# Quick Start Guide

Let's make a Touch-screen in 5 minutes!

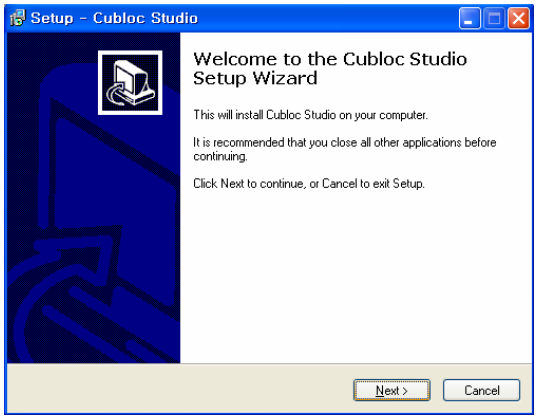
1) You should have received a CuTOUCH CT1720, attachment hardware, DC Jack, serial cable, and a manual along with your start kit.


(Wow, up and running, isn't it beautiful like the ocean? ☺ )

2) Connect the serial cable to the serial port of the CT1720. (the serial port in the center!) You can connect 9 to 30V DC power to the + and – of the DC Jack. The polarity does matter for the proto board, so simply hook + to one of the lines w/o stripes and – to the other one with the stripes. If you bought our 12V DC Adaptor or 24V Adaptor, you can simply plug that in.

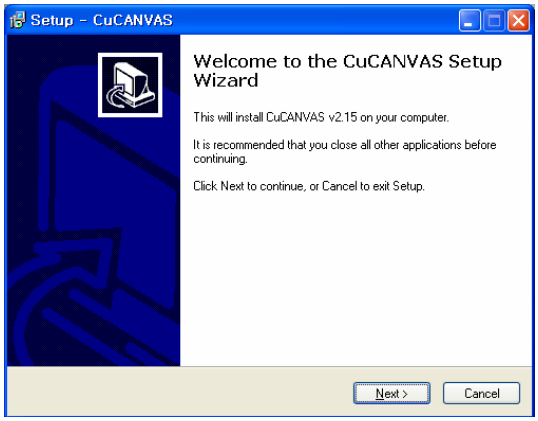
3) Load your CD into your PC and you will see the following screen:


4) Select "Install CUBLOC Studio"



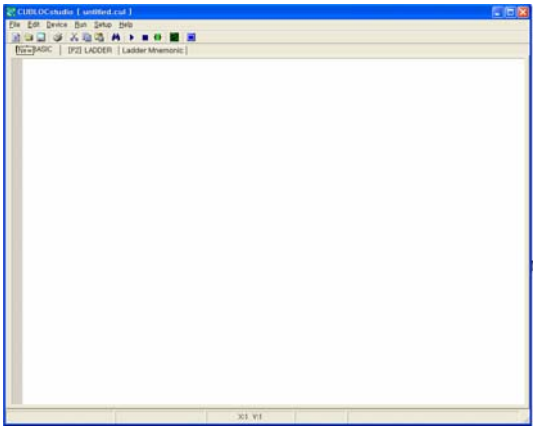

5) Follow the instructions and install the CublocStudio program.

6) Select "Install CuCANVAS"



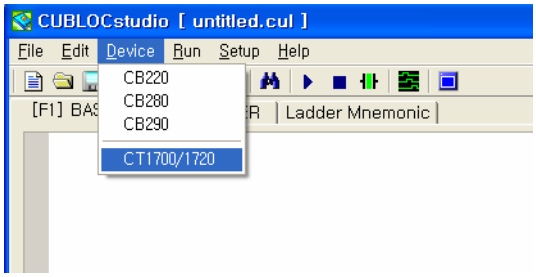

7) Follow the instructions and install the CuCANVAS program.

