

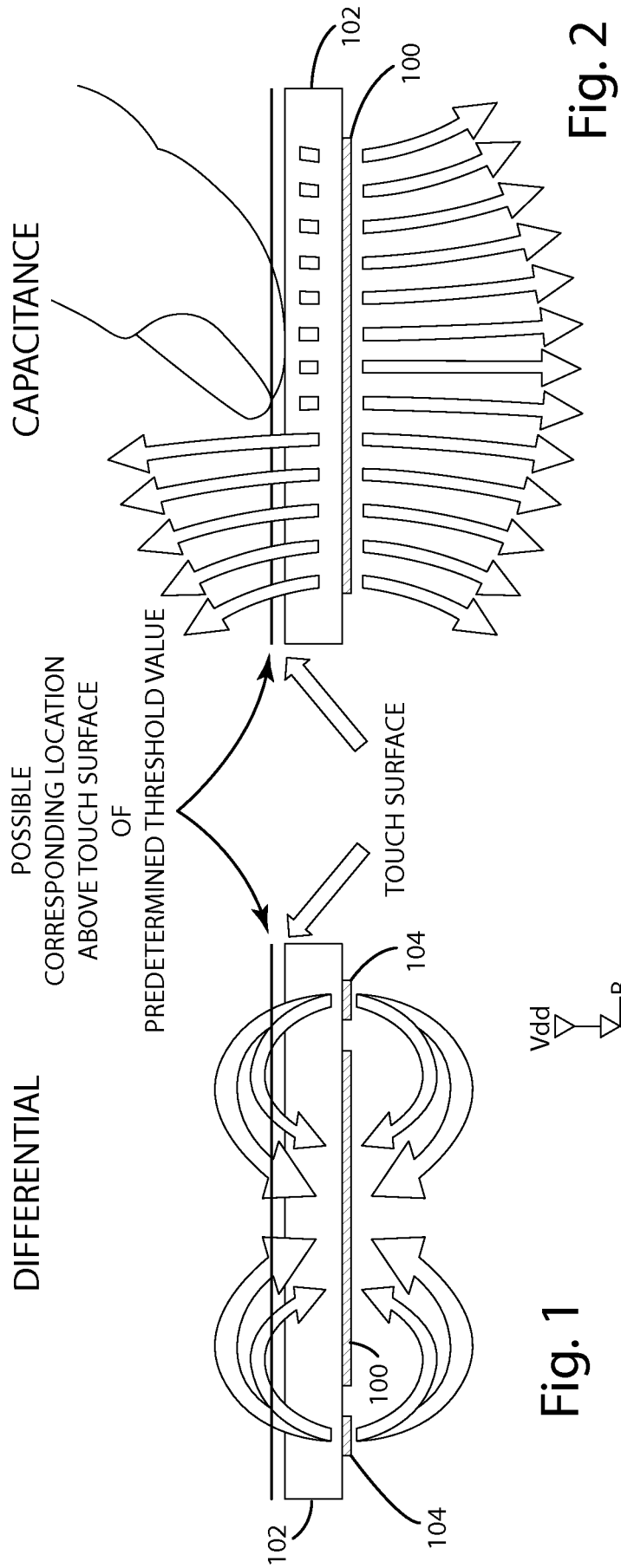


Fig. 1

Fig. 2

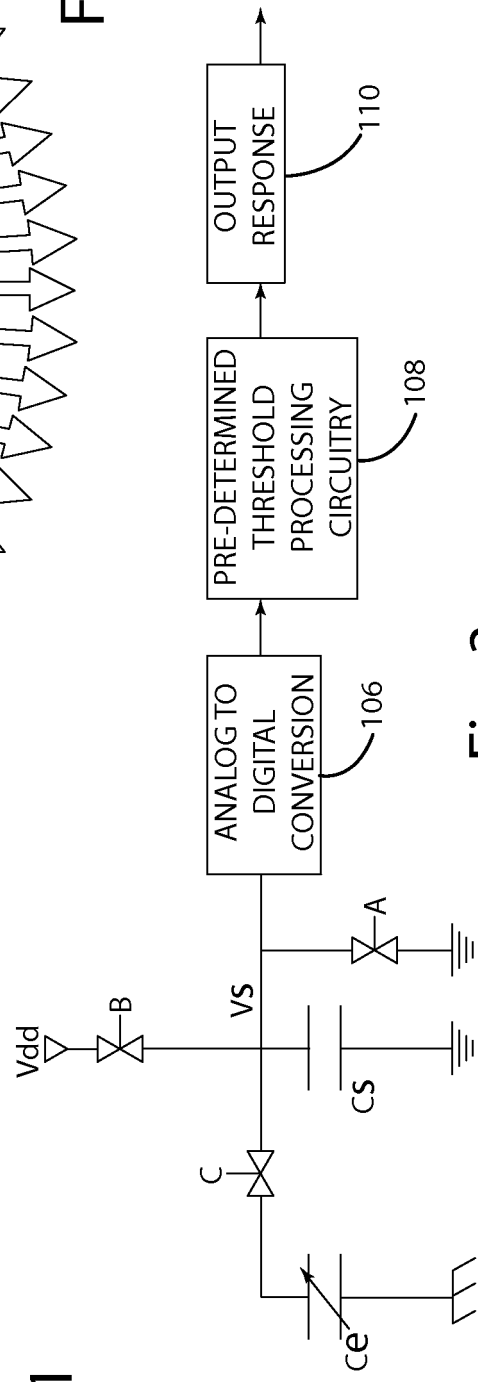
