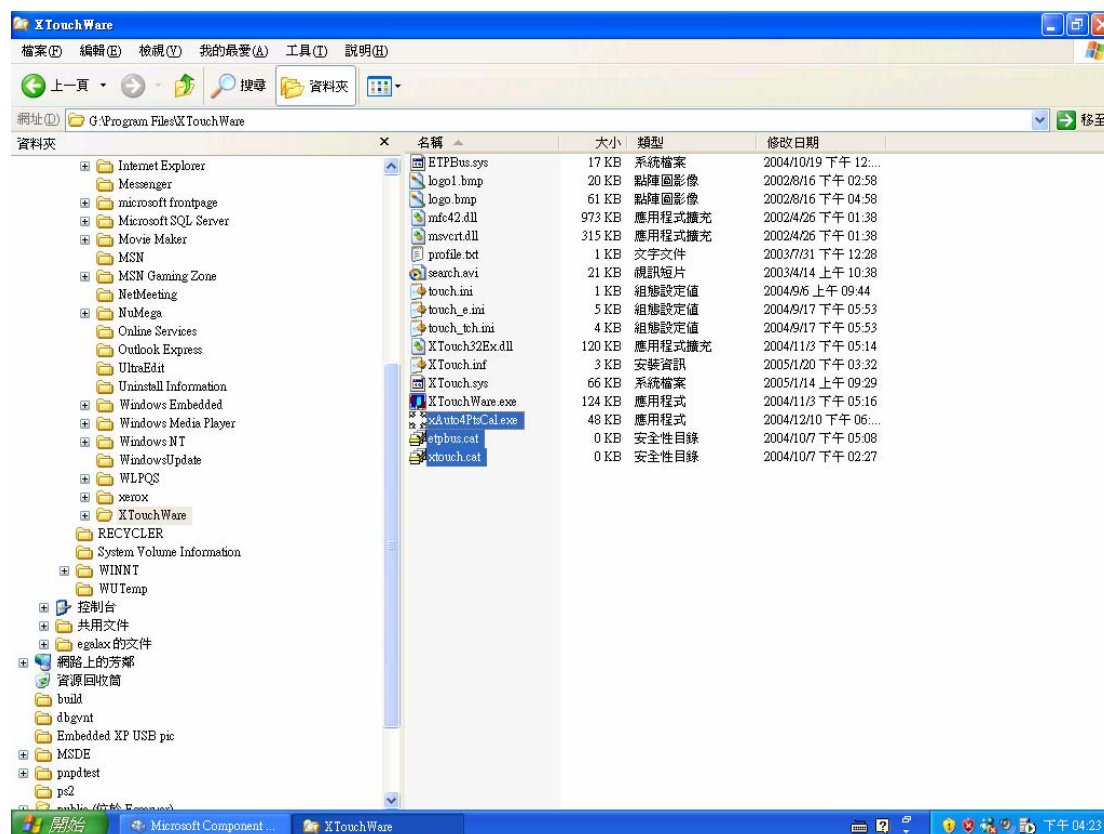# Touchkit Driver Installation Guide for Embedded Windows XP

Touchkit driver package allows users to build the software/driver component for embedded Windows XP via Microsoft Component Designer. Then, add these touchkit software/driver components to the component database, such that the system designer can select them to add to system platform image with Microsoft Target Designer.

