

How to build eGalax Touch USB kernel module

1. Please make sure some packages are installed before you want to build the kernel module “**tkusb.ko**”, such as development library and kernel-source.

Note: *The kernel-source version must be the same as your running kernel.*

2. Rebuild the kernel module. It is needed for USB TouchScreen controller. Please follow steps below to build the kernel module “**tkusb.ko**”.

Note: *This kernel module of ko format is used for kernel 2.6.x only.*

2.1) Open a terminal window and locate the copied directory. Then, go to the subdirectory “**USBSrc**”. Execute “**make all**”. Then, the kernel module will be built in your working directory.

2.2) Copy the kernel module “**tkusb.ko**” to target directory.

For example, “**/lib/modules**”

2.3) Make device node for USB TouchScreen controller. For example,

mknod /dev/tkpanel0 c 180 180 (for first USB TouchScreen controller)

mknod /dev/tkpanel1 c 180 181 (for second USB TouchScreen controller)

2.4) Modify **rc.local** file to load kernel module automatically. (It is renamed

“**boot.local**” under SuSE Linux series.) This file can be found in “**/etc/rc.d**”.

Append the following description in this file.

```
## eGalax Touch kernel module section begin ##  
rmmod touchkitusb  
# This module may be renamed “usbtouchscreen”.  
insmod /lib/modules/tkusb.ko  
# for Kernel 2.6.x only.  
## eGalax Touch kernel module section end ##
```

Note: *The user can check which internal kernel module is loaded for USB TouchScreen controller via below instruction in a terminal window.*

cat /proc/bus/usb/devices

3. Restart your platform.