

# Disabling Touch

Occasionally you may wish to, for whatever reason, disable touch for a device.

This can be achieved in one of two ways:

## Startup

Since 6.0.629 setting 'startup.disable\_touch\_until' can be used to disable touch at start up.

At driver start, indicates when the global 'enabled' setting is set (it has an implied default of 1. i.e. if not set the software acts as though it is 1)

'client' the "enabled" setting is set to true when the first client connection is made (e.g. when UPDD daemon starts)

A 'numeric value' the "enabled" setting is set to true after the defined number of seconds has elapsed.

Any 'other value' the "enabled" setting is set to false preventing any touches. In this case "enabled" must be set by some external means, such as the UPDD command line interface, using the command 'upddutils nodevice set enabled 1'

## Interface

The '[active touch interface](#)' device setting informs the driver what interface to post touch data to that is received from the associated touch device. If this setting is set to an unknown value, such as 'none' the incoming data is not posted to any interface other than on the driver's own API to satisfy any UPDD Client applications, such as our own UPDD TUIO server. This will disable touch if the driver is responsible for touch function. If UPDD Commander is in control an alternative method to disable touch will be required.

## Setting

The '[enabled](#)' global or device setting can be

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set to zero to indicate received touch data is not processed to any interface or the driver's API so touch on the device is totally inactive.

Touch-Base Support

<http://support.touch-base.com/Documentation/50381/Disabling-Touch>