25011

The 1200e touch screen contains 120 touch cells, laid out in a 10-cell by 12-cell grid. Each touch cell is 64 pixels wide by 40 pixels high.

For the 1000e and 1400e analog resistive touch screen, the minimum touch object size is 40 by 40 pixels. There is no touch matrix for the 1000e and 1400e touch screens so the objects can be placed at any location. In PanelBuilder, a grid can be made visible to allow you to align screen objects.

Touch cells are grouped to create different types and sizes of buttons. You can activate input functions by touching the appropriate object on the terminal and can configure the terminal to beep when a touch cell is pressed.

The PanelView 1000e and 1400e Touch Screen terminals use analog resistive touch screens. This allows input objects to be any size (minimum 40 by 40 pixels) and to be placed anywhere on the screen. The analog resistive touch screen provides greater flexibility in screen design compared to PanelView 1200 and 1200e terminals. PanelView 1200 and 1200e terminals use a touch matrix, which requires that all input objects align with a touch grid.