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## Contact us

Tel: +86-755-8981 8866 Fax: +86-755-8427 6832

Email & Skype: info@chipsmall.com Web: www.chipsmall.com

Address: A1208, Overseas Decoration Building, #122 Zhenhua RD., Futian, Shenzhen, China





# *EX II USB Controllers Reference Guide*

EX II 57xxUC

EX II 77xxUC

3M Touch Systems

Read and understand all safety information  
contained in this document before using this product.

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## CHAPTER 1

# Introduction

3M Touch Systems offers several advanced controllers designed for reliability and easy installation. Each controller provides superior performance and delivers excellent stability, sensitivity, accuracy, and fast response.

This reference manual, directed to developers of touch screen systems, provides installation and configuration information for the 3M Touch Systems EX II USB capacitive touch screen controller. This document includes information on integrating the EX II controller into your design, communicating with the controller, installing the MT 7 software user interface, and troubleshooting setup problems. It also includes a complete description of the firmware commands, a guide to interpreting status LED conditions, and controller specifications.

3M Touch Systems is committed to being a premier supplier in touch systems throughout the world. As a 3M Touch Systems customer, you are aware that we have strong internal programs that meet or exceed environmental regulations of our customers and the regions in which we conduct business.

As such, our approach to the European Union Directives 2002/96/EC (WEEE) and 2002/95/EC (RoHS) (the directives) is being addressed in the same rigorous manner. To ensure compliance with the directives, we are pleased to provide this RoHS compliant product.

## What You Need to Know

This document assumes you are familiar with firmware commands and how to use them. Executing some commands may alter the performance of your touch product. You should be aware of the results of using these commands before executing them.

## Important Safety Information

Read and understand all safety information before using this product. Follow all instructions marked on the product and described in this document. Pay close attention to the following installation warnings and safety precautions.

**Intended Use**

The EX II controller was designed to enable touch in conjunction with other 3M Touch Systems products and was tested to replace an existing USB controller. This controller is intended for internal use only and is not designed for use in hazardous locations.

**Explanation of Signal Word Consequences**

**⚠ WARNING:** Indicates a potentially hazardous situation, which, if not avoided, could result in death or serious injury and/or property damage.

**⚠ CAUTION:** Indicates a potentially hazardous situation, which, if not avoided, may result in minor or moderate injury and/or property damage.

**CAUTION:** Indicates a potentially hazardous situation, which, if not avoided, may result in property damage.

**⚠ WARNING**

**To reduce the risk of fire and/or explosion which could result in serious injury or death:**

Do not install or use this product in a hazardous location.

**To reduce the risk of fire and/or explosion which could result in serious injury or property damage:**

Do not use this product in any outdoor environment unless NEMA (or other similar) standards, such as IP rating, are followed.

**To avoid the risk of electric shock which could result in serious injury or death:**

- Do not use a damaged power supply.
- Do not use a power cord that is frayed or otherwise damaged.

**⚠ CAUTION**

**To reduce the risks associated with improper disposal, which if not avoided may result in minor or moderate injury from ground water contamination:**

Dispose of components in accordance with federal, state and local regulations.

**To reduce the risk of possible environmental contamination which may result in minor or moderate injury:**

Dispose of the monitor in accordance with federal, state and local regulations.

## Touch Screen Care and Cleaning

The touch screen requires very little maintenance. 3M Touch Systems, Inc. recommends that you periodically clean the glass touch screen surface.

Typically, an isopropyl alcohol and water solution ratio of 50:50 is the best cleaning agent for your touch screen. You can also use straight isopropyl alcohol. In addition, 3M Screen and Keyboard Cleaner CL680 has been tested and approved for this use.

**⚠ CAUTION**

**To avoid the potentially hazardous situations associated with the use of alcohol or other solvents which may result in minor or moderate injury or property damage:**

- Follow all instructions and recommendations in the manufacturer's Material Safety Data Sheet and product label.
- Be sure to follow solvent manufacturer's precautions and directions for use when using any solvents
- It is important to avoid using any caustic chemicals on the touch screen. Do not use any vinegar-based solutions.

Apply the cleaner with a soft, lint-free cloth. Avoid using gritty cloths.

Always dampen the cloth and then clean the screen. Be sure to spray the cleaning liquid onto the cloth, not the screen, so that drips do not seep inside the display or stain the bezel.