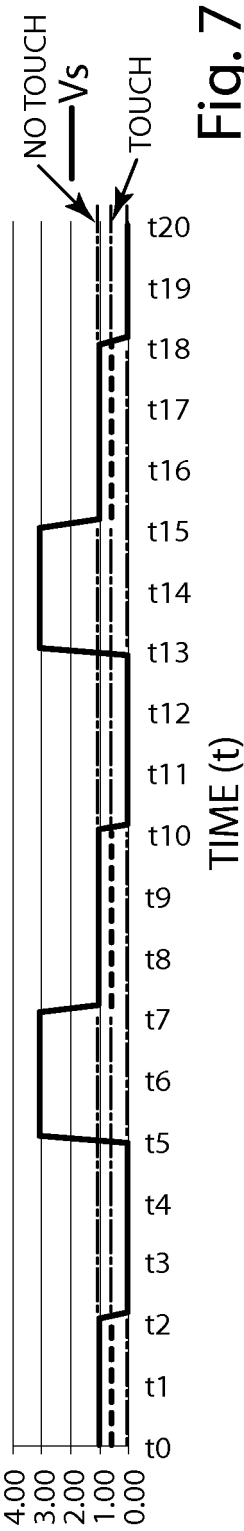
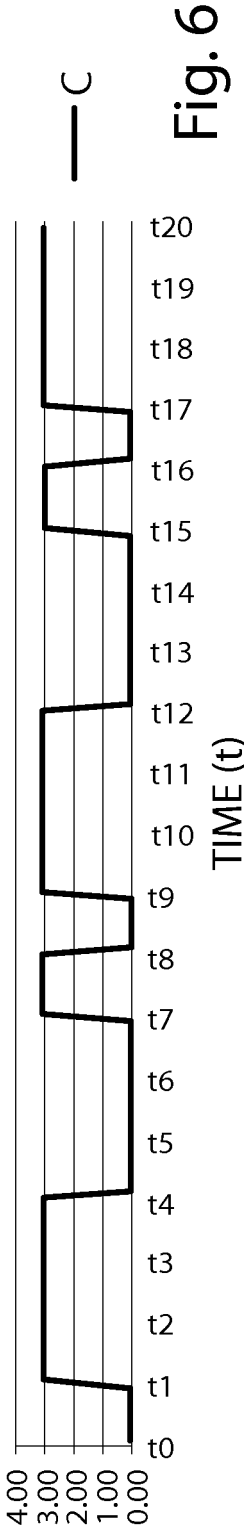