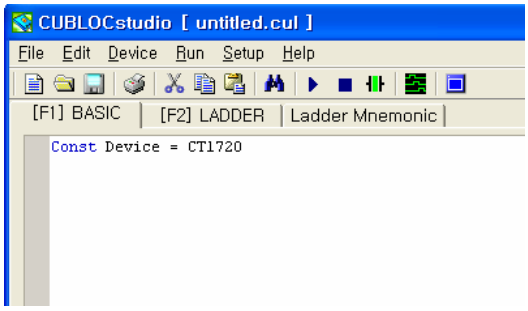
8) Launch CublocStudio.



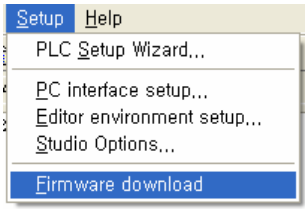
9) Once you see the above screen, click on new file button  .

10) Select the device like this:

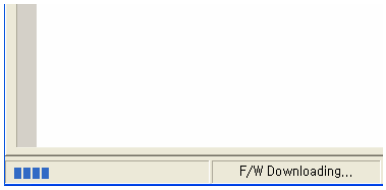


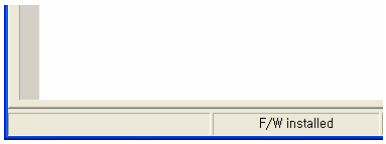

11) You should see Const Device=CT1720 like above.



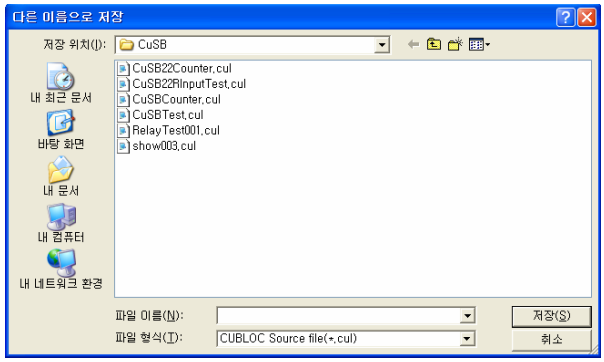

12) Under setup, choose "Firmware download". This will update your CT1720 touch screen module to the latest firmware. You can always download the newest version of CublocStudio from our Download page on our website, www.comfiletech.com and do this in the future too, to upgrade to the latest firmware.




13) You will see a bar on the lower-left hand side incrementing when the firmware is being downloaded. Don't worry if your PC hangs during this time, it is completely normal. The firmware download should take 20 seconds to 2 minutes depending on your PC speed and type of serial cable used. Once it's done, you will see "F/W installed" at the bottom of CublocStudio like the screenshot.

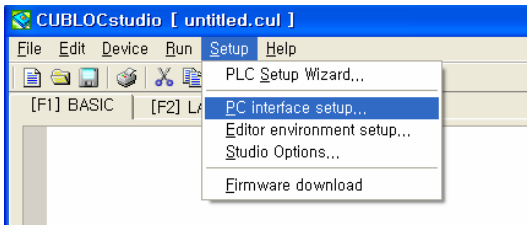



14) Let's try downloading an empty program in to our CT1720. Press on the run button  .

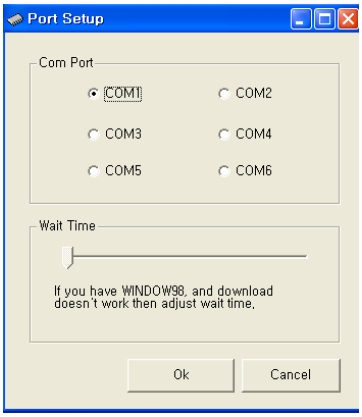



15) You will see a file dialog window appear. Simply choose a name for your source file and click on Save.

16) Your program will download automatically now. Congratulations! You have successfully downloaded a program. If you got any errors, please double-check your serial-cable is connected correctly and the Com Port is set to the correct port.



