

Multi monitor considerations

Multi-monitor configurations under Linux can be simple or complex and we have tried cater for all scenarios.

Prior to UPDD version 379 all aspects of the configuration and setup were manually defined.

However, we discovered it is sometimes quite difficult to establish the kernel internal mapping with the actual display layout, especially when utilising the uinput interface (the user mode bridge to the Linux input subsystem).

To this end we have added a further automated process to determine this relationship.

In multi-monitor systems the driver software automatically tracks monitor metrics and this data is used to direct the point of touch to the correct position within the monitor metrics. This is automatically handled by the driver. Nevertheless there are some unique situations whereby monitor metric layouts need to be manually defined. Reference [this document](#) to understand monitor metrics in greater detail.

Touch-Base Support

<http://support.touch-base.com/Documentation/50511/Multi-monitor-considerati...>