1. Build software/driver component for Touchkit touchscreen controller.

The Microsoft Component Designer must be installed before the designer can build the software/driver packages for embedded Windows XP. Then, follow the steps showed as below to build the components.
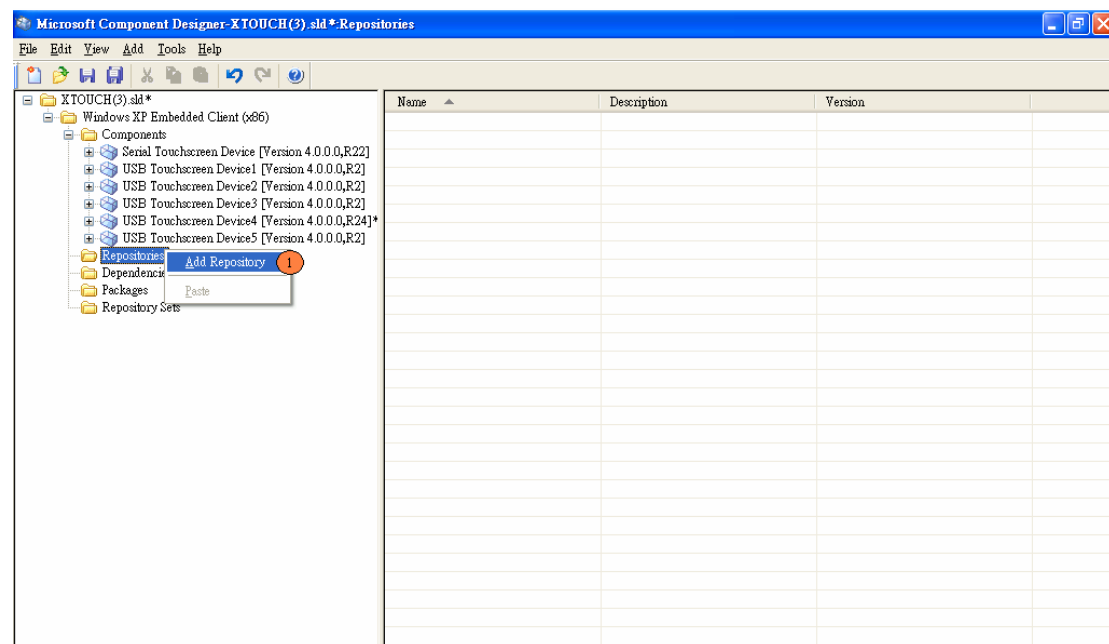
1.) Download the touchkit driver package for embedded Windows XP.

2.) Setup the touchkit driver on the developing machine.

3.) Copy 3 files "xtouch.cat ", " etpbus.cat " and "xAuto4PtsCal.exe" manually to the folder where the touchkit software installed. For example, in G:\Program Files\XTouchware
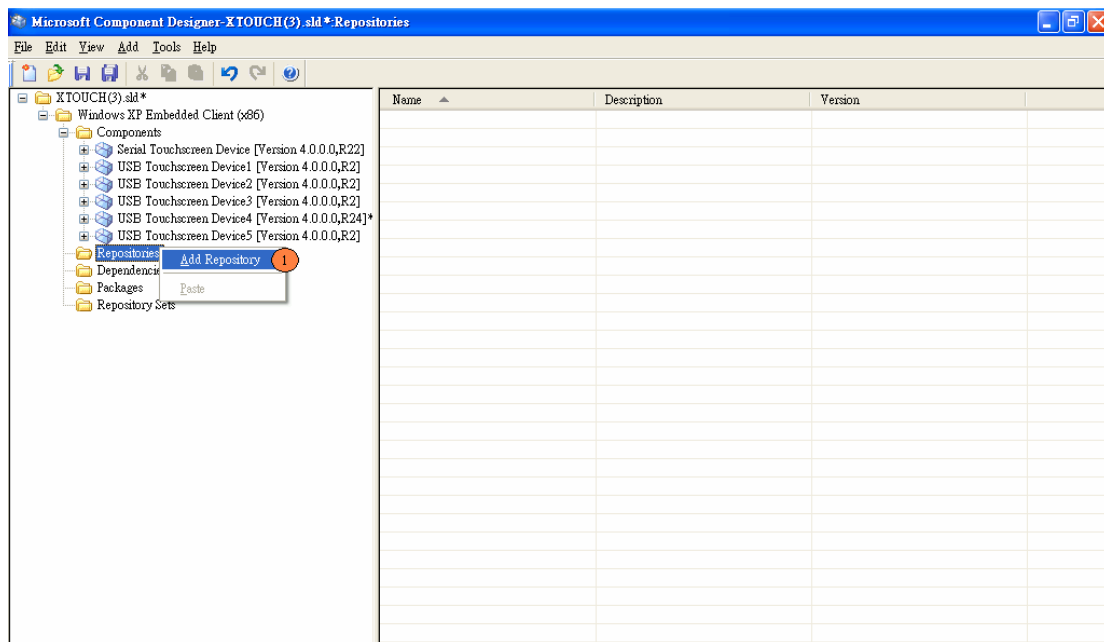
4.) Launch Microsoft Component Designer. Select File->Import to import the device components from .inf file. Then, choose the INF file "xtouch.inf" in the folder under G:\Program Files\XTouchware. After importing xtouch.inf finished, there are 6 device components showed as below:

    I.   Serial Touchscreen device ← the device component for serial controller.
    II.   USB Touchscreen Device1← for obsolete USB product.
   III. USB Touchscreen Device2← for obsolete USB product.
   IV. USB Touchscreen Device3← for obsolete USB product.
    V.   USB Touchscreen Device4← the device component for USB controller with VID 0EEF and PID 0001.
   VI. USB Touchscreen Device5← for obsolete USB product.

