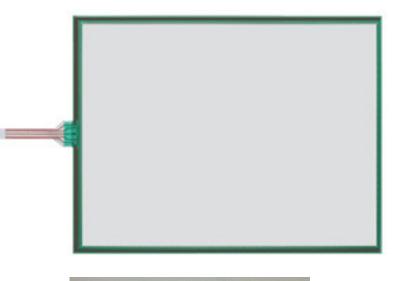


# Application Notes for Touch Screen

**Revision** A





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# **TABLE OF CONTENTS**

Table of Contents
1. General Information
2. Part Numbers
3. Controller Boards
4. Connectors
5. Controller Dimensions
6. Drivers
7. Cable Installation Procedures7
8. UPDD Console
9. How Resistive Touch Screens Work13

# SWITCHES Application Notes for Touch Screen

#### 1. General Information

The FT Series transparent touch screens are resistive touch screens designed to fit in front of a display and for use with fingers, gloved fingers, or stylus. There are three different types; 4-wire, 5-wire, and digital. The 4-wire has many standard options available while 5-wire is more tolerant of wear. The digital is for simpler interface where the screen buttons are in fixed locations. The 5-wire and 4-wire touch screens have optional controllers available with either USB or RS232 interface. Custom options are also available. These application notes should be used in conjunction with the FT Series Touch Screen data sheet.

#### 2. Part Numbers

The following is a list of the FT Series Touch Screen part numbers.

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5-Wire Part Numbers D	escription
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- FTAS00-104A5 10.4 inch screen
- FTAS00-121A5 12.1 inch screen
- FTAS00-150A5 15.0 inch screen

4-Wire Part Numbers

- FTAS00-57AS4 5.7 inch screen
  - FTAS00-65AS4 6.5 inch screen
  - FTAS00-84AS4 8.4 inch screen
- FTAS00-104AS4 10.4 inch screen, side tail
- FTAS00-104AV4 10.4 inch screen, top tail
  - FTAS00-121A4 12.1 inch screen
- FTAS00-121AS4 12.1 inch screen
  - FTAS00-150A4 15.0 inch screen

Description

Di	gital Part Number	Description
•	FTAS225-57AN	5.7 inch digital screen

# 3. Controller Boards

There are four different controller boards so that USB and RS232 are available for both the 4-wire and the 5-wire touch screens.

	USB	RS232
	Controller	Controller
5-wire Touch	FTCU05B	FTCS05B
Screens		
4-wire Touch	FTCU04B	FTCS04B
Screens		

#### 4. Connectors

There are four connectors on the control boards:

Connectors	Description	Mfr and Part Number	Mates with
CN1	Touch Screens Ribbon Cable	Molex 39-53-2084	NA
CN2	RS232	Hirose DF3A-3P-2DS	Hirose DF3-3S-2C
CN3	Power Supply	Hirose DF3Z-2P-2H(20)	Hirose DF3-2S-2C
CN4	USB Communication	USB mini-B	NA

CN1 Connector for Touch Panel (8 pin) for			
F	FTCU05B, FTCS05B (5-wire)		
Pin	Signal	Terminal Name	
Number	Code		
1	UR	UR	
2	UL	UL	
3	NC	-	
4,5	SENSE	SENSE	
6	NC	-	
7	LL	LL	
8	LR	LR	

CN1 Connector for Touch Panel (8 pin) for		
FTCU04B, FTCS04B (4-wire)		
Signal	Terminal Name	
Code		
Y0	Y <sub>UP</sub>	
Y1	YLO	
X0	XLE	
X1	X <sub>RI</sub>	
	TCU04B, FT Signal Code Y0 Y1 X0	

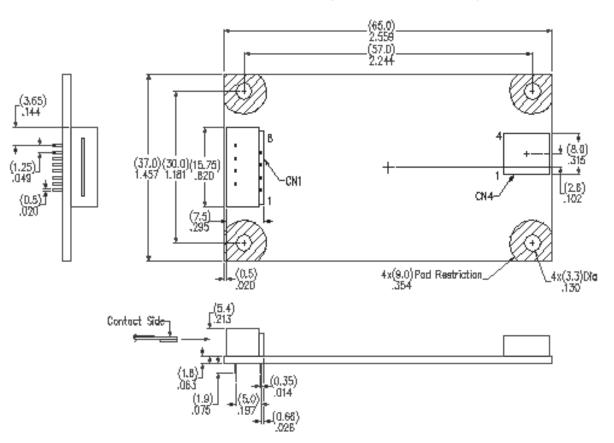
CN2 Connector for RS232 (3 pin) for FTCS05B, FTCS04B			
	Control B	oard	
Pin	Signal	Terminal	Computer
Number	Code	Name	
1	RD	Data In	Data Out
2	SD	Data Out	Data In
3	GND	GND	GND

