



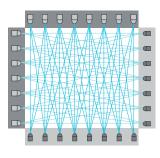
## **SURFACE LIGHT WAVE TECHNICAL PAPER**

"Surface Light Wave" (SLW) is an innovative multi-touch technology, offered by TimeLink. It is one of the most advanced multi-touch technologies worldwide. Based on the transmission property of light, integrated with the IR emitter of light wave, SLW can formulate a complex and dense light net. When a signal receiving circuit receives the "broken" signal, the processor will analyze it and thus the touch points can be recognized.

SLW is a recognition technology used by CTOUCH to detect multiple contacts on the touch screen simultaneously. The technology supports 2 points and is expandable up to 32 points. It is fully compatible with Windows, Mac, Linux and Android OS.

across the screen. This is a significant benefit that other technologies cannot compare to. For example, the screen will give you different results when using a finger or a palm touch.

# Sensors Touch Point



Traditional Infrared Touch

Surface Light Wave

### **SLW - REAL MULTI TOUCH**

SLW is a multi-touch technology that can be extended from two up to 48 touch points, according to the customers' requirements. It is also the first multi-touch technology that can support over 32 touch points.

# RECOGNIZE TOUCH MATERIALS, SUPPORT MORE EXTENDED APPLICATIONS

Traditional Infrared Touch (IR) method is based on the X and Y Axis. This way, the processor can only obtain the coordinates. With SLW, the processor can also describe the shape of an object, by using the (extra) light waves

### **FAST RESPONSE**

Response time is less than 10ms, which is much faster than most other touch technology.

# SLW - ADVANCED PATENTED MULTITOUCH TECHNOLOGY

- Supports multi-touch screen from 2 touch points up to 32 touch points
- Palm rejection
- Touch object shape recognition
- High Fault Tolerance (≤10 %)
- High Redundancy Design: Dust, Business Card Cover workable;
- Anti-Strong Light function: Indoor and outdoor
- HID up to 20 touch
- Windows 7 / 8 / 10, Mac, Linux and Android OS compatible
- High response speed ( >100fps / 10ms, >200fps /10ms in Labs)