

Dual-Chip High-Resolution Touchscreen Architecture Reduces Parts and Increases Design Flexibility

At the SID Display Week exhibition today, Stantum, a leading developer of multi-touch technology, announced a dual-chip high-resolution architecture for its patented Interpolated Voltage Sensing Matrix (IVSM) touch-and-write technology.

The architecture is based on two hardware enhancements that enable Stantum customers (OEMs) to produce high-resolution touch panels with half as many controller chips as the previous architecture, thanks to a new breakthrough scanning engine, which is part of Stantum's PMatrix IP core and firmware and choose between a new chip-on-board-based controller and BGA-on-motherboard options.

"Our goal was to maintain performances while reducing the cost, and we accomplished our mission," said Stantum CEO Robert Pelissier. "High-resolution touch panels can now be designed with only two chips for a 10.1-inch display, as opposed to four chips previously. High resolution is required to achieve handwriting input combined with true multi-touch, and this new dual-chip architecture makes Stantum's IVSM technology even more competitive."

IVSM technology supports Windows and Android operating systems on x86 and ARM-based platforms and lets OEMs design tablet displays that allow as many as 10 simultaneous touches combined with high-resolution handwriting input. IVSM touch modules are offered through Stantum's Qualified Manufacturers Partners, comprising tier-one touch-screen manufacturers with high-volume production capabilities. More information is available at info@stantum.com [1] and at www.stantum.com [2].

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