tslib – the touch screen access library is back

Feb 5th 2017, FOSDEM
release party?

- tslib 1.0 – 2006 (part of wheezy)
- tslib 1.1 – 2013 (github)
- tslib 1.2 – 2016 (maintenance / catch up)
- tslib 1.3 – 2017 (multitouch / ts_uinput)
- tslib 1.4 – 2017 (Android / Debian ready)

- https://github.com/kergoth/tslib
what is tslib?

- C library that enables / fixes touch input (plus tools)
- reads from an input device’s driver
- applies filters to the stream of samples
- offers the filtered samples to users
what is tslib?

- plugin reads input (module_raw or „hardware plugin“)
- filters are plugins (module or „filter plugin“)
- plugins are configured in ts.conf
how it’s always been

- use hardware specific read-plugin
- run ts_calibrate to configure the „linear“ filter plugin

module_raw galax
module variance
module dejitter delta=100
module linear
how it’s always been

- use tslib’s API, ts_read() to have the filtered input
- need a plugin for Qt or X11 that calls ts_read()
- enable touch input in the first place
what’s new?

- The world changed: drivers use input events
- Linux input and filters support multitouch

module_raw input
module median depth=3
module dejitter delta=100
module debounce
why still use it?

- Portable C library, static or dynamic builds, configurable
- stable (age, static code analyzers)
- optimize your touch UX
- change touch behaviour at runtime
- manage different devices: one simple ts.conf per device
- use tools/ts_uinput -d instead of the API
who wrote tslib?

Developers with the most changed lines

- Douglas Lowder 44890 72.3%
- Martin Kepplinger 6418 10.3%
- Russell King 2955 4.8%
- Chris Larson 2140 3.4%
- Simon Busch 2041 3.3%
- Frederik ‘playya’ Sdun 1414 2.3%
- Thomas Zimmermann 550 0.9%
- Jean-Baptiste Théou 518 0.8%
- Wolfram Sang 328 0.5%
- Peter Vicman 257 0.4%
- Piotr Figlarek 256 0.4%
- Nicolas Pitre 120 0.2%
thank you!

what's your question?

https://github.com/kergoth/tslib

Martin Kepplinger, martink@posteo.de