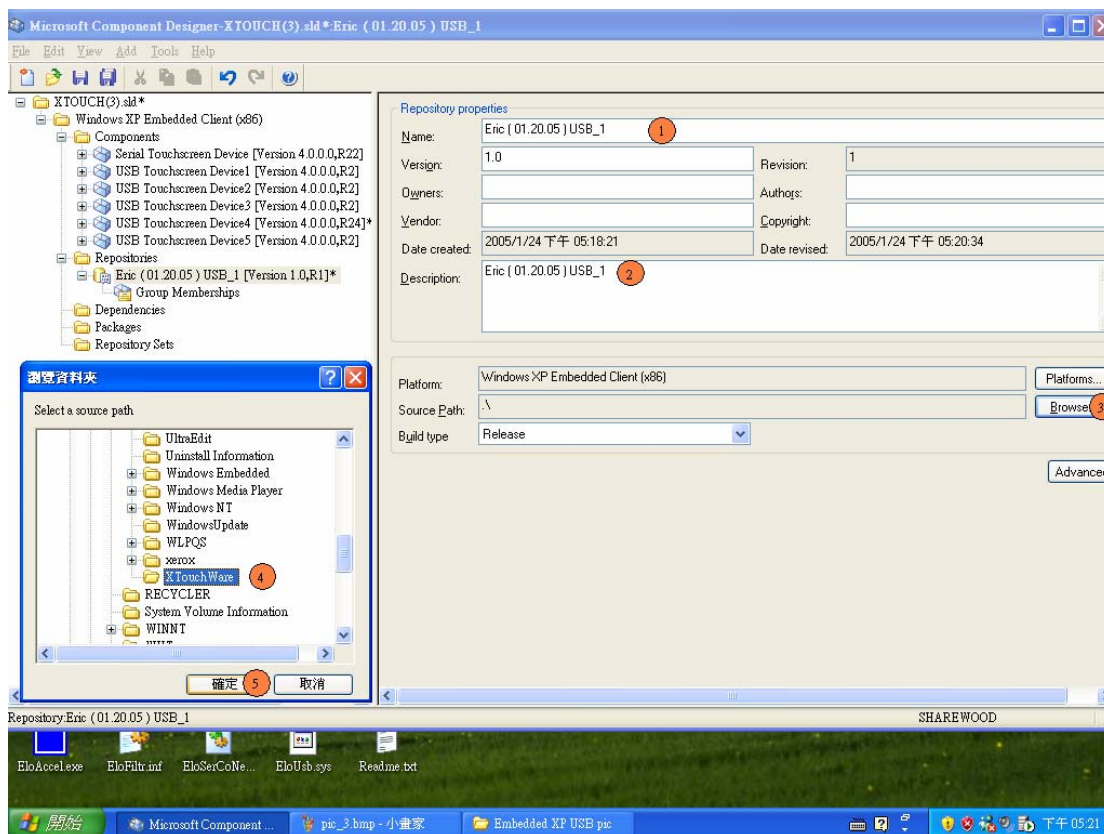The screen will show the Component designer as below:

