

If you want modify default setting value. You can modify “ reg.ini ” file.
Please refer reg.ini and this readme file.

For Windows driver 4.3.0 only.

Name	Value	Description
BeepMode	0x00000000	Off Beep
	0x00000001	Beep when touched
	0x00000002	Beep when released
BeepFrequency	0x00000064 ~0x00000FA0	Beep Frequency
BeepDuration	0x00000019 ~0x000001F4	Beep duration
MouseMode	0x80000000	make driver to report right button.
	0x40000000	enable auto right button feature.
	0x20000000	disable driver to report mouse event.
	0x10000000	Set this flag to make driver to by pass the software filter to get more fast response.
	0x01000000	Disable rotation support.
	0x00000000	Default value of mouse emulation mode.
	0x00000001	set the mouse emulation mode to be “Click on Touch”.
	0x00000002	set the mouse emulation mode to be “Click on Release”.
	0x00000003	set the mouse emulation mode to be “Click On Touch No Move”.
	0x00000004	set the mouse emulation mode to be “click On Release No Move”.
ConstDuration	0x00000000 ~0x00000078 (0 ~ 120)	constant touch parameter which define the touch duration in milli-second for auto right click.(3Sec = 120 * 0.025)
ConstRange	0x00000020 ~0x000008C0	constant touch parameter which define the touch range for auto right click. (1 pixel = 0x00000020 >> 5)

Edge compensation parameter

Name	Default value	Description
ILeft	110 (Range:50~150)	ILeft Edge compensation parameter in left side.
IRight	110 (Range:50~150)	IRight Edge compensation parameter in right side.
ITop	110 (Range:50~150)	ITop Edge compensation parameter in upper side
IBottom	110 (Range:50~150)	IBottom Edge compensation parameter in bottom side
IOffsetX	0	IOffsetX Offset parameter in X direction. slider range of IOffsetX in Edge page: 0~40(percent of offset -20% ~ 20%) $LOffsetX = (\text{slider value} - 20) * 64$ Ex:if you want to set X direction offset to -20% $LOffsetX = (0 - 20) * 64$ If you want to set of X direction offset to 20% $LOffsetX = (40 - 20) * 64$
IOffsetY	0	IOffsetY Offset parameter in Y direction. slider range of IOffsetY in Edge page: 0~40(percent of offset -20% ~ 20%) $LOffsetX = (\text{slider value} - 20) * 64$ Ex: if you want to set Y direction offset to -20% $LOffsetY = (0 - 20) * 64$

ulMode	0x00000001	<p>If you want to set Y direction offset to 20%</p> $LOffsetY = (40 - 20) * 64$ <p>ulMode Flag to enable/disable edge compensation. This flag must be either 0 or 1</p>
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Calibration Information data

Name	Default value	Description
ILLX	102	calibration parameter in X direction at lower left corner.
ILLY	102	calibration parameter in Y direction at lower left corner.
ILRX	1945	calibration parameter in X direction at lower right corner.
ILRY	102	calibration parameter in Y direction at lower right corner.
IURX	1945	calibration parameter in X direction at upper right corner.
IURY	1945	calibration parameter in Y direction at upper right corner.
IULX	102	calibration parameter in X direction at upper left corner.
IULY	1945	calibration parameter in Y direction at upper left corner.

Linearization information data

Name	Default value	Description
LINZ_ILLX	0x00000000	calibration parameter in X direction at lower left corner.
LINZ_ILLY	0x00000000	calibration parameter in Y direction at lower left corner.
LINZ_ILRX	0x00000000	calibration parameter in X direction at lower right corner.
LINZ_ILRY	0x00000000	calibration parameter in Y direction at lower right corner.
LINZ_IURX	0x00000000	calibration parameter in X direction at upper right corner.
LINZ_IURY	0x00000000	calibration parameter in Y direction at upper right corner.
LINZ_IULX	0x00000000	calibration parameter in X direction at upper left corner.
LINZ_IULY	0x00000000	calibration parameter in Y direction at upper left corner.
LINZ_X1	0x00000000	Linearization information data.
LINZ_Y1	0x00000000	
LINZ_X2	0x00000000	
LINZ_Y2	0x00000000	
LINZ_X3	0x00000000	
LINZ_Y3	0x00000000	
LINZ_X4	0x00000000	
LINZ_Y4	0x00000000	
LINZ_X5	0x00000000	
LINZ_Y5	0x00000000	
LINZ_X6	0x00000000	
LINZ_Y6	0x00000000	

