Latency issues

Certain gesture settings are such that there could be touch latency, whereby the touch movement is delayed or lags behind point of touch, as described below.

Adjust the settings as suits your usage.

Tap

Gestures cannot be certain a single touch is actually a tap until the finger has been released and therefore has to wait a short while to see if the finger is being released within the 'tap threshold setting'. This tap delay threshold can be adjusted in the gesture setting dialog [Taps and Presses](#).

Drag

By default, a single touch needs to move a minimum of 10 screen pixels in order for Gestures to detect it as a "drag" gesture so applications won't receive a mouse event until the 10 pixels have been traversed, creating the slight lag. The pixel threshold is configurable in the gesture setting dialog [Drags and Swipes](#) and a smaller value reduces the lag or can eliminate it altogether.

Double tap

In normal usage you will quickly tap the screen twice to produce a double click. However, you can enable the double tap function to be associated with a different action in the [Tap and Presses dialog](#). If this is enabled then there will be a delay on single taps (as specified in the dialog) as gestures waits to see if this is a start of a double tab gesture before generating a single click on the first tap.

The double tap setting does not need to be set for standard double click generation, only to associate a different action with the double click gesture.

Gesture sensitivity

There is also a setting for gesture detection sensitivity to adjust how accurate or responsive of the gesture detection process in the [gesture setting dialog Other settings](#). This can also affect latency.

Browser usage latency

Latency issues

Web browsers will behave differently from other applications when using the gesture software as the gesture settings are automatically adjusted to emulate iOS usage and also to offer smart zoom on double click. With smart zoom enabled there will be a delay on each touch as gestures waits to see if a 2nd touch is following within the tap delay threshold.

Single touch usage only

If running an application that requires single touch only, no gesture support, you can either quit gestures in which case the driver will generate a single touch as a mouse event or, if you prefer to still have gestures running, you can list the application as a 'Paint Type' application that will also generate single touches as mouse events whilst the the application is foremost.

This option removes all latency issues as it will immediately process the first touch and ignore subsequent touches.

Touch-Base Support
http://support.touch-base.com/Documentation/50423/Latency-issues