Always handle the touch screen with care. Do not pull or stress cables.

## 3M Touch Systems Support Services

3M Touch Systems, Inc. provides extensive support services through our website and technical support organization. Visit the 3M Touch Systems website at <http://www.3Mtouch.com/>, where you can download touch screen software and drivers, obtain regularly updated technical documentation on 3M Touch Systems products, and learn more about our company.

Whenever you contact Technical Support, please provide the following information:

- Display manufacturer and model number
- Touch screen size, part number and serial number
- Current driver version
- Operating system used
- Information on additional peripherals

Technical Support is available Monday through Friday 8:30 a.m. to 5:30 p.m. with limited call back service after 5:30 p.m. until 8:00 p.m. US Eastern Standard Time – 9 a.m. to 5 p.m. throughout Europe.

You can contact 3M Touch Systems, Inc. Technical Support (US only -- Eastern Standard Time) by calling the hot line, sending email or a fax.

- Technical Support Hot Line: 978-659-9200
- Technical Support Fax: 978-659-9400
- Toll Free: 1-866-407-6666
- Email: US-TS-techsupport@mmm.com

## Contact 3M Touch Systems

Contact information for all offices can be accessed through the website: <http://www.3Mtouch.com/>.





## CHAPTER 2

# Integrating the EX II Controllers

The 3M Touch Systems EX II USB controller provides a drop-in replacement for an existing controller. It features wide dynamic range, increased noise immunity, wide operating temperature stability, reprogrammability using software utilities and improved capability in ungrounded environments.

The firmware for the EX II 57xx and 77xx USB controllers is optimized for Cleartek II touch screens integrated in the latest flat panel displays.

This chapter covers the following EX II controller specifications:

- Cable connections
- Mounting requirements
- Power requirements and options
- Status LED codes

## Overview of the EX II Touch Screen Controllers

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**Note:** For complete specifications for each of these EX II USB controllers, refer to the appendices at the end of this manual.

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- The EX II 57xxUC is available either cased or uncased for external or internal mounting.
- The EX II 77xxUC is available uncased without cable for mounting within a custom chassis.

The EX II ASIC has a built-in Universal Serial Bus (USB) full speed interface. A full speed USB interface has a data rate of 12 Mb/s. The USB core in the ASIC was designed to USB specification revision 1.1 but is forward compatible with revision 2.0.

A 25-point linearization procedure has been performed to determine the physical properties of the touch screen, and the data is stored in a 2D bar code label attached to the touch screen flex tail.

To integrate and test the EX II USB controller, you need the following items:

- A 3M Touch Systems capacitive touch screen (available in a variety of sizes).

- A method of establishing the USB data communication between the controller and your system. The standard 3M Touch Systems USB cable (P/N 7312256 Pearl, P/N 7314420 Black) is recommended for this device.
- The controller will operate with the standard USB +5V bus power.
- A touch screen driver and a calibration program.

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**Note:** MT 7 software provides a software interface that includes the touch screen device driver and utilities software.

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## Handling and ESD Protection

When mounting the touch screen and controller, use normal precautions for handling electrostatic sensitive devices. The EX II controllers have internal protection to  $\pm 27$  kV for ESD discharges to the touch screen (not to the controller directly) that may occur during normal touch screen operations. Refer to the appendices for further specifications.

## Establishing the Data Connection

The EX II USB controller requires a 3M Touch Systems USB communication cable (P/N 7312256 Pearl, P/N 7314420 Black) or an equivalent interconnect. One end of this cable plugs into the USB connector (JP1) on the EX II 57xxUC USB controller. The other end plugs into a USB port on your PC with a Type-A connector. Table 1 describes the interconnections of the 3M Touch Systems USB cable.

**Table 1. USB Cable for EX II USB Controllers**

PC Side (USB Type A)		Wire	Controller Side (5-Pin Molex)	
Pin	USB Assigned	Color	Pin	Description
1	+5Vdc	Red	1	+5Vdc input power
2	Data (DN)	Gray	2	Data (DN) differential pair
3	Data (DP)	Green	3	Data (DP) differential pair
4	0V	Black	4	Power return
5	Cable Shield Shell	Charcoal Gray	5	Outer cable shield around signal and power lines. Chassis (earth) ground

## Touch Screen Connection

The touch screen cable has a 12-pin (2 x 6) dual row female connector that plugs into the EX II 57xxUC controller. Table 2 describes the pins on this connector. The touch screen connector always exits towards the USB cable.