LINZ_X7	0x00000000	
LINZ_Y7	0x00000000	
LINZ_X8	0x00000000	
LINZ_Y8	0x00000000	
LINZ_X9	0x00000000	
LINZ_Y9	0x00000000	
LINZ_X10	0x00000000	
LINZ_Y10	0x00000000	
LINZ_X11	0x00000000	
LINZ_Y11	0x00000000	
LINZ_X12	0x00000000	
LINZ_Y12	0x00000000	
LINZ_X13	0x00000000	
LINZ_Y13	0x00000000	
LINZ_X14	0x00000000	
LINZ_Y14	0x00000000	
LINZ_X15	0x00000000	
LINZ_Y15	0x00000000	
LINZ_X16	0x00000000	
LINZ_Y16	0x00000000	
LINZ_X17	0x00000000	
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LINZ_Y20	0x00000000	
LINZ_X21	0x00000000	
LINZ_Y21	0x00000000	
LINZ_X22	0x00000000	
LINZ_Y22	0x00000000	
LINZ_X23	0x00000000	
LINZ_Y23	0x00000000	
LINZ_X24	0x00000000	
LINZ_Y24	0x00000000	
LINZ_X25	0x00000000	
LINZ_Y25	0x00000000	

Linearization Type

Name	Default Value	Description
LinearizationType	0x00000001	0x00000000 25 points calibration. 0x00000001 9 points calibration.

Right button window display

Name	Default Value	Description
ButtonDisplay	0x00000001	0x00000000 Hide right button window. 0x00000001 Display right button window.

Double click setting

Name	Default Value	Description
DBCLICKSPEED	600 (Range : 300 ~ 900)	Set double click speed for system.
DBCLICKSIZE	68 (Range : 8 ~ 128)	Set double click area for system.

Source of Calibration data

Name	Default Value	Description
CalSource	0	0 : Read calibration data from registry. Write calibration data to registry. 1: Read calibration data from EEPROM. Write calibration data to EEPROM.

Display setting

Name	Default Value	Description
uMonitorIndex	0x00000000	Index to indicate which monitor to be mapped to.
uMonitorMode	0x00000000	<p>parameter to define the monitor mode. The mode can be the following combination:</p> <p>0x10000000 : Set this flag to enable multiple monitor operation.</p> <p>0x20000000 : Set this flag to enable split display function.</p> <p>0x80000000 : Map to Main Monitor if only one display.</p> <p>If you want to set split display area, You must enable split display flag.</p> <p>Split display area :</p> <p>0x00000000 Full screen or customized.</p> <p>0x00000001 Upper screen.</p> <p>0x00000002 Lower screen.</p> <p>0x00000003 Right screen.</p> <p>0x00000004 Left screen.</p> <p>0x00000005 Quarter 1</p> <p>0x00000006 Quarter 2</p> <p>0x00000007 Quarter 3</p> <p>0x00000008 Quarter 4</p>

MoniterArea.Left	0x00000000	monitor location.
MoniterArea.Top	0x00000000	
MoniterArea.Right	0x00000000	
MoniterArea.Bottom	0x00000000	
WorkArea.Left	0x00000000	the working area of the monitor.
WorkArea.Top	0x00000000	
WorkArea.Right	0x00000000	
WorkArea.Bottom	0x00000000	
VirtualDesktopArea.Left	0x00000000	the system virtual desktop area.
VirtualDesktopArea.Top	0x00000000	
VirtualDesktopArea.Right	0x00000000	
VirtualDesktopArea.Bottom	0x00000000	