

## Callback Events

Call back events related to the main callback function `TBApiRegisterDataCallback` are documented in the `tbapi.h` file.

This document covers additional points related to the Callback Events.

### **EventTypeDigitiserEvent**

For UPDD V6 a new callback type has been introduced:

```
#define EventTypeDigitiserEvent 0x4000000
```

This provides a single event for touch information. This is intended to be a replacement for XY and PhysicalEvents and Flags events typically used in V5.

Flags events are no longer supported, but XY and PhysicalEvents will be retained. For new code `_EventTypeDigitiserEvent` offers a more complete / easier to implement solution.

The struct and related flags are shown below.

Some points to note:

`digitizerType` indicates if the device that generated this event is a pen or a touch device eg `digitizerType == DIGITIZER_TYPE_PEN`

The struct `penEvent` OR `touchEvent` is used dependant on `digitizerType`.

`validBits` indicates which bits are supported by the sending device (unsupported bits will be zero so this is only needed if a behavior change is needed based on supported bits)

`screen / y` provide co-ordinates scaled to the associated monitor

Z values are in the field `z`. HID also defines "tip pressure" but I've not seen a pen that uses this yet so for now I'm passing `z` or pressure values in `z` on the assumption that one or the other will be used; not both.

## Callback Events

`#define TOUCH_BIT_FLAGS_LEFT 0x1`

`#define TOUCH_BIT_FLAGS_RIGHT 0x2`

`#define PEN_BIT_FLAGS_TIP 0x1`

`#define PEN_BIT_FLAGS_BARREL 0x2`

`#define PEN_BIT_FLAGS_ERASER 0x4`

`#define PEN_BIT_FLAGS_IN_RANGE 0x8`

`#define PEN_BIT_FLAGS_INVERT 0x10`

`#define DIGITIZER_TYPE_PEN 0x2`

`#define DIGITIZER_TYPE_TOUCH 0x4`

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```
unsignedlong z;      // the raw z value reported by the  
controller, typically this is used to indicate pressure
```

```
TBBOOL isTimed;     // set to TRUE (1) if the event is  
triggered by a timeout (eg liftoff time)
```

```
TBBOOL isToolbar;   // set to TRUE (1) if the event is for a  
touch start started in a toolbar
```

```
TBBOOL stylusSupport; // set to TRUE (1) if the originating  
hardware supports stylus values
```

```
uint8_t digitizerType; // see DIGITIZER_TYPE_XXX
```

```
}digitiserEvent;
```

Touch-Base Support

<http://support.touch-base.com/Documentation/50293/Callback-Events>