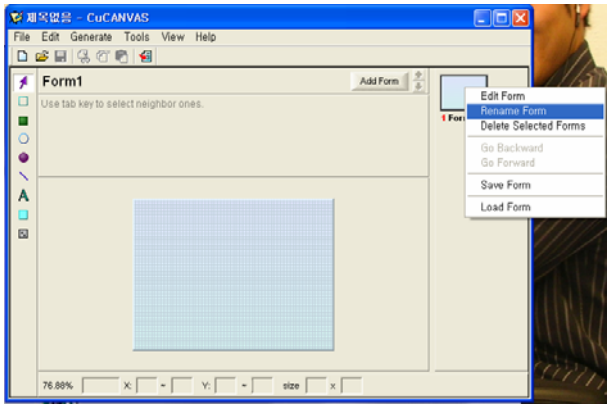

17) You can check your Com Port setting by going to Setup > PC Interface setup like above screenshot.




18) Just make sure you have the correct port number and you can try pressing the run button again  .

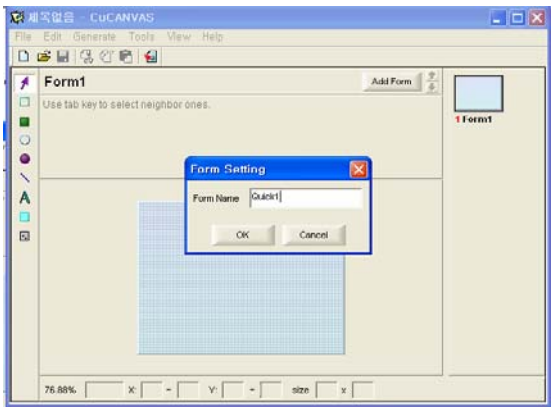
19) Now let's make a Touch-screen in 5 minutes. Yes, that's right **we can make a touch screen in just 5 minutes, not 5 hours or 5 months!**

20) While leaving on your CublocStudio, Launch CuCANVAS.

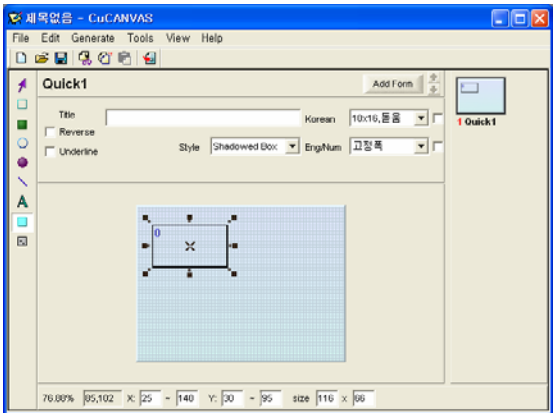



21) Do a right click on the Form1 and select "Rename Form" like in the above screen.

22) Rename it as Quick1 and then click OK.

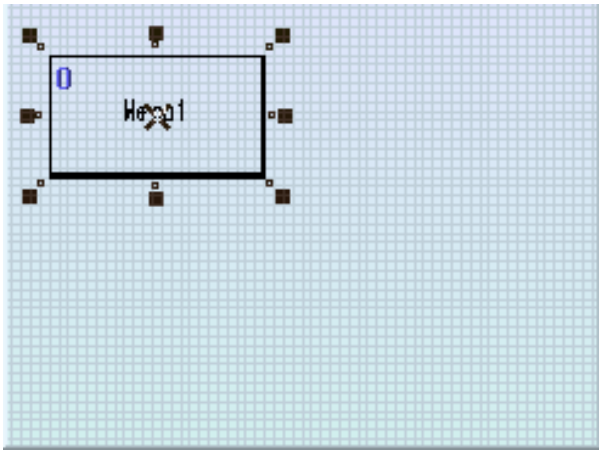



23) Now click on this button  .



