



UPDD API - Examples

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www.touch-base.com/documentation/API

[Contact](#)

This document links to a number of useful examples and will be expanded as and when more are made available.

It also highlights other API examples created internally or by our customers.

Downloadable examples

[Drawing application, multi-monitor, multi-stylus](#)

Example program with source code has been created to demonstrate the UPDD API interface.

[C# VS2005](#)

C# example program with source code

Linux, Mac OS x and Windows cross platform example.

Under development

[UPDD Demonstration program](#)

UPDD Demo – Source code of our UPDD demonstration program

Other examples

Real-Time annotation

We wanted to write a desktop annotation utility ([Annotate](#)) that could be used at the same time as the system mouse. Therefore we directly accessed the pointer device co-ordinate information via the UPDD API rather than be driven by mouse emulation. The application places a transparent drawing layer over the entire desktop such that when the UPDD controlled device is in use, such as a touch screen or electronic whiteboard, then real-time desktop annotation can be performed, leaving the system mouse to be used as normal

Controller communication

A space saving system was utilized inside emergency vehicles. The touch screen controller performed many system functions and processed much more than just the touch co-ordinates. UPDD processed the touch co-ordinates as expected but also passed through commands, in both directions, between the controller and the system control program. The system control program, using the API, was able to receive and send non-touch data via the touch controller.

UPDD Toolbar handling

UPDD allows [toolbars](#) to be defined on the pointer device. A toolbar is an area of the pointer device that is calibrated separately from, or on top of, the normal 'mouse emulation' calibrated area. When the stylus enters a toolbar area notice is given to any external applications using the UPDD callback API that this has occurred. This is a very powerful feature that allows external functions to be triggered by the pointer device. UPDD toolbars are often used in touch surround type applications.

UPDD functionality and settings

Utilities are supplied to change driver and controller settings and also to perform such actions as calibration. It may be required that your own application be responsible for updating UPDD settings or performing calibration. In this instance the application will need to utilise the UPDD API calls.

One such application is used on an electronic Whiteboard. One element of this application is to switch between two different calibrations, one calibration used when the whiteboard is being used for drawing purposes (calibrated in the corners) and the other calibration is used when the desktop is projected onto the whiteboard (calibration to the limits of the projected area). The API is used to switch between the two calibrations.

Contact

For further information or technical assistance please email the technical support team at technical@touch-base.com.