**Table 2. Touch Screen Cable Connector for EX II 57xxUC Controllers**

Pin	Wire Color	Description
1	————	NOVRAM interface
2	————	NOVRAM interface
3	————	NOVRAM interface
4	————	+5 VDC
5	Gray	Not used
6	Green	Chassis (earth) ground
7	Orange	Not used
8	Brown Cable shield/drain wire	Connects to the flex tail shield, which must not be grounded because the EX II 57xxUC drives the flex tail shield with an AC waveform.
9	White	Upper right (UR) corner
10	Red	Lower right (LR) corner
11	Black	Upper left (UL) corner
12	Blue	Lower left (LL) corner

The touch screen flex tail has a 5-pin single row female connector that plugs into the EX II 77xxUC controller with a right side tail exit. The following table describes the pins on this connector.

**Table 3. Touch Screen Flex Tail Connector for EX II 77xxUC Controllers**

Pin	Description
1	Upper left (UL) corner
2	Upper right (UR) corner
3	Connects to the flex tail shield, which must not be grounded because the EX II 77xxUC drives the flex tail shield with an AC waveform.
4	Lower right (LR) corner
5	Lower left (LL) corner

## Mounting the Controller

The cased controller is mounted externally. The uncased controller is mounted internally. Choose a convenient spot away from high-voltage, high power cables and electronics. Use 4-40 plastic screws to mount the cased controller to eliminate possible ESD input path. Metal or plastic screws can be used on the 2x3 board if the green ground wire is used. Metal screws are required on the 1x2 board if separate ground wire is not used.

The controller should be mounted in line with the touch screen flex tail exit point to minimize flexing. Refer to Figure 1 for more details on controller mounting.

## Supplying Power to the Controller

The controller is designed to use USB bus power (that is, tap power from the USB port). The source must deliver 87 mA typical (75 mA for the EX II 7760UC) -- 100 mA maximum, with a maximum ripple and noise of 50mV peak-to-peak.

### CAUTION

**To avoid possible damage to the controller**, you must provide a path for electrostatic discharge.

The controller-mounting hole near the touch screen connector should be used to connect to chassis safety ground and must be attached by the shortest possible route to a good earth return (chassis) in all applications.

## Mounting the Touch Screen

There are several methods for mounting the touch screen depending on your application. If you need instructions or recommendations from 3M Touch Systems on how to incorporate a touch screen into your design, refer to the *MicroTouch ClearTek II Touch Screen Integration Guide* (P/N 19-278). All 3M Touch Systems documentation is available from the corporate website at [www.3Mtouch.com](http://www.3Mtouch.com).

## Turning On Your System

Before you turn on your custom system, ensure that all cables are connected properly and that the controller is properly mounted. Be sure to tighten all cable connector screws.

To start up your system:

1. Turn on your monitor and computer.
2. Adjust the contrast and brightness to suit your personal preference and working environment.
3. Adjust the horizontal and vertical position controls on the monitor to center the image on the screen.

If the driver has been previously loaded, the controller will enumerate and the PC will beep when hot plugging the controller into a USB port. When disconnecting the controller, the PC will beep again.

## Status Light (LED) Diagnostics

3M Touch Systems controllers are highly reliable units; however, there may be occasions when the controller does not perform exactly as you expected. The EX II controller provides diagnostic feedback with a light emitting diode (LED) on the component side of the board that indicates the status of the touch screen unit.

If the LED is on, and remains dimly lit, the controller has power and is operating properly. If the LED is off, the controller is not receiving power or USB communications have stopped and the controller is in suspend mode.

The LED indicator also provides visual indication of the controller's internal self-tests by flashing or blinking a code that may be interpreted using the table below. The test results are also returned as part of the USB Status report. Those bits that result in a flashing error code are repeated in the table below.

Some errors are fatal -- that is, normal touch screen operation cannot occur. Others errors may simply cause "default conditions" to be assumed and touch screen operation may proceed. An example of a non-fatal error is when default operating conditions are restored due to an incorrect NOVRAM checksum: in this case, operation continues using factory default conditions (as if a Restore Defaults Request had been issued).