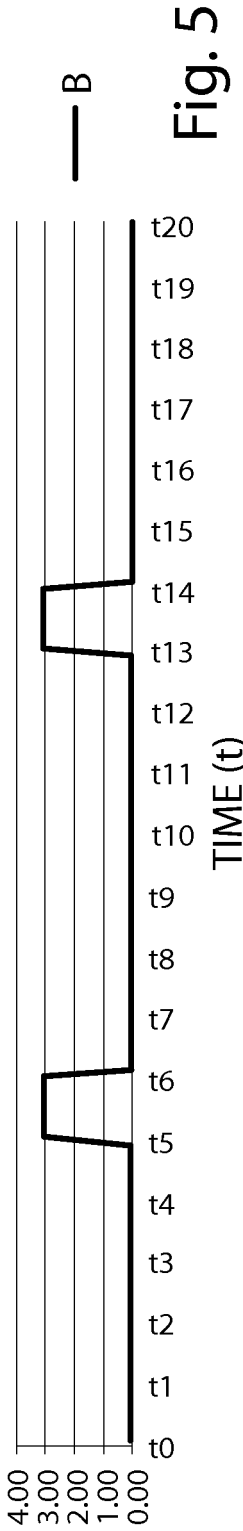
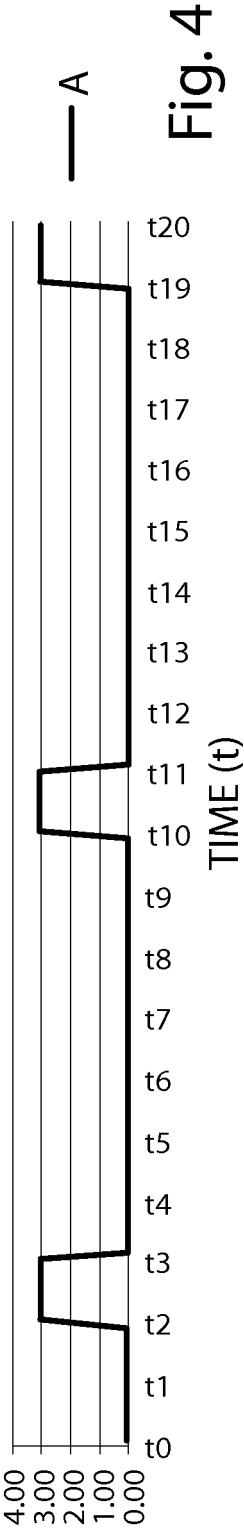


