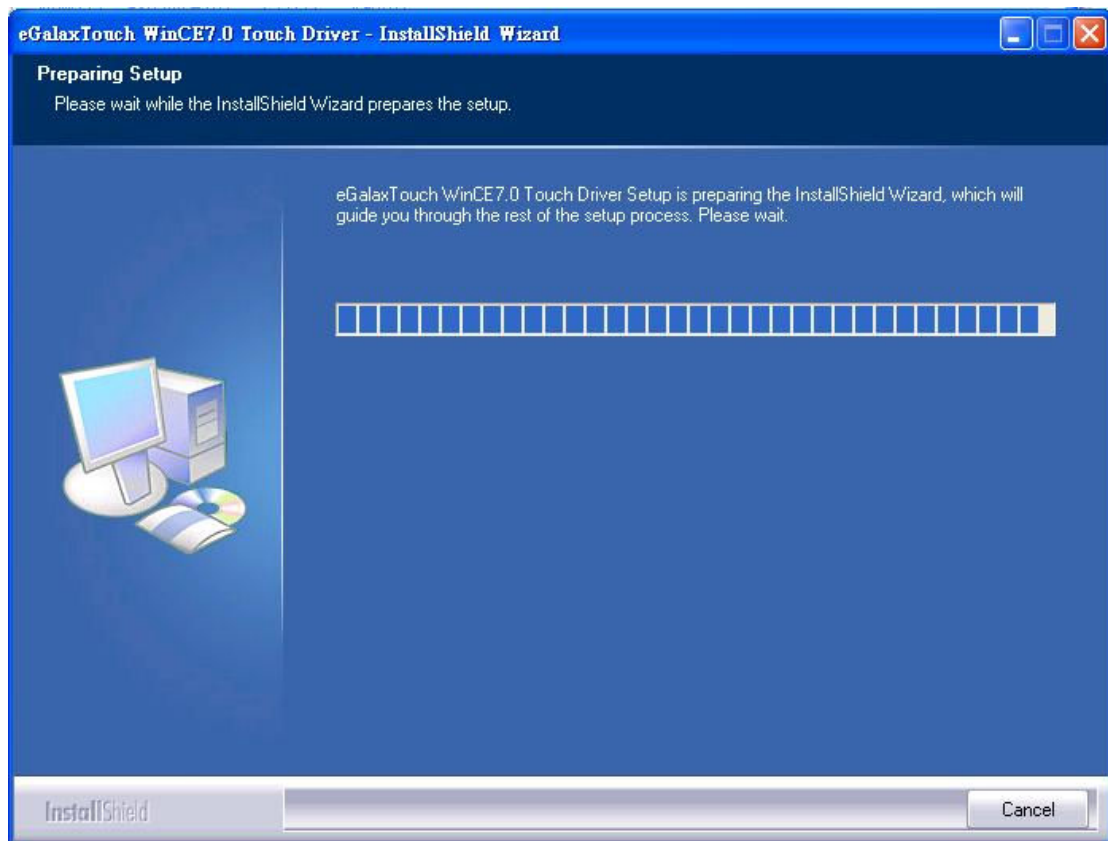


eGalaxTouch WinCE Touch Driver Installation Guide

Operation System: Windows CE .7.0 (Build 1347)