**Table 4. LED Diagnostic Codes for EX II USB Controllers**

Self Test Condition	LED Flashes	Self Test Bit	Description	What to do...
RAM Data ERROR <sup>2</sup>	1	0	Data side checksum error	Reload program code.
RAM Code ERROR <sup>2</sup>	2	1	Firmware EEPROM checksum verification error	Reload program code.
STRAY ERROR <sup>1</sup>	3	2	Unable to initialize stray cancellation	Replace controller. If error reoccurs, might be a touch screen problem.
NOV ERROR <sup>3</sup>	4	3	Parameters invalid (using defaults)	Restore defaults. If fault persists, replace controller. If error reoccurs, might be a touch screen or cable problem.
HDW ERROR <sup>1</sup>	5	4	Controller hardware failure (phase/gain initialization)	Cycle power. If fault persists, replace controller.
Reserved	6	5	Reserved	
CABLE ERROR	7	6	Cable NOVRAM linearization data invalid	At startup, the cable NOVRAM error will flash the LED until the controller receives a status command from host.
NOV2 ERROR	8	7	Controller NOVRAM linearization data invalid	Replace touch screen or perform a 25-point linearization. Contact Technical Support.
Reserved	9	8	Not used	
EEPROM Error <sup>2</sup>	10	9	EEPROM is not working	Reload program code.
NOV5 ERROR	11	10	Controller ID is not valid	Restore defaults. If fault persists, replace controller.
NOV6 ERROR	12	11	Interface configuration values are not valid	Reload defaults. If fault persists, replace controller.
NOV7 ERROR	13	12	Touch configuration values are not valid	Restore defaults. If fault persists, replace controller.
Reserved	14	13	Reserved	

Self Test Condition	LED Flashes	Self Test Bit	Description	What to do...
Resistance ERROR	15	14	Touch screen resistance is out of supported range	Cycle power. If fault persists, replace touch screen.
Backplane ERROR	16	15	Low resistance path from backplane to touch screen	Cycle power. If fault persists, replace touch screen.
Corner ERROR	17	16	Corner drive offset level is too high	Cycle power. If fault persists, replace controller.
Fixed Cal ERROR	18	17	Fixed 2-point cal error high	Cycle power. If fault persists, replace controller.

Note 1: this is a fatal error.

Note 2: this error is detected by the ROM code

Note 3: indicates that the EEPROM is not formatted when given by the ROM code

## Installing Software

MT 7 software includes the software driver that enables your touch screen to work with your computer. 3M Touch Systems has touch screen drivers for many operating systems, including Windows XP, XP embedded, 2000, 9X, Windows Me, Windows CE, and Windows NT 4.0 (refer to the website for a complete listing). You must be sure to install the touch screen software for your operating system.

MT 7 software includes a control panel for setting your touch screen preferences and a diagnostic utility. If you are experiencing problems with the touch screen, you can use the diagnostic utilities provided to locate the touch screen controller and test the touch screen.

For more information on connecting your cables and installing and using the touch screen control panel and utilities, refer to the *MT 7 Software User Guide* available on the corporate website at [www.3Mtouch.com](http://www.3Mtouch.com).

## CHAPTER 3

# EX II USB Controller Communications

This chapter discusses the fundamentals of communicating with the EX II USB controller. The firmware commands, which are usually issued by a driver or utility program on the host system, control the operation of the touch screen controller. This chapter:

- Describes the controller default settings.
- Lists the recommended firmware commands for current development. The description of each command includes the command syntax, the default value, how the command works, and the expected response from the controller.
- Describes how to use each of these commands.
- References additional commands developers may need to use.

## Overview of USB Firmware Commands

Developers may use these USB commands when writing touch applications, developing custom drivers or touch configurations, or testing their touch systems. Developers can issue commands to initialize the controller, select operating modes, and execute diagnostic functions.

Most touch screen users do *not* have to use firmware commands to use their touch systems. For example, users can use MT 7 software to calibrate the touch screen or to determine the controller type and firmware version.

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**Note:** This document assumes you are familiar with USB standards and modes of communication with USB devices, as well as firmware commands and how to use them. Executing some commands may alter the performance of your touch screen and render it inoperable. You should be aware of the results before executing any firmware commands.

---

To optimize the performance of the EX II USB touch screen controller and simplify the development of custom drivers, 3M Touch Systems recommends you use the commands listed in this chapter for current development. Using these commands ensures compatibility with all 3M Touch Systems controllers.



