

## 7inch Capacitive touch screen HID protocol

The Frame lengths are fixed at 25 bytes.

5 touch coordinates are reported but the Raspberry Pi only uses the first one.

Byte	Description
Byte 1	The frame header is 0xAA.
Byte 2	Touch flag (1: valid touch data. 0: The flag of touch finished)
Byte 3	The x-coordinate high byte of the 1 <sup>st</sup> touch point.
Byte 4	The x-coordinate low byte of the 1 <sup>st</sup> touch point.
Byte 5	The y-coordinate high byte of the 1 <sup>st</sup> touch point.
Byte 6	The y-coordinate low byte of the 1 <sup>st</sup> touch point.
Byte 7	The 1 <sup>st</sup> touch finished flag is 0xBB. Raspberry Pi only uses the first 7 Bytes.
Byte 8	The quantity of touch coordinates (1~5)
Byte 9	The x-coordinate high byte of the 2 <sup>nd</sup> touch point.
Byte 10	The x-coordinate low byte of the 2 <sup>nd</sup> touch point.
Byte 11	The y-coordinate high byte of the 2 <sup>nd</sup> touch point.
Byte 12	The y-coordinate low byte of the 2 <sup>nd</sup> touch point.
Byte 13	The x-coordinate high byte of the 3 <sup>rd</sup> touch point.
Byte 14	The x-coordinate low byte of the 3 <sup>rd</sup> touch point.
Byte 15	The y-coordinate high byte of the 3 <sup>rd</sup> touch point.
Byte 16	The y-coordinate low byte of the 3 <sup>rd</sup> touch point.
Byte 17	The x-coordinate high byte of the 4 <sup>th</sup> touch point.
Byte 18	The x-coordinate low byte of the 4 <sup>th</sup> touch point.
Byte 19	The y-coordinate high byte of the 4 <sup>th</sup> touch point.
Byte 20	The y-coordinate low byte of the 4 <sup>th</sup> touch point.
Byte 21	The x-coordinate high byte of the 5 <sup>th</sup> touch point.
Byte 22	The x-coordinate low byte of the 5 <sup>th</sup> touch point.
Byte 23	The y-coordinate high byte of the 5 <sup>th</sup> touch point.
Byte 24	The y-coordinate low byte of the 5 <sup>th</sup> touch point.
Byte 25	The Frame end is 0xCC.