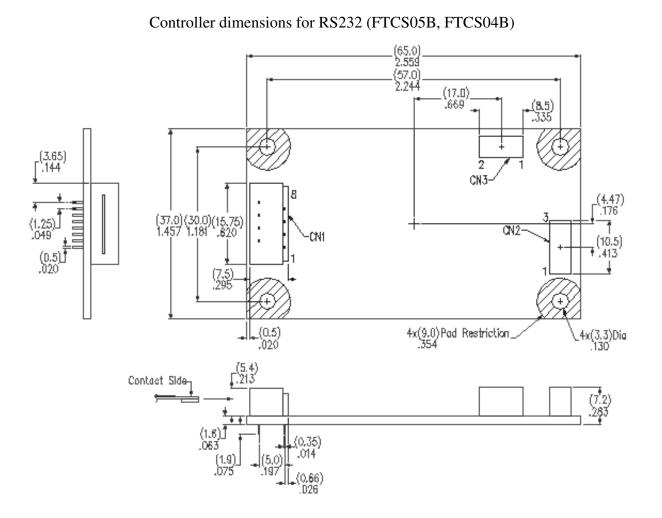
CN4 Connector for USB (5 pin) for		
× 1 /		
	FTCU05B, F	FICU04B
Pin	Signal	Terminal Name
Number	Code	
1	V <sub>CC</sub>	USB V <sub>CC</sub>
2	D-	USB D-
3	D+	USB D+
4	GND	USB GND
5	GND	Sealed GND

CN3 Power Supply (2 pin) for FTCS05B, FTCS04B				
Pin				
Number Code				
1	V <sub>CC</sub>	+		
2	GND	GND		

# 5. Controller Dimensions

Controller dimensions for USB (FTCU05B, FTCU04B)





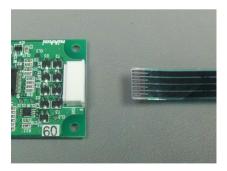
#### 6. Drivers

#### For USB:

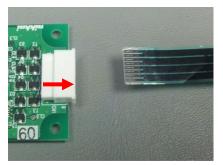
- 1. Download driver for Win XP, Vista and 7: updd\_xp\_103\_A.exe
- 2. Follow directions given by program on how to install driver.

#### 7. Cable Installation Procedures

- 1. Follow directions given by program on how to install driver.
- 2. The controller ribbon cable connector, CN1, is delivered in the locked position. It is difficult, but not impossible, to put the cable into the connector in this configuration.

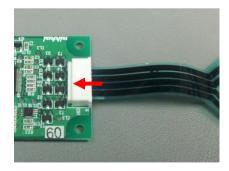


- 3. The recommended procedure is as follows:
- 4. First, the connector should be pulled forward.

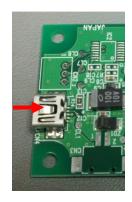


5. The ribbon cable should be installed with the black lines facing up. It should slide in until it is firmly in place. There is a flat plastic support on the bottom of the ribbon cable that can be used for pushing the cable into the connector.

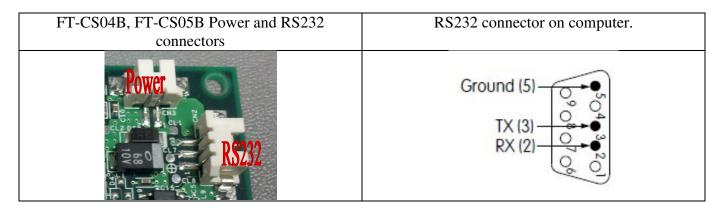
6. The connector should then be pulled back until firmly in place.



7. For FT-CU04B, FT-CU05B, FT-CSU564 USB controllers insert small USB connector into controller.

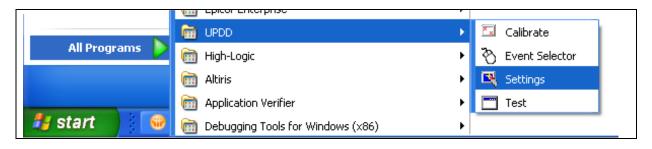


- 8. Insert standard USB connector into USB port on computer.
- 9. For the FT-CS04B, FT-CS05B RS232 controllers insert the AT714 connector assembly into the power receptacle. Attach the red wire to 5VDC and the black to ground. The AT713 connector connects to the RS232 receptacle and goes to the serial port or other RS232 ready connector. The blue wire goes to the RX pin (2) on the serial port. The yellow wire goes to the TX pin(3). The black wire goes to the ground pin(5).
- 10. The green LED on controller shall blink.