Fig. 3



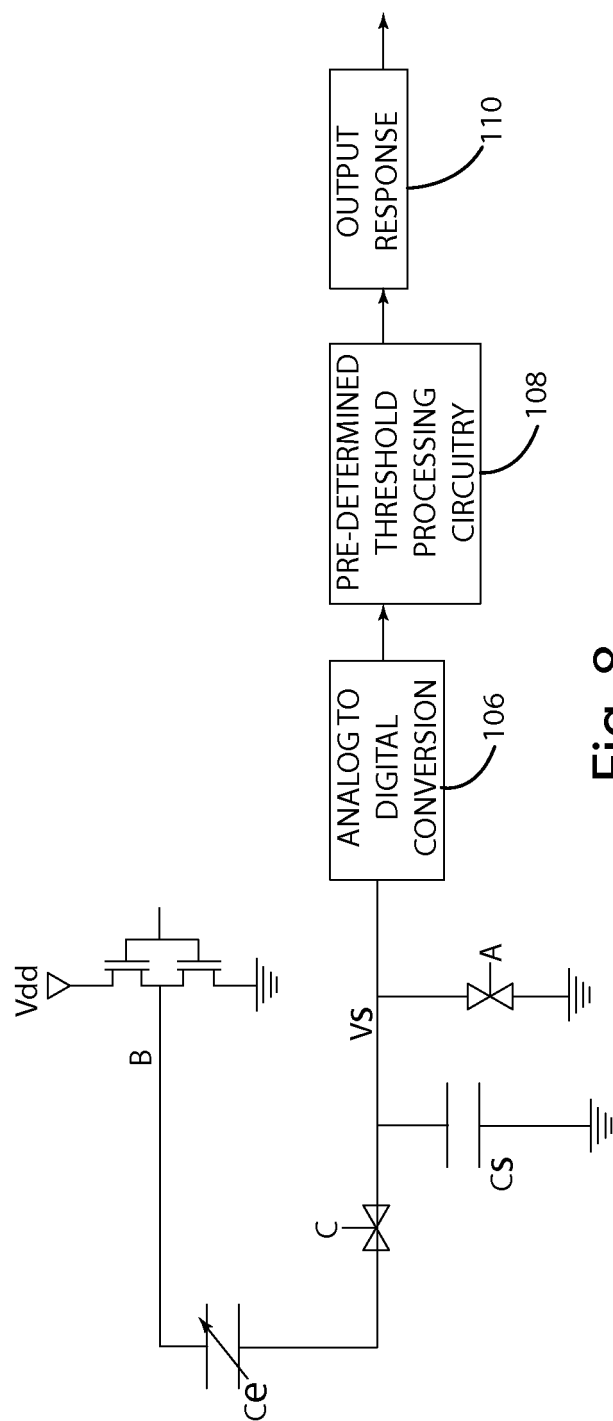
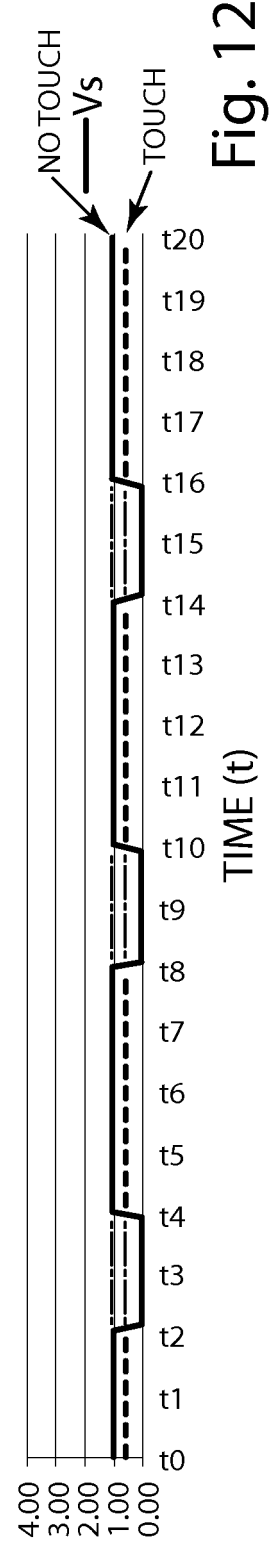