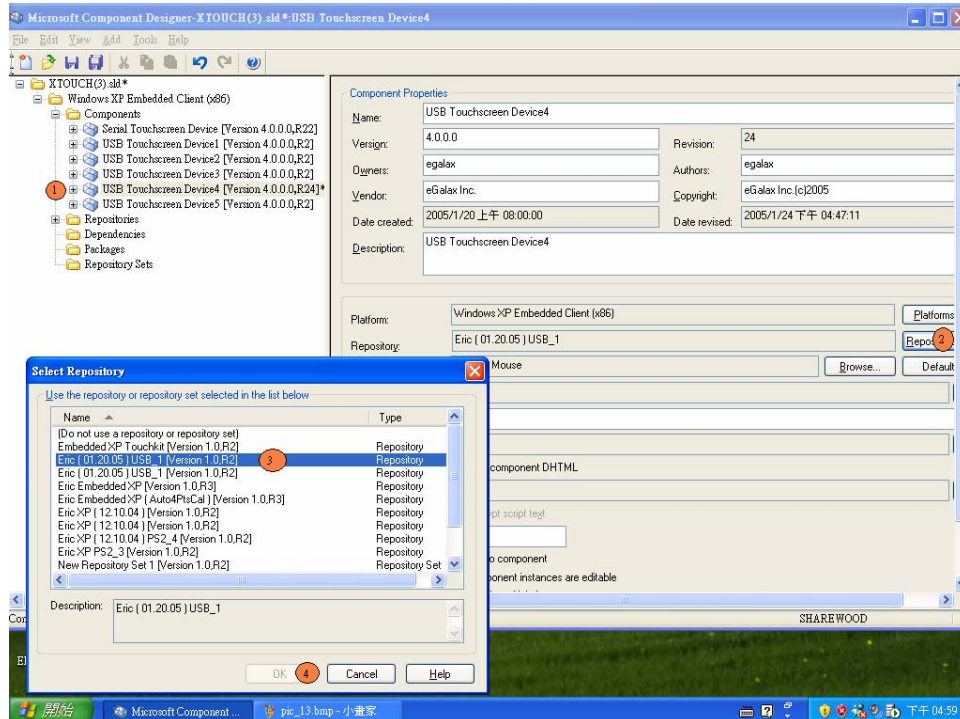5.) Create a new repository for the component.

Next, the display of screen will be showed as below. The source path must be assigned to the folder where the XTouchware installed.
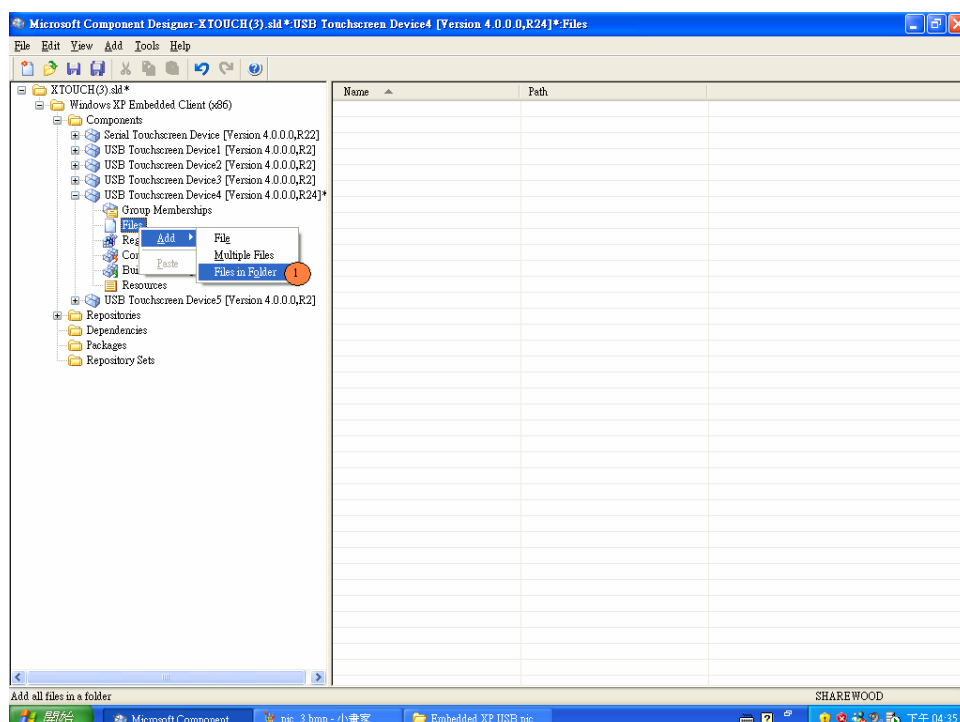For example: G:\Program Files\XTouchware.

6.) Add files to the device components.