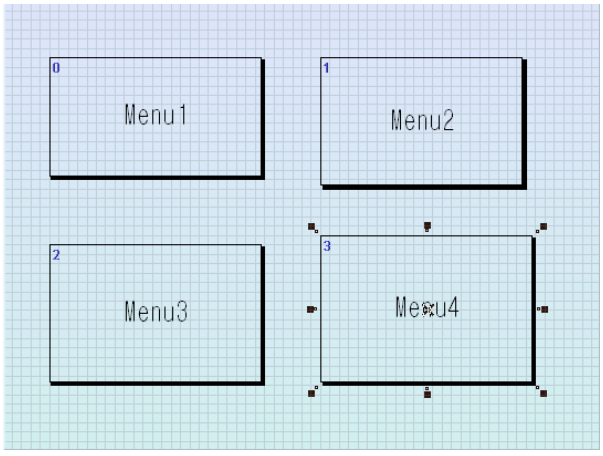

24) Use your mouse to make a box in the little blue grid like above.

25) Now under Title, put "Menu1" and press Enter.

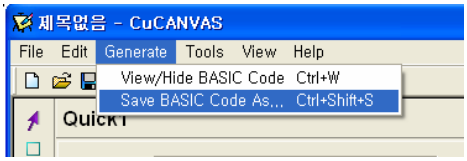


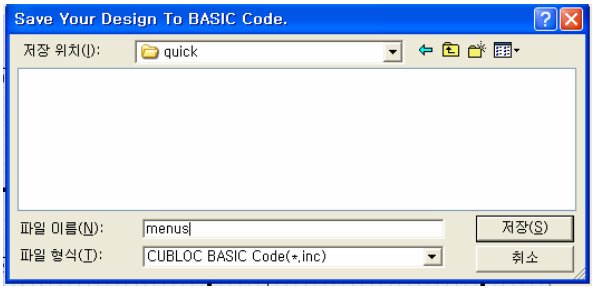

26) Congratulations! You just made your first touch screen menu button!

27) Now do the same thing and make 3 more buttons like this:



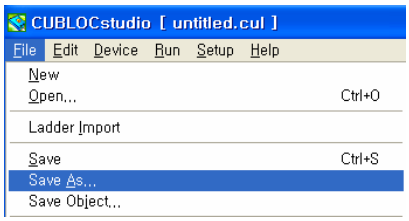
28) Okay, now it's time to convert this code into BASIC code. Select "Generate->Save BASIC Code As…"

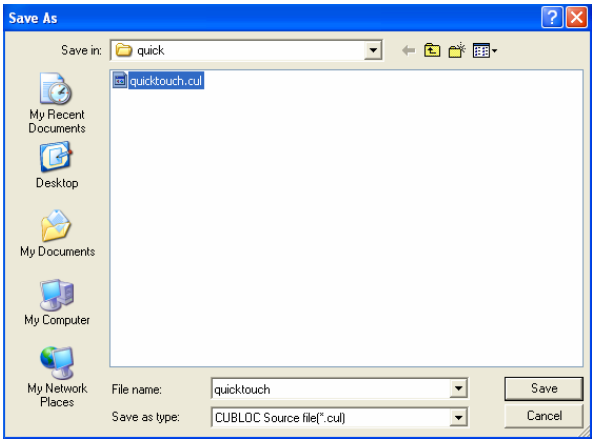



29) Name it as "menus", this will save the file as "menus.inc" which you can include in your BASIC source code.

30) Go back to CublocStudio and save your current file as "quicktouch".




You must save in the same directory as you saved you "menus.inc" file, so you can access it.

```
Const Device = CT1720

Dim Tx1 As Integer, Ty1 As Integer
Dim ct As Byte

Quick1


Set Pad 0,4,5
On Pad Gosub GETTOUCH

Do
Loop

GETTOUCH:
Tx1=Getpad(2)
Ty1=Getpad(2)

If Menucheck(0,Tx1,Ty1)=1 Then
    Pulsout 18,300
    Menureverse 0
Elseif Menucheck(1,Tx1,Ty1)=1 Then
    Pulsout 18,300
    Menureverse 1
Elseif Menucheck(2,Tx1,Ty1)=1 Then
    Pulsout 18,300
    Menureverse 2
Elseif Menucheck(3,Tx1,Ty1)=1 Then
    Pulsout 18,300
    Menureverse 3

End If

Return

End

#include "menus.inc"
```

31) Simply copy the above code. The **Quick1** you see in the code is the name of the form. The BASIC code generated from CuCANVAS can be called as a function from CublocStudio.

