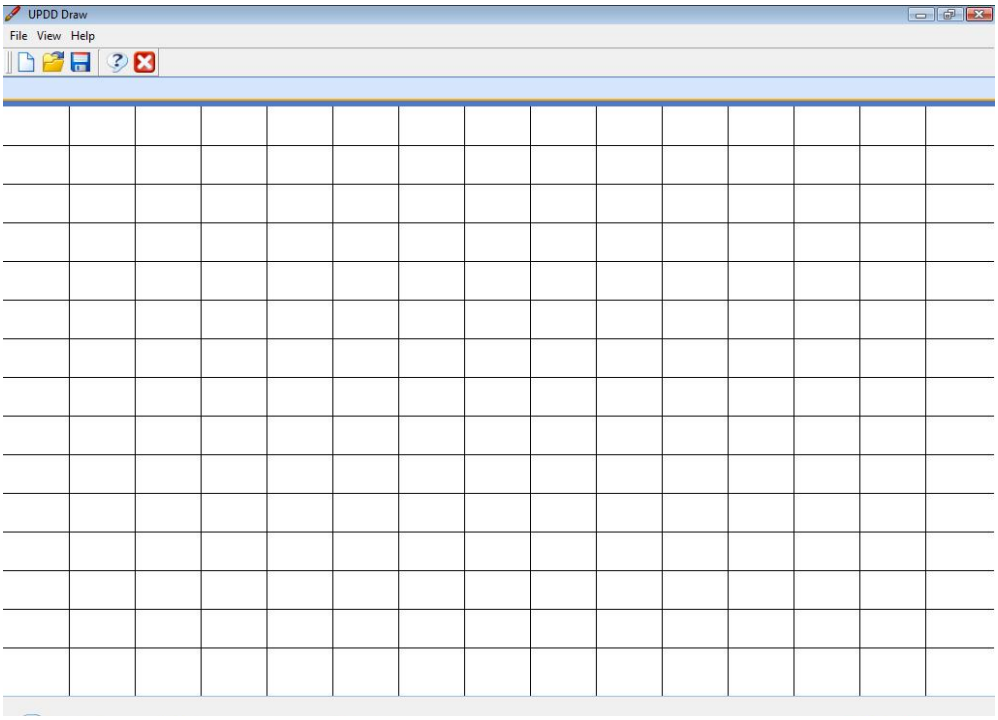
This function reloads the driver. This could take a number of seconds to perform.

☞ In case execute [Reload driver settings], communication happens between controller and UPDD driver. If user executes the commands consecutively, program can be stopped by communication clash. Caution not to repeat run.
☞ If UPDD program is stopped, do re-booting.

- **Show test screen**



- **Show test grid**



- **Dump settings**

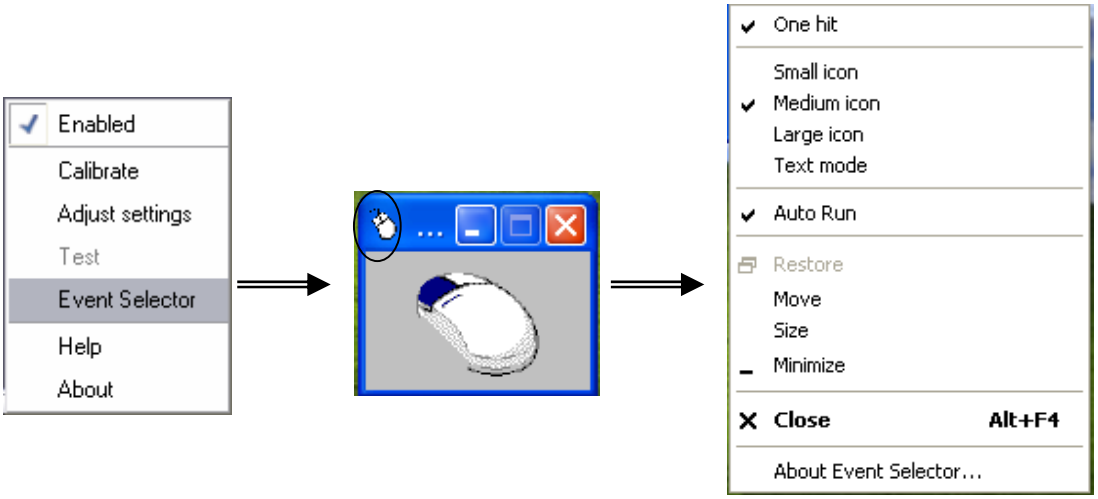
Dump driver settings to a file. The file is useful for support purposes but can also be used in subsequent installs to define the initial settings.

