

# 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.