Select the component USB Touchscreen Device4 for USB controller or Serial Touchscreen Device for RS232 controller to set the properties of the component and assign the correct repository.
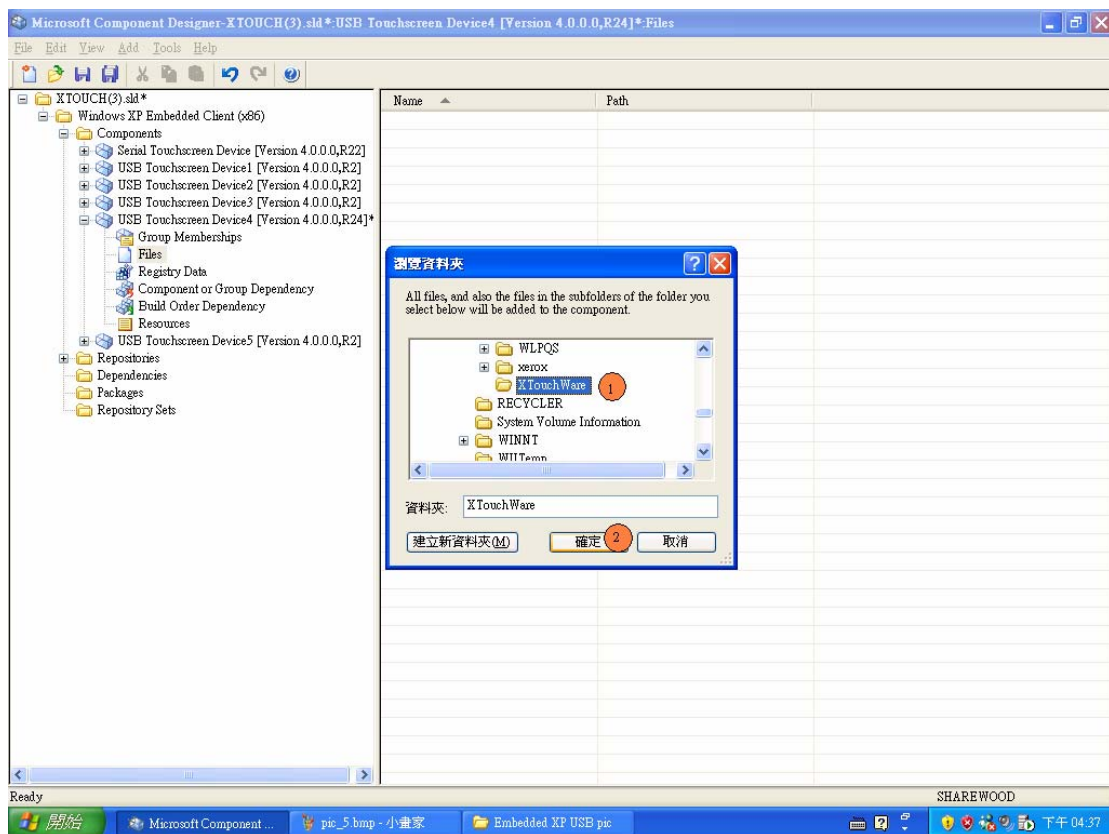