- Windows Vista path C:\Users\User Accounts
- Windows XP path C:\Documents and settings\User Accounts
- file type ; 19112008120040.ini(min, hour, year, month, day)

☞ **Dump file becomes initialization data at subsequent installation. Therefore, initialization value of subsequent installation can be different from manual. Contemplate in use.**

B) Event selector

- Using the Event Selector allows you to classify the left and right clicking of the mouse button.



1. Activating the Event Selector

- Select "Start" → [Program(P)] → [UPDD] → [Event Selector].
  Or click the icon at the system tray (see the right picture), and select and activate the [Event Selector].

2. Settings

- To select the Event Selector, click a small mouse picture at the left top of the window, and select a menu displayed.

One hit : Enables only once touch in the right-click setting.

Small icon : Displays a smaller size mouse picture in Windows.

Medium icon : Displays the standard size mouse picture in Windows.

Large Icon : Displays a larger size mouse picture in Windows.

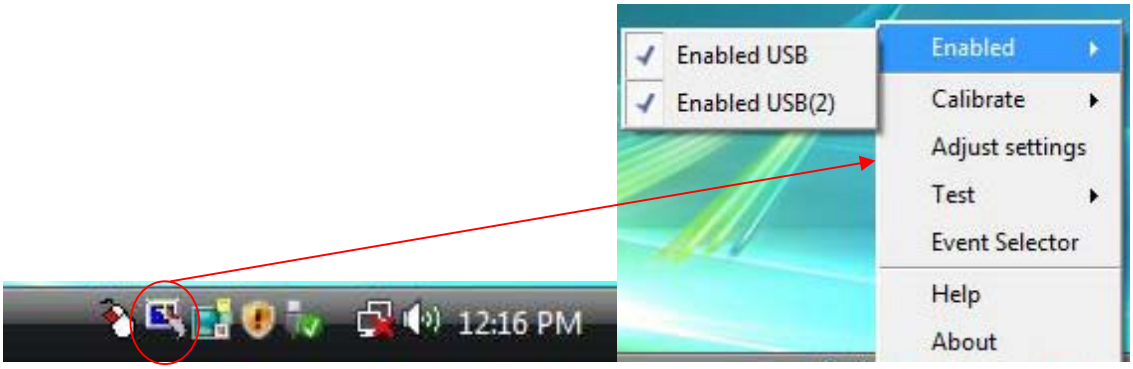
Text mode : Provides text display in Windows. One hit:
Enables only once touch in the right-click setting.

Auto run : Provides text display in Windows. One hit:
Enables only once touch in the right-click setting.

☞ Displayed language is decided according to Windows OS language.
☞ Can be changed partially.

C) System Tray menu

- If click system tray's icon, can use function of menu such as following picture.



Enabled : Indicates if the device is 'logically' enabled/disabled in UPDD. If a device is 'physically' disabled (e.g. a device is unplugged) the text will be shown in red. A tick indicates that the device is enabled and a cross indicates that it is disabled. This option can be used to temporarily disable the pointer device. If more than one device is configured a sub menu lists the devices to show the enabled state. If all devices are disabled or inactive the system tray icon shows a red X to indicate to the user the touch screen will not be working.

Calibrate : Invokes the calibration procedure.

Adjust settings : Invokes the UPDD Console.

Test : Invokes the Test Utility.

Event Selector : Invokes the Event Selector:

Help : Invokes the UPDD Help system.

About : General information.

☞ **If controller is not connected, calibrate and test function cannot use.**

V. Support procedures for problem

☞ Please check below before calling

1. Do not install in Windows Vista 64bit..
   - After install first Visual C++ runtime library (vcredist_x64.exe) through Windows update in Windows Vista 64 bit, and must install device driver program(UPDD).
     http://www.microsoft.com/downloads/details.aspx?FamilyID=EB4EBE2D-33C0-4A47-9DD4-B9A6D7BD44DA&displaylang=en
     http://www.microsoft.com/downloads/details.aspx?displaylang=ko&FamilyID=eb4ebe2d-33c0-4a47-9dd4-b9a6d7bd44da

2. Installation language is English.
   - This driver confirms OS's language environment automatically and is installed in this language.
   - UPDD's basic language is English. Therefore, English installation screen can happen in Os of other language. If install reference the manual, there is no problem.

3. During installation, [new hardware search program] is executed continuously.
   - Before software is installed, Windows hardware search program acts automatically in case connect controller to USB. But because controller driver is not installed yet, Windows hardware search program mistake happens. So encourage to connect USB after software installation.
   - If message appears during UPDD installation, cancel controller connection. And UPDD ends installation. Connect controller after installation completion, and becomes hardware addition automatically.(In case is not selected by automatic addition, user must answer on hardware addition message.)