The **Set Pad 0,4,5** and **On Pad Gosub GETTOUCH** lines are for touch input interrupt. Basically, your code will jump to label **GETTOUCH:** every time there is a touch input.

The **Tx1=Getpad(2)** and **Ty1=Getpad(2)** stores your x and y coordinates of touched spot to the integers **Tx1** and **Ty1**, respectively.

The **Menucheck()** function basically checks if those x and y coordinates are within the menu specified.
For example, **Menucheck(0, Tx1,Ty1)** checks if the x and y coordinates fall within menu 0.

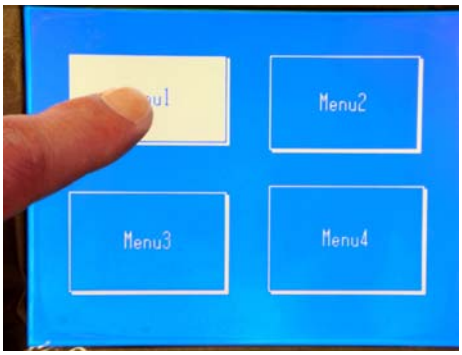
The **Pulseout** command simply sends out a beep sound to the piezo on the CT1720.

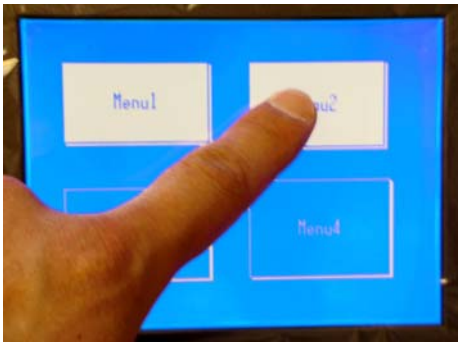
The **Menureverse** simply inverses the color of the specified menu.

Last but not least, you have **#include "menus.inc"** to include the automatically generated source code from CuCANVAS.

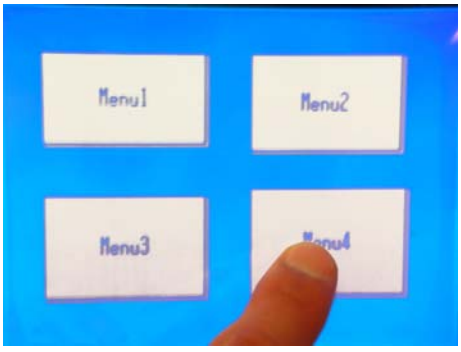
32) Okay, now you can simply press run button!

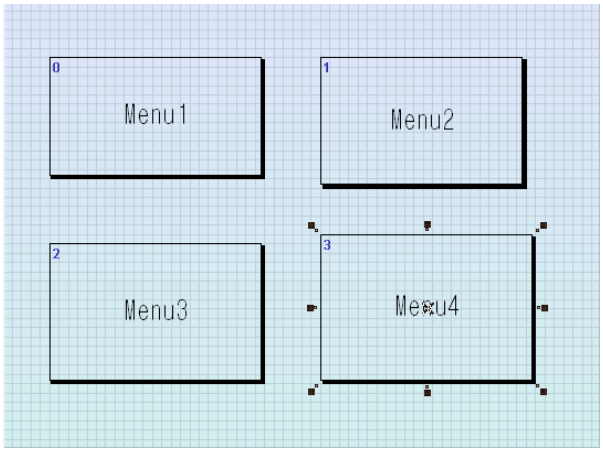
33) After download is finished, you can check that all of the 4 menus are working correctly by pushing on it like this:








(original menu, compare with above pics!)

34) Congratulations, you've made your first touch-screen program in just 5 minutes!!!

35) You can also refer to our Forum on www.cubloc.com for free Touch Screen program examples and video tutorials.

36) You can also email me max@comfiletech.com for any questions you have or any problems.

37) Happy cutouching!