

# Re: Dual USB touch screens in exclusive-OR mode?

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*Source:*

[http://www.tech-archive.net/Archive/WinXP/microsoft.public.windowsxp.device\\_driver.dev/2006-11/msg00016.htm](http://www.tech-archive.net/Archive/WinXP/microsoft.public.windowsxp.device_driver.dev/2006-11/msg00016.htm)

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  - *Date:* Sat, 11 Nov 2006 16:55:29 GMT
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<[groupsanon@xxxxxxxxxx](mailto:groupsanon@xxxxxxxxxx)> wrote in message  
<news:1161210464.364280.258220@xx>

I will have two USB touch screens whose USB inputs will be plugged into their own USB port. Both will display the same image/application, ready for a user to use through either touch screen. When the user touches one of the touch screens to use the application, I would like to know if there is a software solution to detect that the touch screen has been touched, determine which of the two touch screens has been touched (which of the two USB ports received input from the touch screen), and then temporarily disable the input of the other touch screen that is not being used. After the user is done, both touch screens will be enabled and ready for the next user to use either one of them.

hmmm.. sounds like a book of some sort. If they both have their own USB interface then that is relatively easy to do. Your code would ignore messages sent from the 2nd touch screen. As far as i can tell here... you could do this all in your application code. you should not need a custom driver. However, you may need to deal with the fact that there will be 2 of these running on a system instead of one.

I'm hoping to find a simple solution to do this using either an existing Microsoft Windows XP utility or programmatically in the application with API functions. I don't want to write a custom USB driver.