

## Disclaimer

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## DRAFT DOCUMENT

The feature has 3 functions and 2 events:

### [0x6110] TouchMouseRawTouchPoints

TouchMouseTouchpadInfo	=	[0]GetTouchpadInfo()
TouchMouseRawMode	=	[1]GetRawMode()
TouchMouseRawMode	=	[2]SetRawMode(0/1/2)

### [0x6110] FUNCT GetTouchpadInfo

Returns the TouchPad characteristics (size, number of dots, data ranges, etc)

**Parameters**

none

**Returns**

Byte num (in payload)	Description	Notes
0	X Max Count (dots) H	
1	X Max Count (dots) L	
2	Y Max Count (dots) H	
3	Y Max Count (dots) L	
4	Resolution (dpi) H	Assuming same res. in XY
5	Resolution (dpi) L	Assuming same res. in XY
6	Position of the origin	0x00 = reserved 0x01 = LOWER-LEFT 0x02 = LOWER-RIGHT 0x03 = UPPER-LEFT 0x04 = UPPER-RIGHT  Note: corners are defined by looking at device from above, with lower edge toward the user and upper facing the PC screen
7	Max number of fingers	It is the number of <u>reported</u> fingers
8	Touchpoint width/height data range	Max Count (max 255)
9	Reserved	
10	Reserved	
11	Reserved	
12	Reserved	
13	Reserved	
14	Reserved	
15	Reserved	

**[0x6110] FUNCT GetRawMode()**

**Parameters**

None

**Returns:**

Byte 0:

0 = Native gestures (out of the box)

1 = RAW data (filtered)

2 = RAW data NOT filtered + Native gestures

3 = RAW data NOT filtered: sent even if lift, button active, etc.

4 = As 2 ( RAW data NOT filtered + Native gestures) BUT Z information sent instead W in raw data

**[0x6110] FUNCT SetRawMode()**

**Parameters**

Byte 0:

0 = Native gestures (out of the box)

1 = RAW data (filtered)

2 = RAW data NOT filtered + Native gestures  
3 = RAW data NOT filtered: sent even if lift, button active, etc.  
4 = As 2 ( RAW data NOT filtered + Native gestures) BUT Z information sent instead  
W in raw data

**Returns:**

None

EVENT [0] format:

**[0x6110] EVENT TouchMouseRawTouchPoints**

TouchMouseRawData = [0]RawDataReport()

Return the RAW data of up to 4 fingers. Finger ID is hard-coded in the touchpoint position in the report.  
(i.e finger ID = byte position)

**1 Frame, 4 Fingers, Width information**

Byte number (in payload)	Description	Details / comments
1	<b>X1 H</b>	X Touch point 1 [bit11 : 4]. 0xFF means finger lifted
2	<b>Y1 H</b>	Y Touch point 1 [bit11 : 4]. 0xFF means finger lifted
3	<b>Y1X1 L</b>	Low nibble: X [bit3 : 0] High nibble: Y [bit3 : 0] of touch point 1. 0xFF means finger lifted
4	<b>Contact Width / Area touch 1</b>	Low nibble: Wx [bit3 : 0] High nibble: Wy [bit3 : 0] of touch point 1. 0xFF means finger lifted
5	<b>X2 H</b>	X Touch point 2 [bit11 : 4]. 0xFF means finger lifted
6	<b>Y2 H</b>	Y Touch point 2 [bit11 : 4]. 0xFF means finger lifted
7	<b>Y2X2 L</b>	Low nibble: X [bit3 : 0] High nibble: Y [bit3 : 0] of touch point 2. 0xFF means finger lifted
8	<b>Contact Width / Area touch 2</b>	Low nibble: Wx [bit3 : 0] High nibble: Wy [bit3 : 0] of touch point 2. 0xFF means finger lifted
9	<b>X3 H</b>	X Touch point 3 [bit11 : 4]. 0xFF means finger lifted
10	<b>Y3 H</b>	Y Touch point 3 [bit11 : 4]. 0xFF means finger lifted
11	<b>Y3X3 L</b>	Low nibble: X [bit3 : 0] High nibble: Y [bit3 : 0] of touch point 3. 0xFF means finger lifted
12	<b>Contact Width / Area touch 3</b>	Low nibble: Wx [bit3 : 0] High nibble: Wy [bit3 : 0] of touch point 3. 0xFF means finger lifted
13	<b>X4 H</b>	X Touch point 4 [bit11 : 4]. 0xFF means finger lifted
14	<b>Y4 H</b>	Y Touch point 4 [bit11 : 4]. 0xFF means finger lifted
15	<b>Y4X4 L</b>	Low nibble: X [bit3 : 0] High nibble: Y [bit3 : 0] of touch point 4. 0xFF means finger lifted
16	<b>Contact Width / Area touch 4</b>	Low nibble: Wx [bit3 : 0] High nibble: Wy [bit3 : 0] of touch point 4. 0xFF means finger lifted

## EVENT [1]

TouchMouseStatus = [1]StatusChanged() // Returns special events for example "mouse lifted"

This notification is sent whenever any flag changes. **The default value after connection is 0x00**

Byte 0:

bit 7	6	5	4	3	2	1	bit 0
reserved	reserved	reserved	reserved	reserved	reserved	Button down	Mouse lifted

Mouse lifted: if 1, the mouse is lifted  
Button down: if 1, a mouse button is depressed

Byte 1...15: reserved