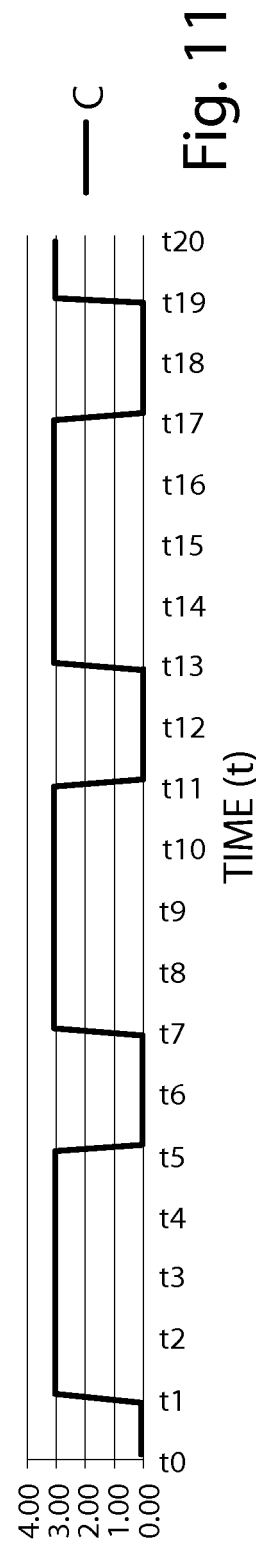
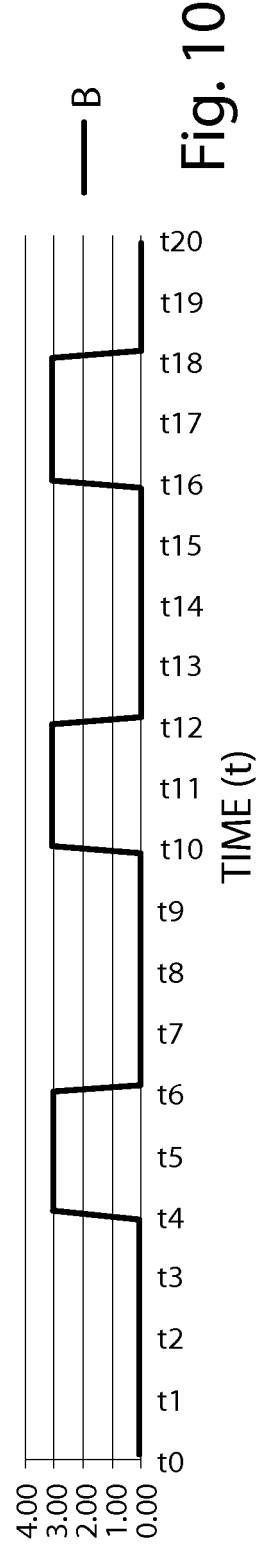
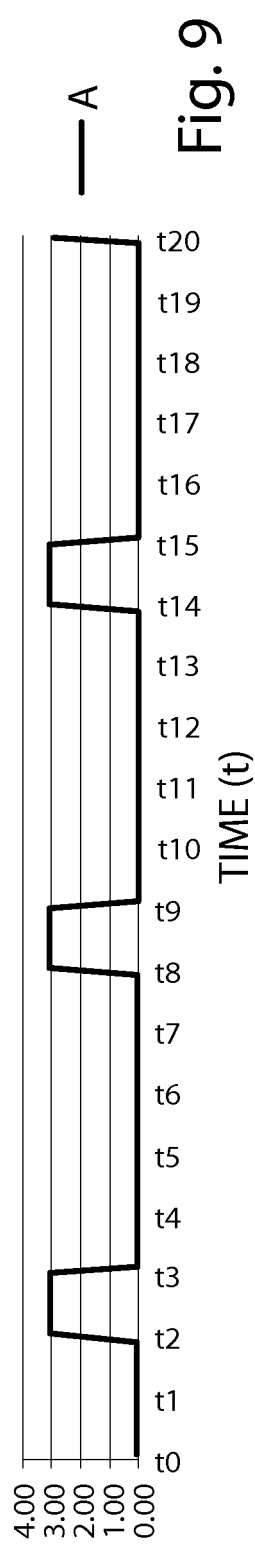