## Communicating with the Controller

This section provides information on sending firmware commands to the controller and interpreting the responses that the controller returns. The default operation of the EX II USB controller is USB Rev 1.1 compliant.

The USB command set is implemented by using vendor requests and vendor reports, i.e., vendor specific transactions.

You need to know product ID (1 for normal mode and 2 for special mode) and the vendor ID (0596H) to write your own driver.

The EX II USB controller is command set compatible with previous generation MicroTouch™ USB controllers. Modifications of existing software should not be necessary when replacing an older controller.

The following commands are those that 3M Touch Systems currently uses for communications. 3M Touch Systems recommends that you use only these commands for EX II USB controller communications.

## Vendor Requests

The following list summarizes the six available vendor requests:

- Request 4            Calibrate
- Request 6            Status
- Request 7            Reset
- Request 8            Restore Defaults
- Request 10           Controller ID
- Request 16           Read Parameter

## Sending Commands to the Controller

**Table 5. General Format for Vendor Requests**

Offset	Field	Size	Value	Description
0	bRequestType	1	d1000000	Characteristics of request [dir, type, recipient] D7: Data Transfer Direction 0 = Host-to-device 1 = Device-to-host D6... 5 Type 0 = Standard 1 = Class 2 = Vendor 3 = Reserved D4...0 Recipient 0 = Device 1 = Interface 2 = Endpoint 3 = Other 4...31 = Reserved
1	bRequest	1	0xXX	Specific request [our command number]
2	wValue	2	0xFFFF	Used to specify command parameters
4	wIndex	2	0xFFFF	Used to specify command parameters
6	wLength	2	0xFFFF	Number of bytes to transfer

The Type field should be set to Vendor (0x10). The Recipient field should be set to Device. The Direction field depends on the command.

## Receiving Reports from the Controller

Four reports can be sent from the controller to the host. These reports fit into two categories: those sent immediately in response to a host request (synchronous) and those sent when updates to the data they contain become available (asynchronous).

### Synchronous reports:

- Report 4                   Parameter Data
- Report 6                   Status
- Report 12                 Controller ID

### Asynchronous reports:

- Report 1                   Coordinate Data

Some possible reasons for a command failure include:

- The command was not formatted correctly.
- The system parameters were not set up to allow command execution.
- The controller does not support the command.

## Controller Initialization

To initialize the EX II USB controller, 3M Touch Systems recommends that the host system issue a Reset command whenever the host system is powered on and is attempting to establish communication with the controller.

## Coordinate Data Report 1

Coordinate Data Report 1 is used to transfer both the raw and adjusted coordinate data to the host. This report, when activated, is sent to the host whenever new data is available. It is an asynchronous report activated by default at power up.

**Table 6. Coordinate Data Report**

Offset	Field	Size	Value	Description
0	Report ID	1	0x01	USB report ID number
1	Loop Counter	1	0xXX	Report synchronization
2	Status byte	1	0xXX	Pen/finger touch status
3	X Compensated	2	0xFFFF	Compensated X coordinate
5	Y Compensated	2	0xFFFF	Compensated Y coordinate
7	X Raw	2	0xFFFF	Raw X coordinate
9	Y Raw	2	0xFFFF	Raw Y coordinate

The main purpose of the loop counter is to effectively put a time stamp on the output data. Data produced in the same tick will have the same timestamp. This can be used to match the final coordinate data with other data that was used to produce it. This is not a sequential number.

The status byte contains information pertaining to whether the touch screen is being touched.

**Table 7. Touch Status**

Bit	Description
7	Always 1
6	Proximity 1 when touching 0 when not touching
5	Reserved
4	Reserved
3	Reserved
2	Reserved
1	Reserved
0	Reserved

The raw X and Y coordinate data are generated directly from the touch screen. The range of values is -8192 to 8191. The X and Y adjusted coordinate data is derived by applying calibration information. The range of values is 0 to 65,535. Coordinate data is sent LSB first.

## Operating Mode

The operating mode specifies the conditions under which the controller sends the X and Y touch coordinates (input data packet) to the host system.

Report 1 enabled is the default operating mode for the EX II USB controller. In Report 1, the controller sends a continuous stream of data packets when the screen is touched. The controller sends the data as long as a touch continues on the touch screen.