4. There is no remove option when setup.exe is executed after full installation
   - The driver has separate setup and uninstall files.
   - The user can uninstall at [control panel -> add/remove programs]
   - The user can execute uninstall at the UPDD folder.

5. Not able to remove device in UPDD console.
   - You can only use the remove device icon when the USB controller and PC connection is disconnected. Because the present driver automatically adds the USB controller when connected, to prevent continuous device adding the icon is activated only when the USB controller is disconnected

6. Touch screen does not work properly.
   - Make sure that the software is installed properly.
   - Check the interface cable connection.
     - USB controller : USB cable.
   - Try reconnecting the interface cable.

7. Touched area and the on-screen cursor does not match.
   - Try reconfiguring the calibration.

8. Double click does not act.

- Confirm setting of software click mode.
- Confirm setting in event selector Windows.
- This phenomenon can appear in case of the double click awareness speed is so fast or dimension is small.

9. Can not hear anything even when silent mode is not selected.
   - UPDD uses the system internal speaker (Beep sound).
   - Indicates if touch is silent. If disabled a beep is sent to the system internal speaker (not sound card). The system must have an internal speaker configured and working.
   - Disabled if the OS, such as Vista 64 bit, does not support the speaker interface used by UPDD.
   - Confirmation Path : [Start] – [control Panel] – [Hardware and Sound] – [Device Manager] – [Tool bar : View] – [Show hidden devices] – [Non-plug and Play Drivers] – [Beep] check.

10. Executed [Reload driver settings] consecutively and program is stopped.
    - In case execute [Reload driver settings], communication happens between controller and UPDD driver. If execute command consecutively, program can be stopped by communication clash. So, caution user to do not run repeat.
    - If UPDD program is stopped, do re-booting.

11. Mouse cursor moves to fixed direction continuously.
    - Please Communicate to ITMinc. (yjkim@itminc.co.kr)

12. Different point touches but mouse cursor always same position come back.
    - Please Communicate to ITMinc. (yjkim@itminc.co.kr)

13. In case use resolution as is different in multi monitor, there is problem with calibration screen.

    ● Because calibration screen of present UPDD executes on resolution of basis monitor (monitor 1), calibration screen can look like smaller or big than monitor.

    ● When execute calibration work in multi monitor environment, set resolution of all monitors equally and calibration work.

    ● After complete calibration work, may change by resolution that user wishes to use because regulate coordinate and resolution of touch screen automatically even if resolution is changed.

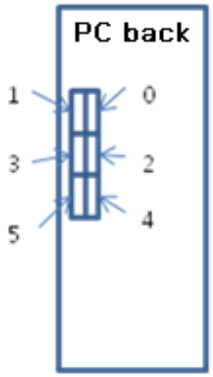
14. Executed whole calibration in multi monitor environment. But, calibration screen displays in monitor 1.
    - In case connect and use many monitor, confirm order of each monitor in PC display registration information first. And select monitor in Handling Whole desktop control setting First time connected all controllers is set by default value (monitor 1)
    - Ex) First controller 1, Second controller 2 -> Monitor 1 – controller 1 and Monitor 2 – controller 2
      First controller 2, Second controller 1 -> Monitor 1 – controller 2 and Monitor 2 – controller 1

15. Each monitor and touch screen do not correspond in multi monitor environment.
    - In case connect and use many monitor, confirm order of each monitor in PC display registration information first. And select monitor in Handling Whole desktop control setting First time connected all controllers is set by default value (monitor 1)
    - Monitor number can select from Moniteo1 to Moniteo16.
    - Monitor and controller's connection are decided according to order that controller is connected to PC.

Ex) First controller 1, Second controller 2 -> Monitor 1 – controller 1 and Monitor 2 – controller 2.
First controller 2, Second controller 1 -> Monitor 1 – controller 2 and Monitor 2 – controller 1

- User must confirm connection state between monitor and controller in multi monitor environment.
- After confirm order of port and Hub that controller is coupled, Accord controller and monitor.

Ex)



16. Rotated monitor 2 in multi monitor environment, there is problem with touch position and calibration screen.
    - Currently we only support rotate on monitor 2 with Intel Chips and iRotate utility. All other environment only work on Primary (monitor 1) monitor.
    - When all monitors are rotating state such as basis monitor, can use manual control the calibration.

17. Confirmation of program uninstallation completion message is difficult.
    - According to priority order, the displayed position (front, or behind) of program is decided.
    - Windows program decides automatically priority order of program that is acting.
    - When uninstall dialog is not displayed, confirm [Uninstall Complete] message in taskbar of monitor.

18. Please make reference to the following homepage.
    http ://www .touch-base.com/documentation.asp
    http ://www .touch-base.com/documentation/help/general-en/htm