Fig. 8



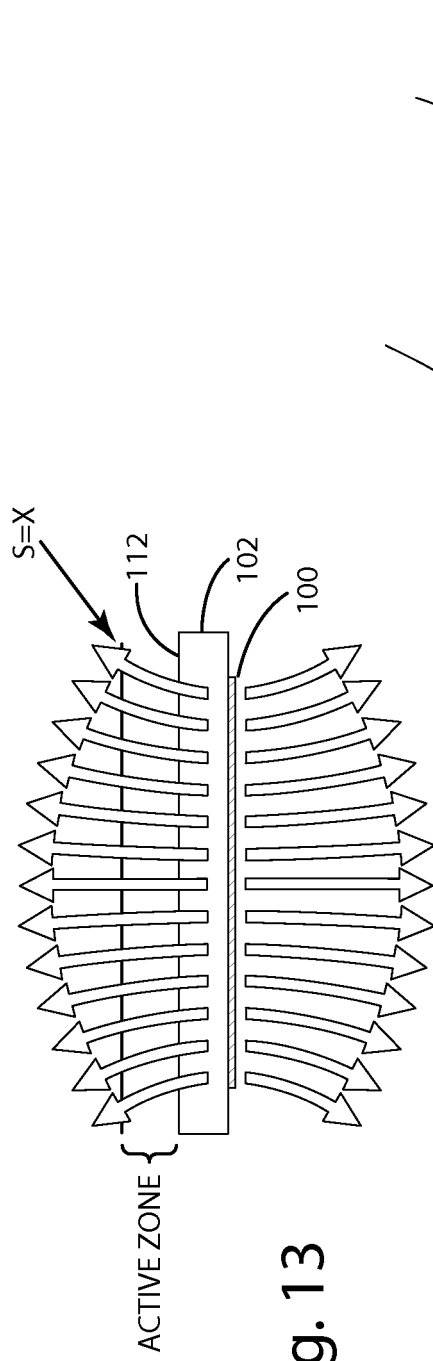
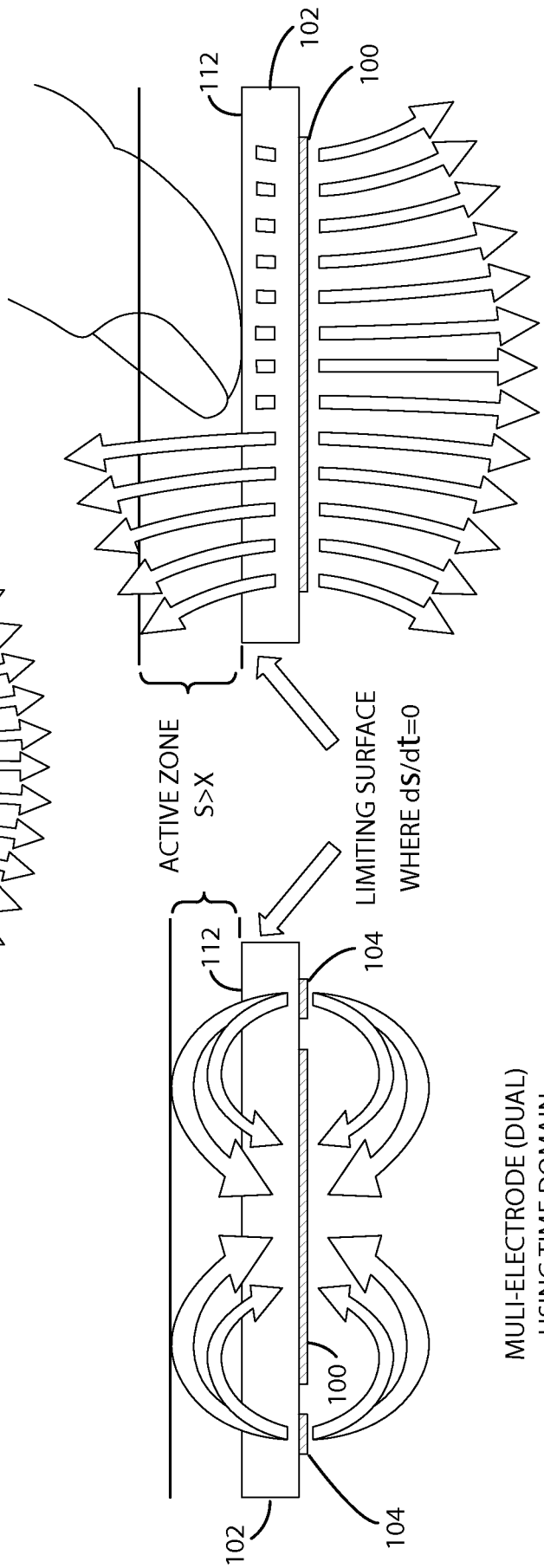
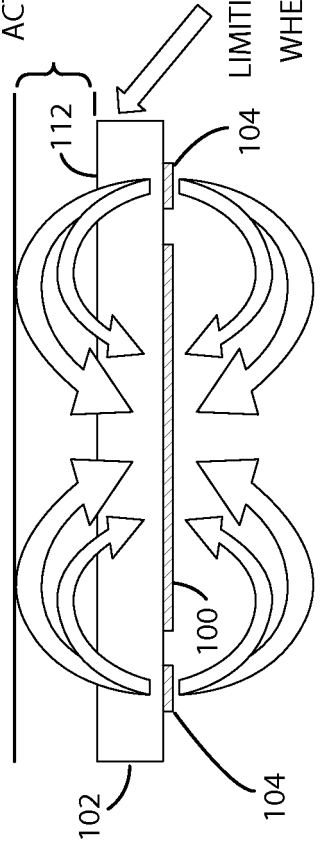