Because Report 1 sends touch data continually, it is the most versatile mode, and it provides the best response time and overall feel.

3M Touch Systems recommends that the touch screen driver generate an event as each packet in the data stream arrives. Because touchdown and liftoff events are specially coded, your software can generate mouse events that correspond to what the user is doing.

## Calibration Request 4

This is a request to perform a 2-point calibration. The calibration can be performed at points inset from the lower left and upper right corners (extended calibration) or it can be done at those corners. This is equivalent to the Calibrate Extended (12.5% insets from the lower left and upper right corners) and Calibrate New (lower left and upper right corners) commands used by the 3M Touch Systems serial controllers. The 2-point calibration defines the active area of the touch screen by mapping two targets displayed on the video image to absolute X and Y coordinates on the touch screen.

**Table 8. Calibration Request**

Offset	Field	Size	Value	Description
0	bmRequestType	1	01000000	Characteristics
1	bRequest	1	4	Command number
2	wValue	2	0xXXXX	Calibration type
4	wIndex	2	0x0000	Not used
6	wLength	2	0	No data phase

The direction bit in bmRequestType has been set to 0 (host-to-device). This request does not require that the device return any data. The byte bRequest is set to 4 to indicate that this is the calibration command.

The wValue field is used to select the type of calibration to be performed. This value can be either 1 for Extended (or Inset) or 2 for Corner.

The controller does not use the wIndex field. This field should be set to zero to ensure future compatibility.

## Response

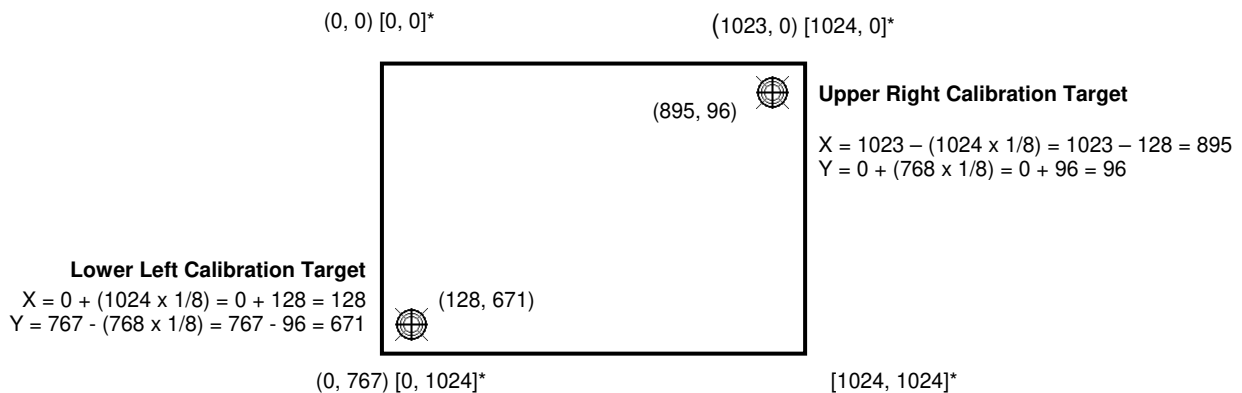
The device stalls endpoint 0 if the request cannot be processed successfully. The host should issue status requests to determine the status of this request. A command status of 1 indicates that the controller is waiting for a touch in the lower left quadrant. A status of 2 indicates that the lower left touch has been completed and the controller is waiting for a touch in the upper right quadrant. A status of 3 indicates that the upper right touch has been completed. A status of 0 indicates that the request has failed. A soft reset command should be sent if the host wishes to terminate calibration.

## Determining Target Areas

The default calibration targets (points) are located 12.5% (1/8) inward from the corners of the video image. For example, suppose the display resolution of your Windows-based monitor is 1024 x 768. The Calibrate Extended command calculates the amount to move inward as follows:

- Amount to move inward in the X direction:  $1024 \times 1/8 = 128$
- Amount to move inward in the Y direction:  $768 \times 1/8 = 96$

The Calibrate Extended command then positions the first calibration target inward from the lower left corner (0,767) and the second calibration target inward from the upper right corner (1023,0). The following illustration shows how the calibration targets are calculated for a Windows-based system. Your operating system may be different.