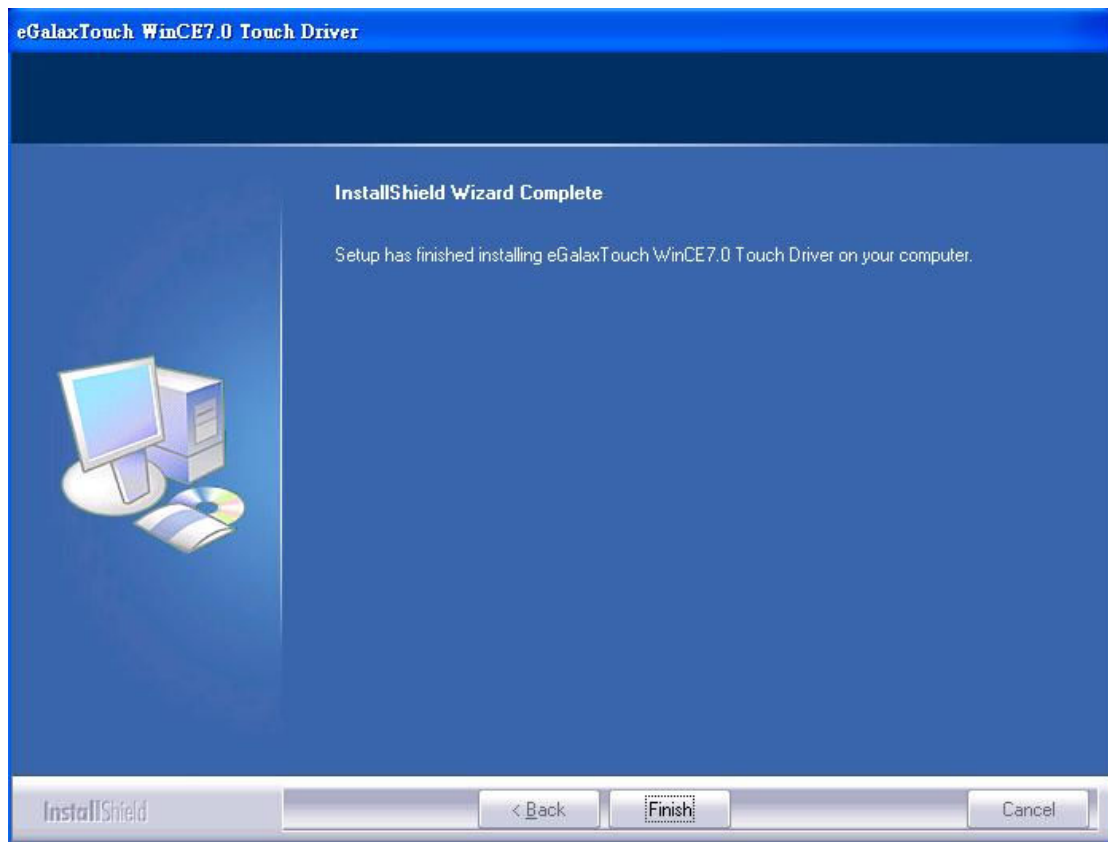
1. Execute setup.exe, you will see the installation window.



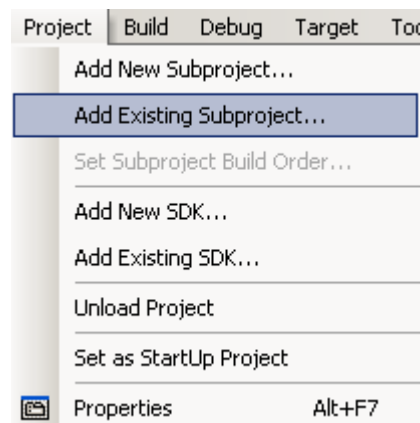
2. Select Yes to continue the installation, or select No to cancel it.



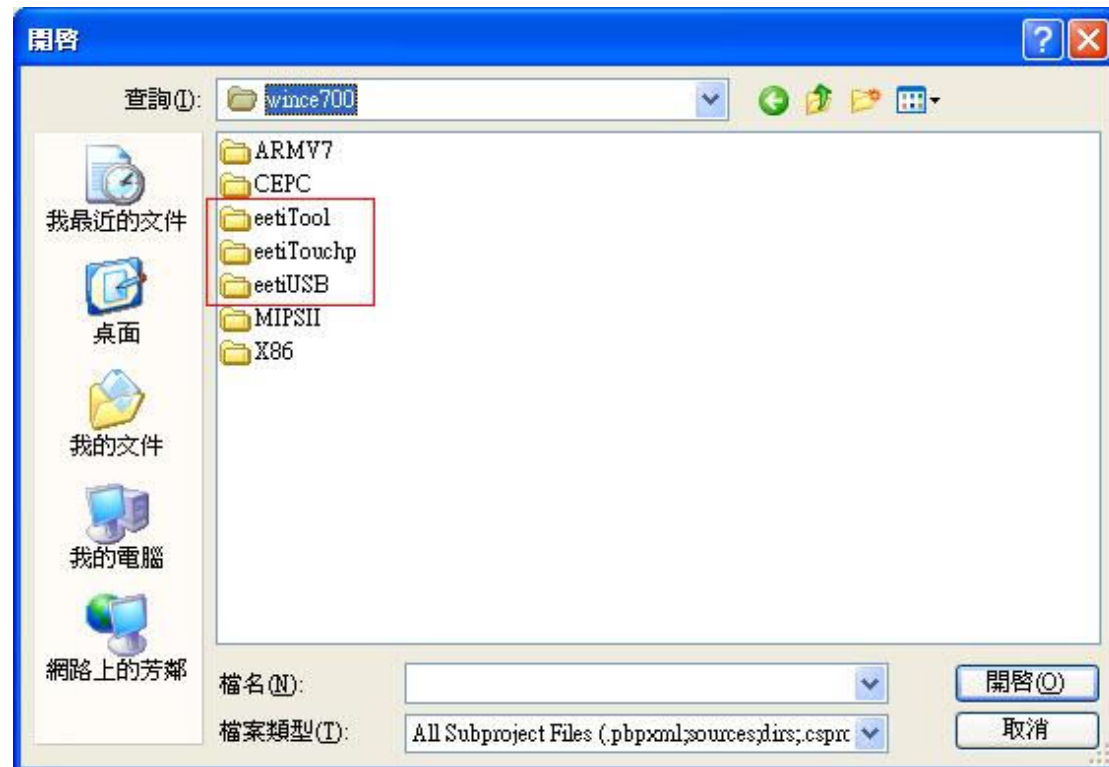
- When installation successfully finish, you will see the window. Click Finish to close the installation window.



