Click Modes

With UPDD V6 a number of different system interfaces are used to post data into the operation system and subsequently the 'mouse click' function will be handled by different processes.

A click consists of two parts, a pen down and a pen up. When using a touch screen you may require the click to be performed in various ways depending on your requirements.

In standard usage the driver generates a left pen down on touch, movement with the pen down if the stylus moves and a left pen up on lift off. This click mode is referred to as Click and Drag.

However, in some cases you may wish to use a click mode that ignores movement and generates the pen down and up in the same place or have a complete pen down/up sequence generated on touch down.

We have introduced a setting called **click_mode** that indicates what click action the driver takes in response to a physical touch.

Valid values are 0,1,2 and 3 and can be set using the Command Line Interface, set parameter.

Modes 1 and 2 are intended for use in single touch environments. In a multi touch environment the same logic will apply to all concurrent touches which is unlikely to be useful.

The meaning of these follows:

0: Click and Drag; the standard behaviour. On touch a pen down event occurs. At the end of touch a pen up event occurs.

1: Move then click; The mouse is moved in response to movements of the touch. A click is generated at the end of the touch.

2: Point and click; A click is generated at the start of touch. Movement is ignored.

3: No click, movement only.

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To generate clicks the driver sets the tip switch to on in the touch data packet to set the pen down and off to set the pen up.

For Click and Drag the pen down is set on the first data packet and off on the last data packet. For Move and Click the pen down and up are both performed on the last data packet. For Point and Click the pen down and up are performed on the first and only packet.

Depending on the system interface in use will dictate how this actually functions. For example, when using the Windows native HID interface, via our Virtual HID device, a single pen down will be delayed as the native interface waits to see if a second stylus is following therefore it will need to process a gesture. This delay is not seen if using a click mode whereby both pen down and up (a click) are passed at the same time.

Right click processing

Further to the above a right click can also be generated using a touch screen as described here. This is usually generated when a touch is held steady for a short period of time and is dependent on the system interface in use.

Operation of the above modes are dependent on the operating system and system interface in use as follows:

OS	Core driver interface	Extended touch interface
Windows	All click modes	Virtual HID - All click modes
MacOS	All click modes	Gestures - Click and drag (as implemented by Gestures)
Linux	All click modes	uinput - All click modes

Touch-Base Support
http://support.touch-base.com/Documentation/50422/Click-Modes