Fig. 13



SINGLE-ELECTRODE USING TIME
DOMAIN DIFFERENTIAL

Fig. 15



MULTI-ELECTRODE (DUAL)
USING TIME DOMAIN
DIFFERENTIAL

Fig. 14

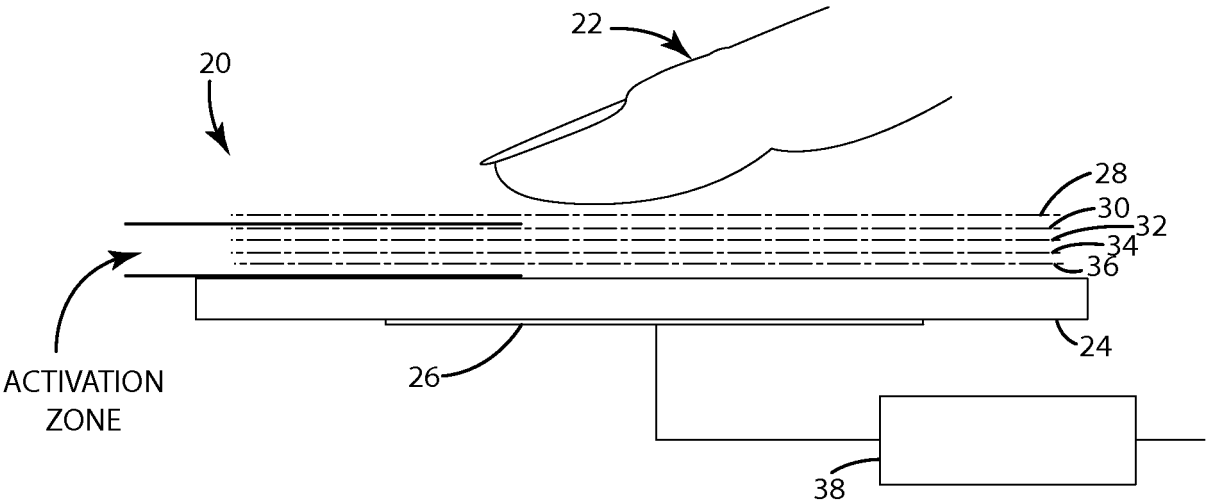


