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Subject: Re: Touchscreen on raspberry: problem with events

Posted by [Giorgio](#) on Mon, 26 Feb 2018 13:55:47 GMT

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Hi Mirek,

this is the log with LOG() of a single tap (using the latest stable version of upp):

```
MouseMove
```

```
p = [155, 136]
```

```
keyflags & K_MOUSELEFT = 8388608
```

```
MouseMove
```

```
p = [155, 136]
```

```
keyflags & K_MOUSELEFT = 0
```

```
MouseMove
```

```
p = [155, 136]
```

```
keyflags & K_MOUSELEFT = 0
```

```
LeftDown
```

```
p = [155, 136]
```

```
keyflags & K_MOUSELEFT = 0
```

```
LeftUp
```

```
p = [155, 136]
```

```
keyflags & K_MOUSELEFT = 0
```

```
MouseMove
```

I also tried the nightly build and now the switch control works, although it works only if I keep pressed a little bit the option. I performed also another kind of test. I installed matchbox window manager (all the previous tests were performed with gnome), and with that wm buttons works erratically (e.g. they remain pressed). According to my searches, gnome's wm (mutter) uses OpenGL compatible libraries (I did not find anything about matchbox). So my hypothesis is that upp used with linux box with a touch screen works well with OpenGL libraries, and not with every graphic library.

Regards,

Giorgio

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