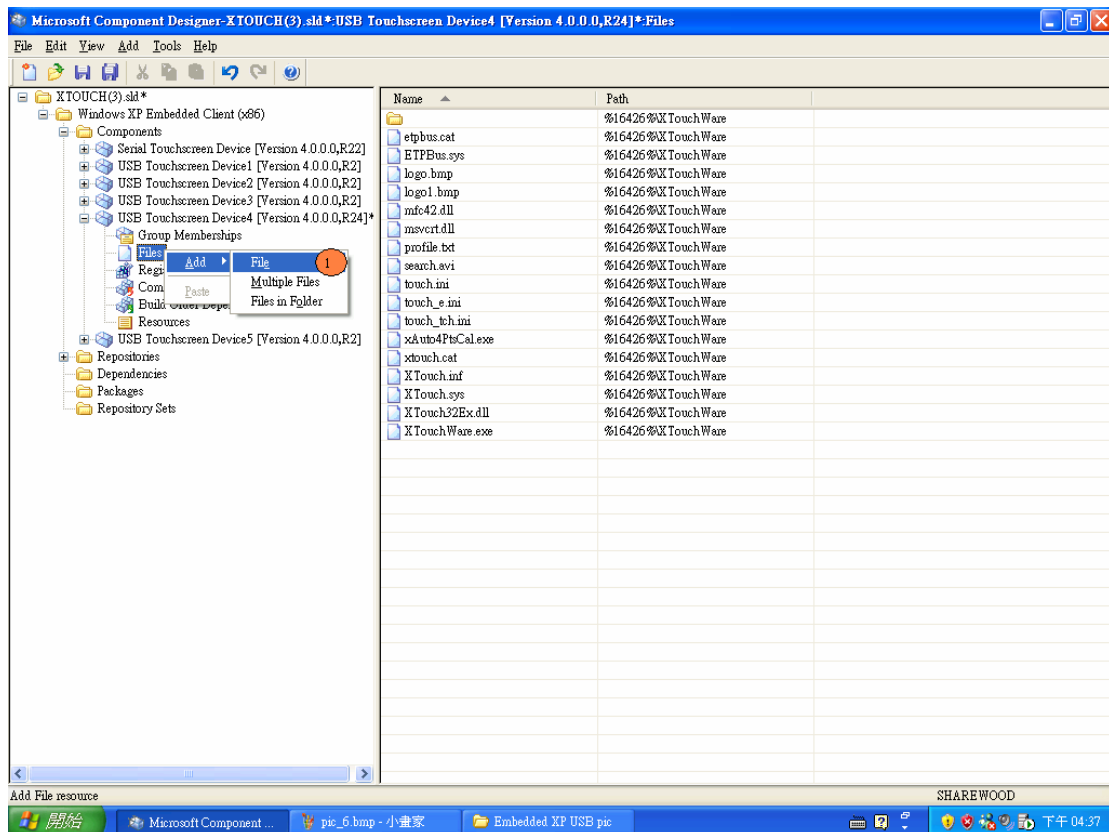
7.) Add Utility files to the component.

Add the files for touchkit controller utility so that the user can do alignment or calibration and other enhanced features for touchscreen.

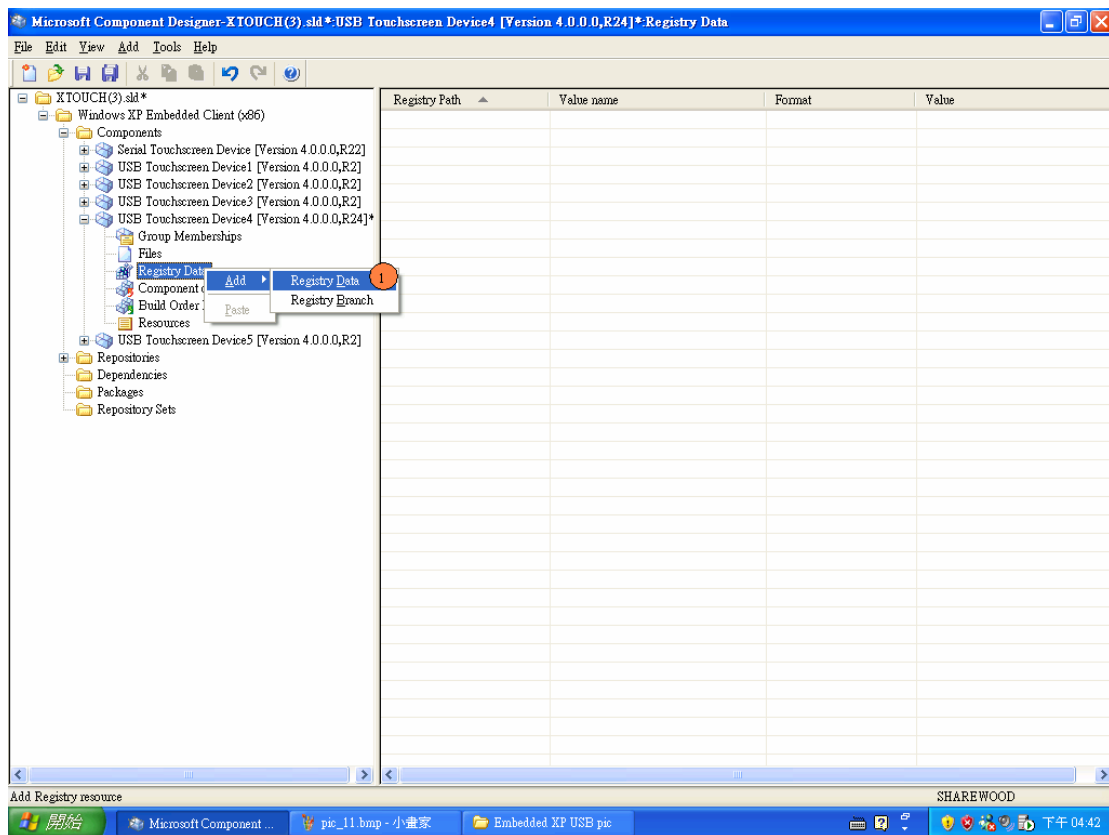Choose the files from the repository folder