\*The coordinates are in *video* terms, with the origin (0, 0) in the upper left corner of the screen. Examples from the *controller's* perspective, however, place the origin at the lower left corner of the screen (numbers in brackets). The controller outputs 0 to 64K on both axes independent of display screen resolution.

## Controller Status Request 6

This is a request to send information that indicates the status of the controller. Use this request to determine whether there were any power on check errors and whether the last request was completed successfully.

The Controller Status Request is used to poll the controller for command completion when a previous USB request involved a controller reset. Refer to the Reset Request 7 for additional details.

**Table 9. Controller Status Request**

Offset	Field	Size	Value	Description
0	bmRequestType	1	11000000	Characteristics
1	bRequest	1	6	Command number
2	wValue	2	0x0000	Not used
4	wIndex	2	0x0000	Not used
6	wLength	2	0xFFFF	Size of status report

The direction bit in bmRequestType has been set to 1 (device-to-host) to return the status report.

The byte bRequest is set to 6 to indicate that this is a Controller Status request.

The controller does not use the wValue and wIndex fields. These fields should be set to zero to ensure future compatibility.

The wLength field indicates the size of the Controller Status report.

### Response

When the request is processed, the device returns a Controller Status report.

The device stalls endpoint 0 if the request cannot be processed successfully. This would happen if the report length requested by wLength does not match the EX II status report size.

## Controller Status Report 6

This report contains information describing the status of the controller. The report sent is determined by the size specified in the wLength field of the Status Request.

All multi-byte quantities in this report are sent LSB first.

### Standard Format Status Report

This version of the Status report will be sent if the EX II compatible driver asks for the 8-byte Status report. This version is simply the first 8 bytes of the EX II Status report.

## EX II Status Report

This version of the Status report is only compatible with the EX II USB controller. This version is sent when the larger (20-byte) Status report is requested.

**Table 10. Expanded Status Report**

Offset	Field	Size	Value	Description
0	Report ID	1	0x06	Report ID number
1	POC Status	2	0xFFFF	Power On Check Status
3	Cmd Status	1	0xFF	Status of last command
4	Touch Status	1	0xFF	Finger Up/Down
5	Asynch Reports	2	0xFFFF	Active asynchronous reports
7	Reserved	2	0xFFFF	Reserved
9	Extended POC Status	2	0xFFFF	Additional Power On Check Status
11	Reserved	9	9 bytes	Reserved

**POC Status** – The status of the Power On Checks. Various controller systems are checked at power-up. If any failures in these systems are detected, a POC flag is set. The POC status field reports the state of these flags. The POC status information is also flashed on the controller’s LED. The number of flashes generated for a given error is one more than the error’s bit number. Refer to Table 3 for further details. This is a 2-byte bitmapped field.

**Note:** Issuing a Status Request will suppress displaying the cable NOVRAM error (bit 6) on the LED. Even though the error is suppressed, it will continue to flash on the LED until the touch screen is touched.

**Cmd Status** – The status for the last command request. This field is used to determine whether the last request was processed successfully. It is also used to track the progress of a multi-stage request, such as 2-point calibration. The Status Request does not affect the contents of this field, i.e., successful or unsuccessful processing of a previous status request does not cause the command status field to be updated.

**Table 11. Valid Command Status Field Entries**

Response	Description
0	Failure in command processing
1	Command being processed
2	Stage 1 processing complete (for multi-stage commands)
3	Command complete
4	Soft reset occurred
5	Hard reset occurred

**Touch Status** – Status information for the most recent touch coordinate.

**Table 12. Touch Status**

Bit Number	Description
0	1 if the touch screen is being touched
1 - 7	Reserved

**Async reports** – the only active asynchronous report is the Touch Coordinate report 1.

**Extended POC Status** – This is additional power on status information. This is a 2-byte bitmapped field.

**Table 13. Extended POC Status**

Bit Number	Description
0	Corner drive offset level is too high
1	Fixed 2-point calibration error high
2 - 15	Reserved

## Reset Request 7

This is a request to perform a controller reset. The standard hard or soft reset can be requested. Soft resets are generally required for any parameter changes to take effect. A soft reset results in the touch application using its initial (start-up) values.