# 8. UPDD Console

1. Select UPDD Setting program from Start menu.

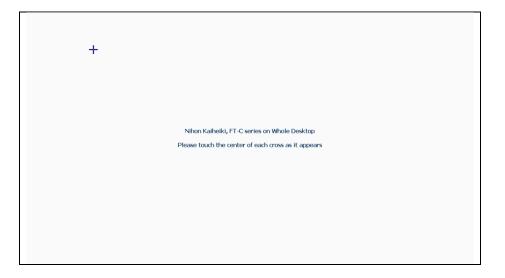


2. Name of device shall be black when connected and red when not connected.

🖳 UPDD Console	
Nihon Kaiheiki, FT-C series	0
Wardware	
Click Mode	P Handling Whole desktop
Properties	Connected to USB port
Calibration	
<u>S</u> tatus	🕂 Add a new de <u>v</u> ice
	<u>R</u> emove this device
Calibrate	🖌 C <u>l</u> ose 🕜 H <u>e</u> lp 🥡 A <u>b</u> out

- 3. Touch the touch screens and move around to test functionality.
- 4. Calibrate the screen by touching the "Calibrate" button in lower left corner of program window.





- 5. Touch the center of each cross to calibrate screen.
- 6. Click Mode shall be "Click and drag".
- 7. The rest of the images show the various menu items. The Help Menu explains each of the items.

R UPDD Console				X
Nihon Kaiheiki, FT-C series	٢			
<u>H</u> ardware	Click and drag (z)	•	Sile <u>n</u> t touch	
Click Mode				
Properties				
Calibration				
		Test icons		
<u>S</u> tatus	System mouse settings	Right (	click Doubl	le click
	(ي)	6	٣	)
🛄 Calibrate	🗸 C <u>l</u> ose	子 H <u>e</u> lp	i A <u>b</u> out	

# Properties Default Setup:

🖳 UPDD Console		
Nihon Kaiheiki, FT-C series	0	
<u>H</u> ardware    ■	Name Nihon Kaiheiki, FT-C series	
Click Mode	Low pass filter 0 🔷 🛧 🔸	<b>⊻</b> <u>U</u> se lift-off packet
Properties	Liftoff time 🛛 🔶 🔶	Anch <u>o</u> r mouse
	Stabilization 0 🔷 🛧 🤟	<b>√</b> E <u>n</u> abled
Calibration	Averaging 0 🔷 🛧 🕹	
<u>S</u> tatus	Priority	
	Mode Interlock ( <u>d)</u>	
	Release Time 5 🔷 🛧 🕹	🕁 Ad <u>v</u> anced
🛄 Calibrate	✓ Close	i A <u>b</u> out

Calibration Default Setup:

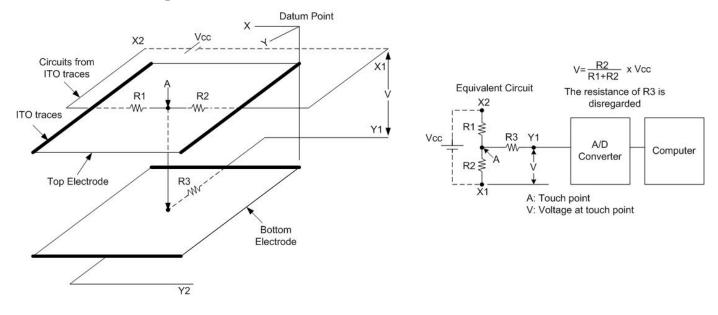
🖳 UPDD Console		×
Nihon Kaiheiki, FT-C series	0	
₩ard <del>w</del> are	Style Normal (y)	
Click Mode	👍 Add a <u>n</u> ew style	
Properties		
Calibration	Number of points	
<u>S</u> tatus	Margin %	
	Timeout (secs)      Confirm after calibration        10      10	
🔛 Calįbrate	V Close 🕐 Help 🥡 About	

# Status Default Setup:

🖳 UPDD Console			
Nihon Kaiheiki, FT-C series	٢		
<u>H</u> ardware    ■	Controller type: Nihon Kaiheiki, FT-C series, USB		
Click Mode	State: Enabled		
Sector Properties			
C <u>a</u> libration	Macro result: 🖌 Unknown		
<u>Status</u>	$\triangleright$ Replay initialization macro	🥖 Sho <u>w</u> test screen	
	Reset error co <u>u</u> nts	∰ Sho <del>w</del> test grid	
	<b>∂</b> Rel <u>o</u> ad driver settings	🔚 Du <u>m</u> p settings	
🗮 Calibrate	V Close 🔇 Hel	p <b>į</b> A <u>b</u> out	