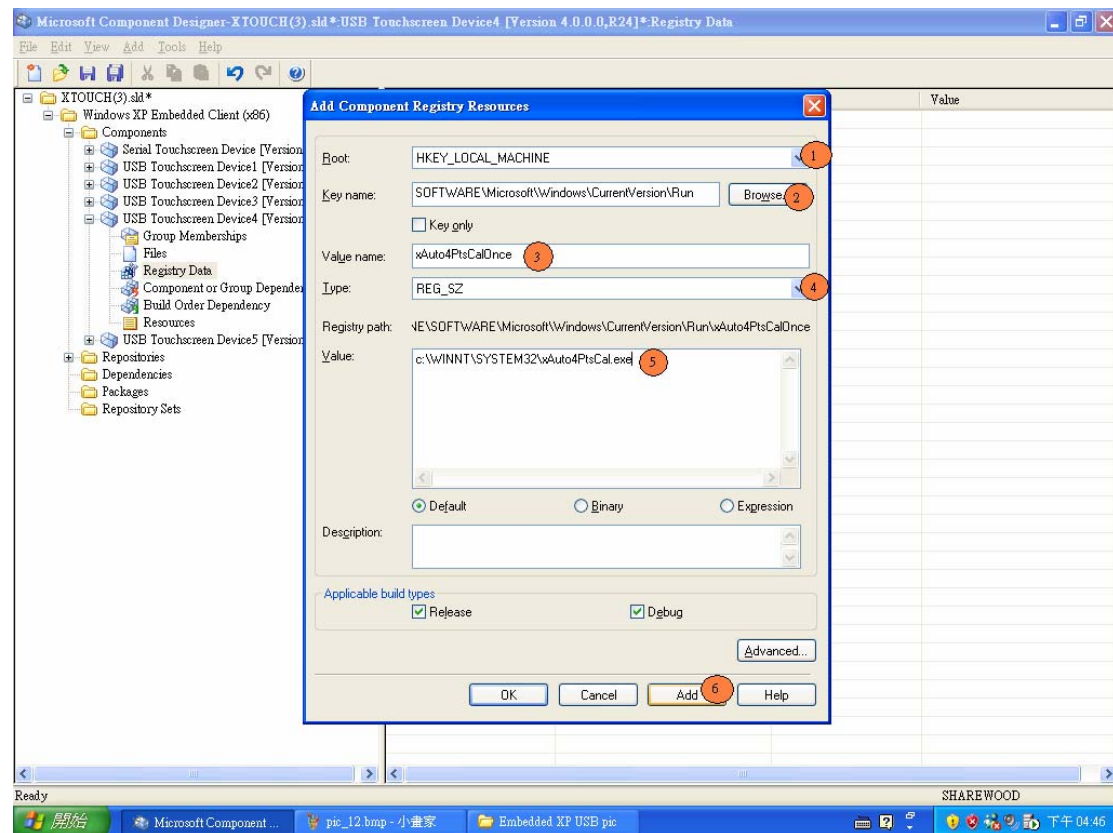Select all of the files in the folder to add to the component.

Modify the file path for some files and make sure these files path to

a.) xAuto4PtsCal.exe   %11%

b.) xTouch.cat   %12%

c.) xTouch.sys   %12%

d.) xTouch.inf   %17%

e.) etpbus.sys   %12%

f.) etpbus.cat   %12%

g.) etpbus.inf   %17%

h.) XTouch32Ex.dll   %11%

8.) Add the registry resource for the component for some specific setting

For example, to launch 4-points calibration after system first boot.