**Table 14. Reset Request**

Offset	Field	Size	Value	Description
0	bmRequestType	1	01000000	Characteristics
1	bRequest	1	7	Command number
2	wValue	2	0xXXXX	Reset type
4	wIndex	2	0x0000	Not used
6	wLength	2	0x0000	No data phase

The direction bit in bmRequestType has been set to 0 (host-to-device).

The byte bRequest is set to 7 to indicate that this is a Reset request.

The wValue field is used to select the type of reset to be performed -- 1 for Soft Reset and 2 for Hard Reset.

The wIndex field is not used. This field should be set to zero to ensure future compatibility.

The wLength field is set to zero since there is no data phase for this request.

## Response

Since the time to complete the soft reset can be more than 500 ms, the device acknowledges the request before it is completed. The host must issue a status request to determine whether the reset request was completed. The command status field of the status report will be set to “command in progress” while the soft reset is occurring. The field will change to “soft reset occurred” when the reset has completed. Any other request issued while the reset is still in progress will be ignored.



The hard reset is executed immediately upon decoding of this request. The reset sequence begins by simulating a device disconnect from the host. A re-connect is then performed and the device must re-enumerate its connection with the host. Because of this, a response to the request cannot be sent prior to, or even after, the beginning of the reset sequence. The host should issue status and ID requests after the reset has completed to verify whether this request was handled properly by the device. The status request should be used to determine when the hard reset occurred. The ID request is used to verify that the controller is now in the desired mode by looking at the contents of the controller type field.

The device stalls endpoint 0 if the request cannot be processed successfully. The request cannot be processed if the reset type specified by the wValue field is not valid.

## EX II Compatibility Issues

The hard reset did not use a device disconnect as part of the reset process for the previous MicroTouch™ USB controller. The disconnect causes the driver to unload and will result in any handles to the driver that an application may have becoming invalid. An application should handle an unplug event.

## Restore Defaults Request 8

This is a request to restore the default values in the controller. This is used to restore the values to the factory presets.

A soft reset is automatically done after completing the request so that parameter changes will take effect.

**Table 15. Restore Defaults Request**

Offset	Field	Size	Value	Description
0	bmRequestType	1	01000000	Characteristics
1	bRequest	1	8	Command number
2	wValue	2	0x0000	Reserved
4	wIndex	2	0x0000	Reserved
6	wLength	2	0x0000	No data phase

The direction bit in bmRequestType has been set to 0 (host-to-device). This request does not require that the device return any data.

The byte bRequest is set to 8 to indicate that this is the Restore Defaults request.

The wValue field should be set to 0 for future compatibility.

The wIndex field should be set to 0 for future compatibility.

## Response

The device stalls endpoint zero if it cannot process this request. The request will fail if any of the fields are not set correctly.

When the request is processed successfully, a positive USB acknowledge (zero length data packet) is sent.

A soft reset will be done at the completion of this request. Because of this, the controller must be polled to determine when the reset is done (see Reset Request for details).

## Controller ID Request 10

This is a request to send various pieces of information that identify the controller, including the controller type and firmware revision level. The key use for this request is in identifying the mode that the controller is running in and the revision level of the ASIC firmware.

**Table 16. Controller ID Request**

Offset	Field	Size	Value	Description
0	bmRequestType	1	11000000	Characteristics
1	bRequest	1	10	Command number
2	wValue	2	0x0000	Not used
4	wIndex	2	0x0000	Not used
6	wLength	2	0xFFFF	Length of ID report

The direction bit in bmRequestType has been set to 1 (device-to-host) to return the Controller ID report.

The byte bRequest is set to 10 to indicate that this is Controller ID request.

This request does not use the wValue or wIndex fields. These fields should be set to zero to ensure future compatibility.

The wLength field is set to the size (either 18 or 24 bytes) of a Controller ID report.

### Response

The controller sends the Controller ID report when the request is processed successfully.

If the request cannot be processed, endpoint 0 will be stalled. The request cannot be processed if the requested report size (wLength) does not match either the size of the backward compatible ID report (18) or the EX II report (24).

## Controller ID Report 12

This report contains information describing the controller, including its type, firmware revision, special features, and the ROM checksum. This report is sent via the control endpoint.

All multi-byte quantities in this report are sent LSB first.

### Standard Format Controller ID Report

This version of the Controller ID report will be sent if the EX II compatible driver asks for the 16-byte Controller ID report size. This version contains the first 16 bytes of the EX II Controller ID report.