3M Touch Systems

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## Agenda



Multi-Touch Ecosystem

3M Multitouch Solution

Multitouch looking forward

Questions





### MicroTouch

## Multitouch Ecosystem







### **Touch Terminology**



#### Single Touch

- One Touch detected and resolved.
  - The system can detect that a touch occurred and precise location
  - Single touch can perform actions such as tap, drag, flick, swipe



#### Dual Touch and Two-Touch

- Two touches independently detected and resolved
  - Two touch can resolve 2 to independent draw lines on the screen
  - Dual touch is limited to two finger gesture functionality



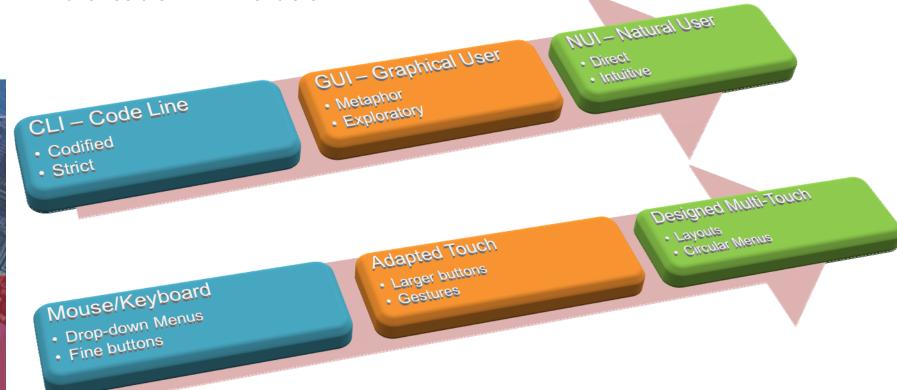
#### Multi-Touch

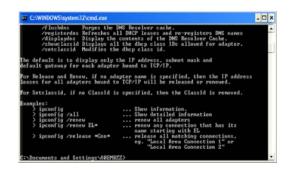
- 3 or more independently detected and resolved points
  - Resolve N number of lines, points, gestures on the screen simultaneously
  - Full multi-touch can support advanced gestures, support multiple users using multiple fingers





### Multi-touch - Evolution











# **Ecosystem Partners**

#### Hardware Manufacturers

- Touch screen manufacturers (Includes competitors)
- Display manufacturers (OEM, ODM, CM, Integrators)
- PC manufacturer, GPU suppliers

#### Software Suppliers

- OS level
- Application providers
- Tool providers (SDK, middleware, bridge software)
- Content providers





# 3M Projected Capacitive Technology







## 3M Projected Capacitive Technology



- Based on a mutual capacitance theory
- Discrete row and columns
- Drive and sense to determine touch location

#### 3M Electronics

- 3M proprietary design
- Significant touch bandwidth (60 touches)
- Fast response time less than 6ms for 20 simultaneous touches
- High sampling rate >120hz

#### 3M Sensor

- All glass 1<sup>st</sup> surface
- Matrix design
- Antiglare and Anti-stiction surface coating





## 3M 20 Touch 6ms specification

- Why is 3M pushing the speed specification?
  - Latency is the most easily perceived fault of a multi-touch touch system
    - Can occur at the touch screen, OS, application, driver
    - Can range from 2X to 4X+ the touch systems specified speed
    - Today we can only control the touch system/driver speed but customers/ISV/OEM must consider the impact of latency on the customer experience







### 3M 20 Touch 6ms specification

- Why so many touch points?
  - Typical multitouch use environments will have orientations that cause or create the need to deal with the palm effect
  - Create a more natural experience
- The 3M PCT M2256PW deals with palms, arms and elbows by accommodating them
  - A typical palm can consume 4-6 touch points.
  - A hand can consume 10 touch points.
  - Specified at 20 touches but can output as many as 60
- Why report touch from palm/arm events?
  - Provides flexibility for application developers
  - Additional information allows application decisions to enhance the user experience







# 3M<sup>™</sup> Display M2256PW Overview







# 3M<sup>™</sup> Display M2256PW Display Specification

# •22" Display Size

- PMVA LCD panel
- 178 x 178 degree viewing angle
- 300 NIT Light output cd/m<sup>2</sup>
- 1000:1 Contrast Ratio
- HD resolution 1680 x 1050
- DVI and VGA input
- Multimedia
- Desktop base
  - Stable under multitouch
  - Wide range of adjustment
  - Cable management
- Window 7 Certified Display
  - Windows 7 Display Logo
  - Windows 7 AQ windows touch
  - HDCP Compliant







# M2256PW Touch Specification – Against Application Needs

#### **Multi-Finger**

• 20 finger touch support at less than 6 ms

#### **Multi-User**

· Up to 60 max touch points reported

#### Palm Accommodation

High touch output provides application flexibility

#### Responsiveness

Higher than 120 Hz sampling rate

#### **Accuracy**

Greater than 99% accuracy on entire screen

#### **Viewing Angle**

178 degree horizontal and vertical viewing angle

#### **Low Surface Energy**

Smooth anti-glare –anti-stiction surface



- 22" Display
- High Contrast
- Wide viewing
- 20 Plus MT





# Parting thoughts on what we might expect

- Larger multi-touch surfaces, smaller multi-touch surfaces, more multi-touch surfaces
- Increased collaborative applications
  - Larger applications, tiled display applications, tele-presence, etc
- More intuitive, rich experiences
  - Increased number of touches
  - Additional touchscreen output data
    - · Palm, size, shape, proximity, strength/pressure, 3D, additional sensing capabilities
- Better tools and coordination across the ecosystem
- Product and technology stratification and rationalization
  - Better products than yesterday and today
  - New products/technologies
  - Niche products, broad spectrum products and mass market products





### Thank You www.3M.com/multitouch