9.) Modify inf file for serial controller. (Only for RS232 controller)
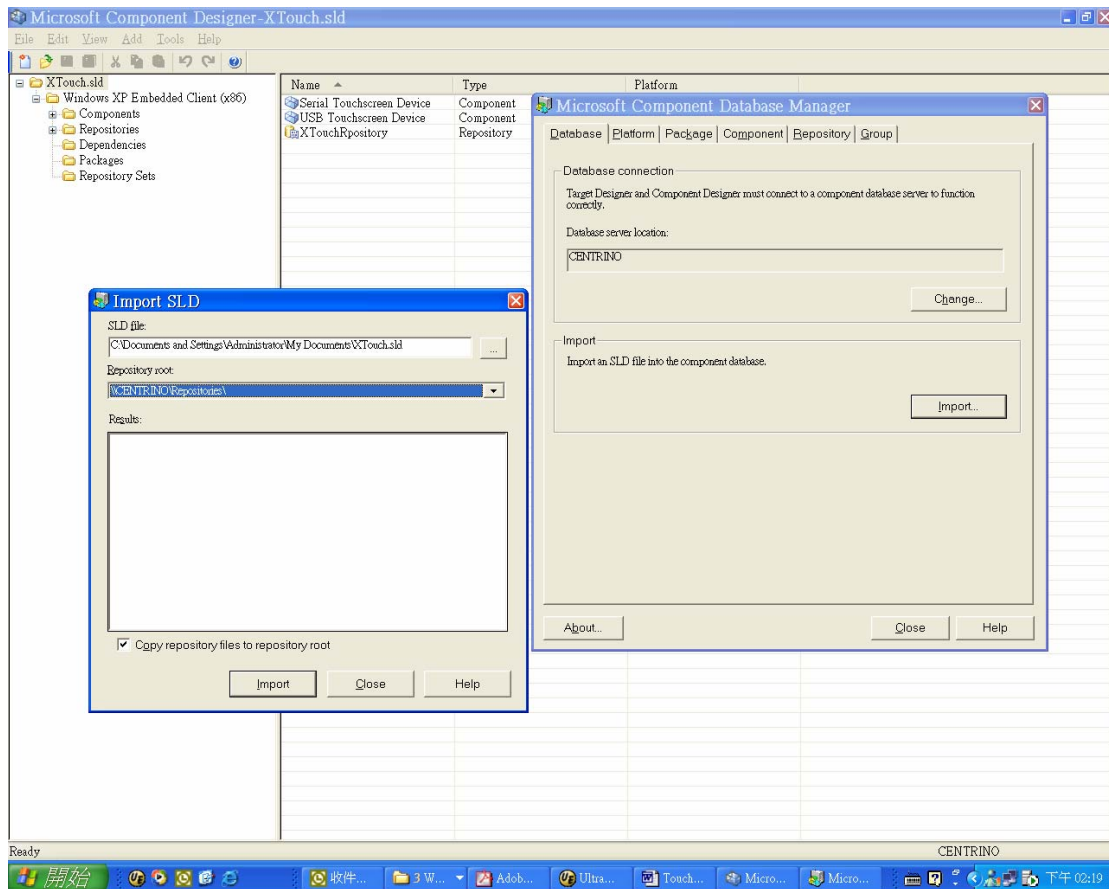   Edit the "etpbus.inf" in the folder G:\Program Files\XTouchware.
   Locate the string "rundll32 xtouch32ex.dll, SearchSerialTouch   XXX".
   Where, XXX is the string to make the system scan which COM ports.
   Edit XXX string to be COM1, the system will scan COM1 for touchscreen
   controller only. If XXX string is COM1COM2, the system will scan both
   COM1 and COM2 for touchscreen at boot time.

10.) Tool->Component database manager to import current SLD file to the component database.

2. Include the touchscreen component to the platform image

After the components were added to the component database, The component name will be shown in the folder of Hardware/"mice and other pointing devices" when the Microsoft Target Designer launched. Then, just double click on the component "USB Touchscreen Device4" (for USB controller) or "Serial Touchscreen Device" (for serial RS232 controller) to add them to the platform image.