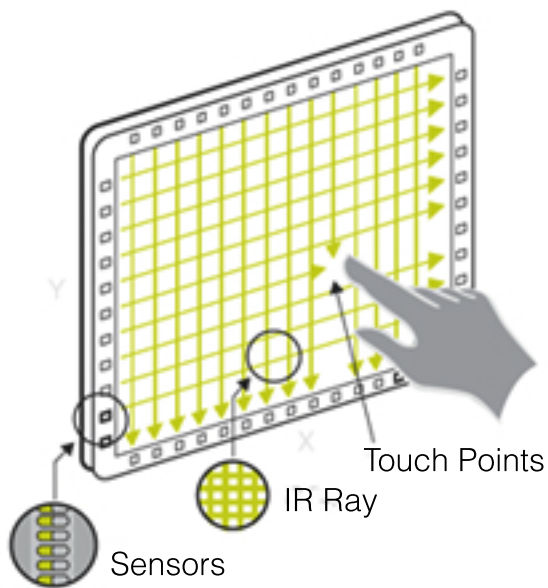
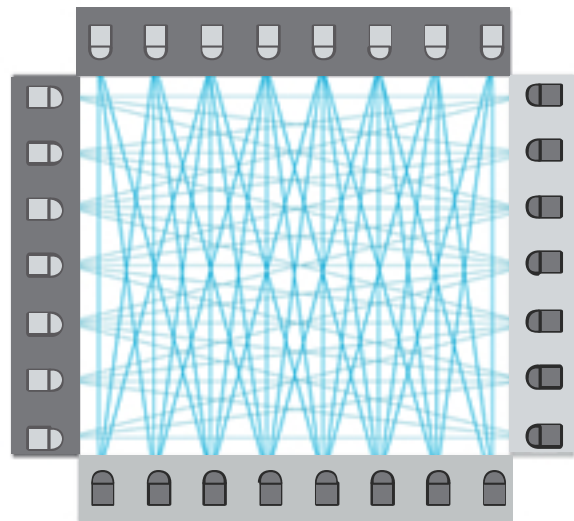


Surface Light Wave (SLW) is an innovative multi-touch technology used in Coretouch Panels and IWB. It is offered exclusively by Coretouch in India/ South Asia. It is one of the most advanced multitouch technologies worldwide. Based on the transmission property of light, integrated with the IR emitter 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 the touch recognition technology used by Coretouch to detect multiple contacts on the touch screen simultaneously. This technology supports from 2 touch points and is expandable up to 32 points. It is fully compatible with Windows, Mac, Linux and Android OS.



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 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.

Fast Response

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

SLW - Advanced Patented Multi-touch Technology

- Supports multi-touch screen from 2 touch points up to 32 touch points
- Palm rejection
- Touch object shape recognition
- Can identify objects of 2 mm thickness (on select models only)
- 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)

Comparison of SLW Technology

| | Surface Light Wave | Capacitive Touch | Resistive Touch | Infrared Touch | Optical Touch | SAW Touch |
|-----------------------------|------------------------------------|------------------------------------------------------|-------------------------------------|-------------------------------------------------------------|---------------------------------------------|-------------------------------------------|
| Activation | Zero Force Required | Zero Force Required | 100 grams | Zero Force Required | Zero Force Required | 30 grams |
| Transmissivity | Very good (> 92%) | Good (~ 88%) | Good (~ 75%) | Very good (> 92%) | Very good (> 92%) | Very good (> 92%) |
| Physical Resolution (max.) | 1,414 x 798 * | 1,000 x 1,000* | 4,096 x 4,096* | 300 x 200* | 1,280 x 720 | N/A |
| Report Resolution | 32,767 x 32,767 | 4,096 x 4,096 | 4,096 x 4,096 | 4,096 x 4,096 | 4,096 x 4,096 | 4,096 x 4,096 |
| Size Detection (min.) | 2mm x 2mm * | 4mm x 4mm | 1mm x 1mm | 5mm x 5mm | 3mm x 3mm | 3mm x 3mm |
| Movement Detection (min.) | 1 mm | 1 mm | 1 mm | 5 mm | 3 mm | 2 mm |
| Surface Hardness | 7 H | 6.5 H | 3 H | 7 H | 7 H | 7 H |
| Environmental Robustness | High Fault Tolerance | Sensitive to Scratch | Sensitive to Scratch | Very Low Fault Tolerance | Dead Zones due to Surface Contamination | Sensitive to Dust or Other Foreign Matter |
| Simultaneous Touch Points | Up to 48 Points | Up to 10 Points | 2 Points (max.) | 2 Points (max.) | 90% of Area: 2 Points, 10% of Area: 1 Touch | 2 Points (max.) |
| Calibration | No Drift | Recalibration due to Drift | Periodic Recalibration Required | No Drift | No Drift | Periodic Recalibration Required |
| Operating Current (typical) | < 275 mA | < 50 mA | < 100 uA | < 300 mA | < 300 mA | N/A |
| Response Time | ≤ 10 ms | + | 10 ms | 16 ms | 12 ms | 10.5 ms |
| Scan Rate | 100 ~ 200 Frames/sec. | > 90 Frames/sec. | 100 Frames/sec. | 60 Frames/sec. | 90 Frames/sec | . 95 Frames/sec. |
| Interference Rejection | Immune to Sunlight & Static Charge | Degradation due to Temperature, Humidity, Wet Finger | Periodic ReCalibration due to Drift | Degradation due to Sunlight , 30+ Degree Touch Angle needed | Degradation due to Ambient Light | Interference by Foreign Matter |
| Operational Life | Long | Long | Short | Long | Moderate | Moderate |
| Touch Method | Finger, Pen or Opaque Object | Finger Required | Finger, Pen or Opaque Object | Finger, Pen | Finger, Pen | Finger, Pen |
| Available Sizes | 15 inch ~ 200 inch | < 21.5 inch | < 19 inch | 19 inch ~ 100 inch | 15 inch ~ 120 inch | 10 inch ~ 32 inch |

Experience Centre

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