
Subject: Re: Touchscreen on raspberry: problem with events

Posted by [Giorgio](#) on Wed, 21 Feb 2018 10:54:01 GMT

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Hi Mirek,

sorry for the very late answer. The project of porting the application to a touch platform was put in hold by the Company I work for, only during these days I was finally able to resume it. Since the time when I reported the issue, there has been a change of the platform: we used a Raspbian on a Raspberry, now we moved to a Debian (latest, 9.3 stretch) on a standard PC. The touch screen is still an EloTouch. These are some details about drivers and configuration of the video:

00:02.0 VGA compatible controller: Intel Corporation Xeon E3-1200 v2/3rd Gen Core processor

Graphics Controller (rev 09)

drm_kms_helper 155648 1 i915

drm 360448 8 i915,drm_kms_helper

/dev/fb0

/dev/dri/card0

/dev/dri/renderD128

/dev/dri/controlD64

BOOT_IMAGE=/boot/vmlinuz-4.9.0-4-amd64

root=UUID=98a2e6b5-fc24-44c8-92cb-52a8c17f70a9 ro quiet

/etc/modprobe.d/

direct rendering: Yes

server glx vendor string: SGI

client glx vendor string: Mesa Project and SGI

Vendor: Intel Open Source Technology Center (0x8086)

OpenGL vendor string: Intel Open Source Technology Center

[58.105] (II) LoadModule: "glx"

[58.129] (II) LoadModule: "modesetting"

[58.135] (II) LoadModule: "fbdev"

[58.151] (II) LoadModule: "vesa"

[58.153] (II) LoadModule: "fbdevhw"

[58.164] (II) LoadModule: "glamoregl"

[58.250] (II) LoadModule: "fb"

[58.459] (II) LoadModule: "libinput"

I added the DUMP(p) as per suggestion, and this is the result with a single tap on a switch control (note: this with the standard version of Switch.cpp, not the one I modified as described in this thread):

p = [160, 138]

p = [160, 138]

p = [160, 138]

p = [160, 138]

p = [160, 138]

I hope this could help and tell me if I should run some further tests.

Regards,