- Launch Visual Studio 2008 with Platform Builder WinCE7.0. Open your OSDesign which you want to install eGalaxTouch Touch Driver.
- Select Project → Add Existing Subproject



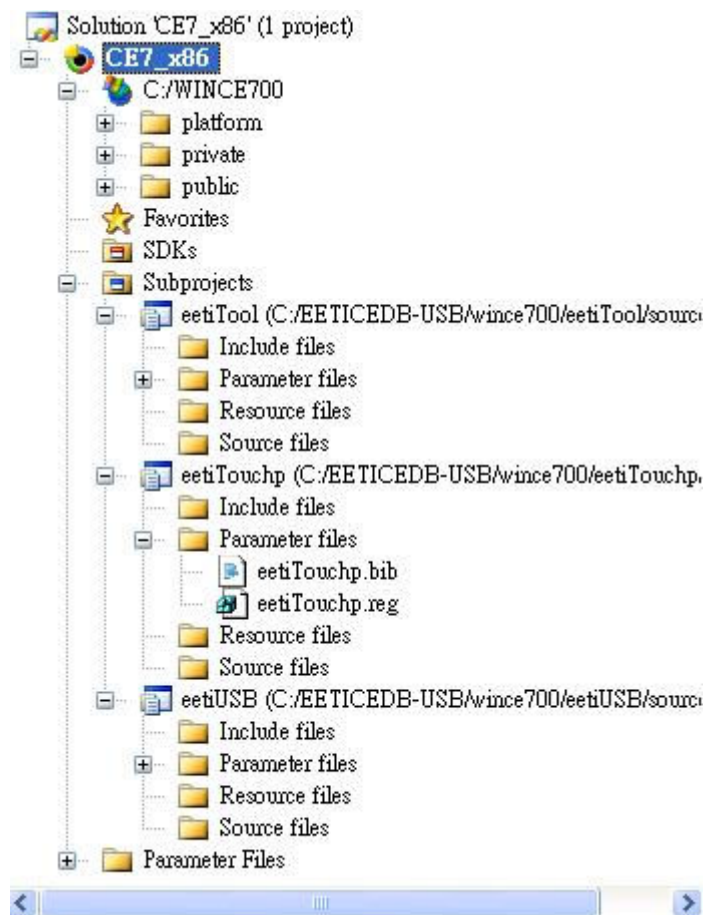
6. Switch the folder to C:\EETICEDB-USB\wince700



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.

WinCE7.0 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.
EdgeCompEn	dword	Edge compensation enable For some special touchscreen which can not reach to the edge area of the full screen. User can modify these edge compensation parameters to solve such problem and make it easy to touch the edge area without accuracy lost. Stretch a little bit near the edge area.
EdgeCompUp	dword	Edge compensation upper bound parameter. The unit is percent. Default value is 64(Hexadecimal) If cursor point can not reach to edge area , user can increase this value.
EdgeCompDown	dword	Edge compensation lower bound parameter The unit is percent. Default value is 64(Hexadecimal) If cursor point can not reach to edge area , user can increase this value.
EdgeCompLeft	dword	Edge compensation left bound parameter The unit is percent. Default value is 64(Hexadecimal) If cursor point can not reach to edge area , user can increase this value.
EdgeCompRight	dword	Edge compensation right bound parameter The unit is percent. Default value is 64(Hexadecimal) If cursor point can not reach to edge area , user can increase this value.