# 9. How Resistive Touch screens Work

# 4-Wire Touch Screen Operation



# **Detection Method:**

# Detecting X Coordinates:

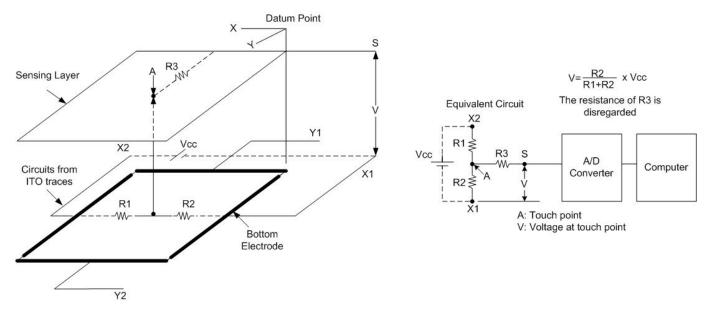
Voltage (Vcc) is applied between X1 and X2. If point "A" is touched a voltage will occur at Y1. Since the ITO side has uniform resistance a proportional relationship is established between distance and resistance. The distance from "A" to electrodes X2 and X1 are considered equivalent to resistance R1 and R2. Therefore, as the equivalent circuit shows, the voltage (V) at "A" can be found from the relationship between R1 and R2 when R3 is disregarded. A linear voltage drop from Vcc to 0 determines X-position.

#### Detecting Y Coordinates:

Voltage (Vcc) is applied between Y1 and Y2. If point "A" is touched, voltage will occur at X1. As established above a linear voltage drop from Vcc to 0 determines Y-position.

Alternating between detecting X and Y gives the full coordinates of point "A". The A/D conversion of the voltage gives a digital value of the coordinates. For instance, at 8 bits the X and Y coordinates would be 256x256 and so fine detection can be performed such as handwriting.

# **5-Wire Touch Screen Operation**



# Detection Method:

# Detecting X Coordinates:

Voltage (Vcc) is applied between X1 and X2. Y1 and Y2 are left to float. If point "A" is touched a voltage will occur on the Sensing Layer. A linear voltage drop from Vcc to 0 determines X-position.

# Detecting Y Coordinates:

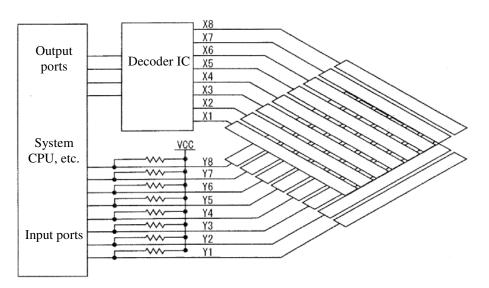
Voltage (Vcc) is applied between Y1 and Y2. X1 and X2 are left to float. If point "A" is touched, voltage will occur on the Sensing Layer. As established above a linear voltage drop from Vcc to 0 determines Y-position.

Alternating between applying voltage to X then Y gives the full coordinates of point "A". The A/D conversion of the voltage gives a digital value of the coordinates. For instance, at 8 bits the X and Y coordinates would be 256x256 and so fine detection can be performed such as handwriting.

# SWITCHES Application Notes for Touch Screen

# **Digital Type**

Clear ITO-film electrodes are arranged in a pattern consisting of short strips and placed on polyester (or PET) film or glass plate. The top electrodes (X1 to Xn) and bottom electrodes (Y1 to Yn) are crossed at right angles to constitute touch panel switches. The digital units do not use the controllers as described above. Dot-shaped spacers are formed on the bottom electrodes to maintain space between the top and bottom electrodes. When the panel is pressed with a finger, etc., the X and Y coordinates of the pressed position are detected by the applicable matrix switches to determine the position. The pull-up resistors are generally between  $100k\Omega$  and  $1M\Omega$ .



Clear ITO-film electrodes are arranged in a pattern consisting of short strips.

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# Peripheral circuits are simpler and development cost can be reduced.

The basic detection method is the same as the one used by a normal key matrix. Peripheral circuits can be made simpler and the overall cost, including the cost of peripherals, also becomes lower than what an equivalent analog type would normally require. However, raising the resolution (number of keys) increases the number of lead wires and consequently practical utility would be compromised. Accordingly, digital touch panels can only have moderate resolutions and also require a special button layout to be displayed on operation screens and enough space for positioning the buttons. Due to these restrictions, caution must be exercised when designing the operation screens.

