

Re: Drawing Test Fails in Touch Panel CETK

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<http://www.tech-archive.net/Archive/WindowsCE/microsoft.public.windowsce.platbuilder/2007-09/msg00088.html>

- *From:* "Sumit Kumar \ (MS\)" <sumitku@xxxxxxxxxxxxxxx>
 - *Date:* Wed, 5 Sep 2007 11:20:14 -0700
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Hi Amit,

Is your touch driver sampling the stylus inputs once a pen-down event comes in?

Take a look at the implementation of smdk2410 touch driver in `wince500\public\common\oak\CSP\arm\Samsung\s3c2410x\touch\s3c2410x_touch.cpp`. Notice how once IRQ_ADC interrupt has occurred, IRQ_TIMER3 (gIntrTouchChanged) is used to sample stylus inputs. I think your driver might be missing sampling once a pen-down interrupt has occurred and hence multiple touch samples are not-generated.

hth,
Sumit

"Amit" <abansaltech@xxxxxxxxxx> wrote in message
<news:1188907928.135248.40430@xx>

Hi Ajith,

Thanks for urgent response again.

I am using ARMV4I platform, BSP is our customized BSP. I am able to measure the state of pin at given time. Also I am able to get the gpio interrupt(ie Event in my touch driver ISR) whenever someone touches the panel. Touch panel is working fine i.e. I am able to use touch for giving user inputs. Also All the CETK tests are passing except the one i.e. Drawing test.

For Drawing I think, Main problem is, I get only one gpio interrupt for a single pen down (i.e. single touch).

Since I am not getting multiple interrupt for a long pen down, thats why I think CETK app is not getting enough number of coordinates points in its queue. Thats why When I draw a line it gets only one point in the queue for starting location. So Drawing not happens.

I use to check gpio pin status whenever I get the gpio

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interrupt(i.e.Event). During Interrupt Initialization I am binding gpio and timer irq to TouchEvent handle. So ideally I should get the event whenever there is a change in the status of gpio or whenever timer expires. But seems like only first one is working. I mean I am getting Event only when gpio pin status changes(i.e. when user lift up or presses down the stylus).

So what can be the possible cause for not getting multiple events when timer expires for a single long pen down? Or Formost Is it require to get multiple events for a single long pen down for drawing to be happen successfully.

Please comment on above with your views.

Thanks in advance.
Amit

On Sep 4, 4:12 pm, Ajith <Aj...@xxxxxxxxxxxxxxxxxxxxxxxxxxxx> wrote:

Hi Amit,
I meant something different. When you configure a GPIO pin as Interrupt, you should be able to measure the state of the pin at any given time. There should be some GPIO registers for that.
GPIO interrupt must come when you touch the panel.Which is the platform do you use? You have to review your interrupt configuration such that you must get an interrupt when you toch the panel. Which BSP do you use?
regards
ajith

"Amit" wrote:

Hi Ajith,

Thanks for reply again.

I am using ADS7846 touch controller.

I use to enable timer when i get pen down interrupt and stop the timer
PENIRQ status changes. But since Gpio Events comes only

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when I lift up
the stylus. So do you mean that I need to configure gpio in
such a way
that its should signal my ISR after certain period of time, if
yes
then Can you please tell me how.

Thanks
Amit

<Aj...@xxxxxxxxxxxxxxxxxxxxxxxxxxxx> wrote:

Hi Amit,
The Touch screen driver works using
PEN_DOWN and PENUP event. Penup
will
mostly be a timer interrupt which is enabled
when you get a PENDOWN
event.
The whole idea is when you get a
PENDOWN event, start a timer and
which
repeatedly checks the whether the Pen is up .
Is it not possible to get the state of the GPIO
pins through its
registers?
Normally any GPIO pin which is configured
as an interrupt would
reflect its
state in some GPIO registers when the
interrupt happens. by this
method one
can identify a pen down interrupt. what is
the controller you use?
regards
Ajith

"Amit" wrote:

Hi Ajith,

Thanks for your reply.

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If we send Coordinates
cooresponding to every pen
down, then how do
we
manage use case single tip
down. Because cuurently I
use calculate
time diffrence between two
consequetives interrupt to
find out
whether
user has really pressed the
panel or not.
My Gpio just give interrupt
whenever any events
happens on the
gpio
port for touch panel(either
pen up or pen down). Its
doesn't tells
me
that whether its pen up or
pen down. I use a internal
logic thats
treat any alternative events
as pen up and pen down.
Do you mean that I should
have more information from
gpio regarding
its pen up or pen down.

Regards

Amit

On Sep 3, 5:08 pm, Ajith

<Aj...@xxxxxxxxxxxxxxxxxxxxxxxxxxxx>

wrote:

Hi,
I think we
need to pass
coordinates
to the OS
after every
PENDOWN
interrupt.
I think your
threshold
can go
wrong

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because
flags will
get
changed for
every
Touchpanel
events.
regards
Ajith

"Amit"
wrote:

Hi
All,

I
am
trying
Drawing
test
in
Touch
Panel
Test
on
WinCE
5.0
Enviornment.
Test
use
to
fail.
Also
In
log
it
shows
the
message
TouchPanelSetCalibration
Failed.
I
am
able
to
pass

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all
the
Other
test
cases
except
InitializeCurserTest
which
is
actually
skipped,
since
not
supported
inside
my
touch
screen
driver,
and
i
hope
its
not
require
even.
Also
When
I
run
the
test
individually
first
its
tries
to
calibrate
the
screen
which
happens
successfully.
After
that
It
ask
to
draw
something
on

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screen
for
some
time
period.
When
I
try
to
draw
on
the
screen
using
stylus,
No
lines
comes
on
the
screen.
But
When
I
try
to
just
press
the
stylus
at
lot
many
points
of
touch
panel.
Suddenly
some
lines
appers
on
the
screen.
Line
start
from
the
point
where
i

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press
on
the
panel
and
goes
up
to
left
bottom
corner.

Let
me
explain
you
my
implementation
of
touch
screen
driver.

I
have
taken
reference
code
for
my
driver
from
CE
5.0
Public\Common\Oak
\Drivers
folder.
My
driver
use
to
detect
use
to
send
coordinates
to
GWES
corresponding
to

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every
pen
down
greater
then
a
threshold
value.
Can
Someone
Please
give
me
some
pointers
what
can
possibly
go
wrong.

Thanks
in
Advance.–
Hide
quoted
text
–

– Show
quoted text
–– Hide
quoted text
–

– Show quoted text –– Hide quoted text –

– Show quoted text –

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