Fig. 16

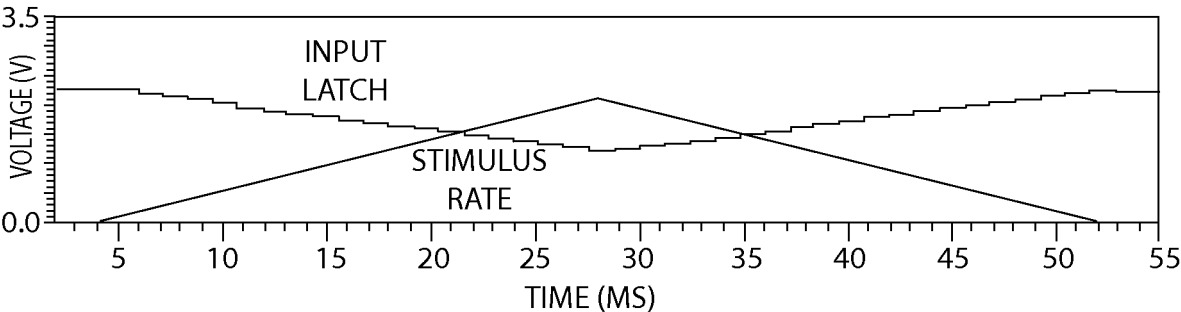


Fig. 17

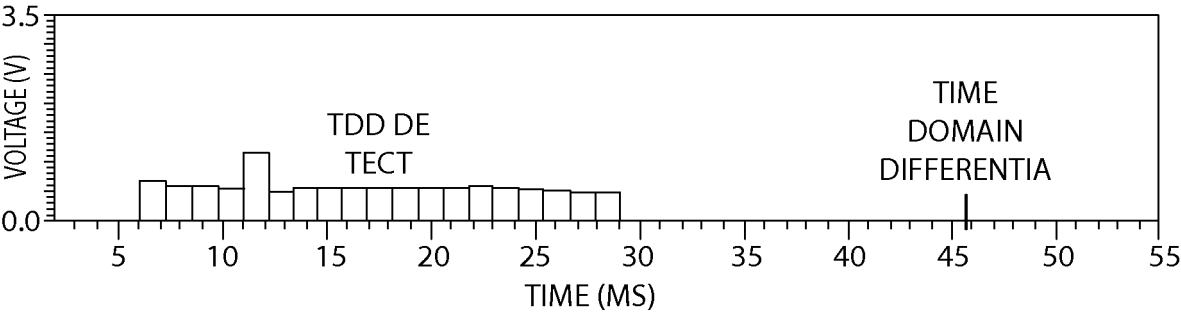


Fig. 18

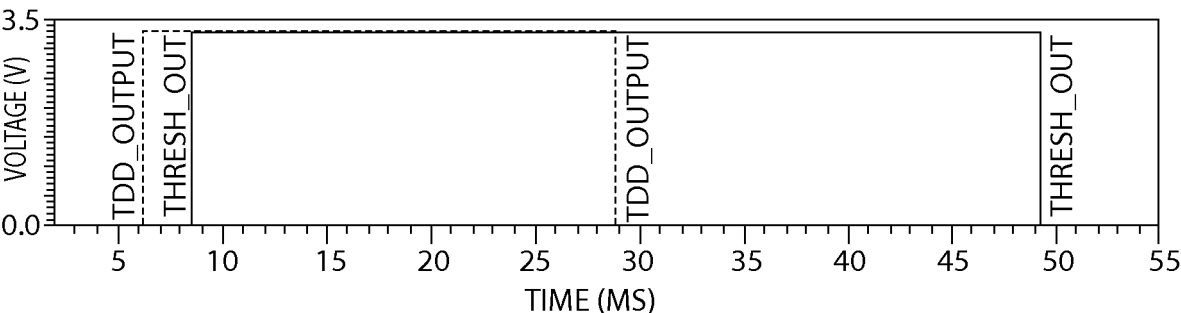


Fig. 19

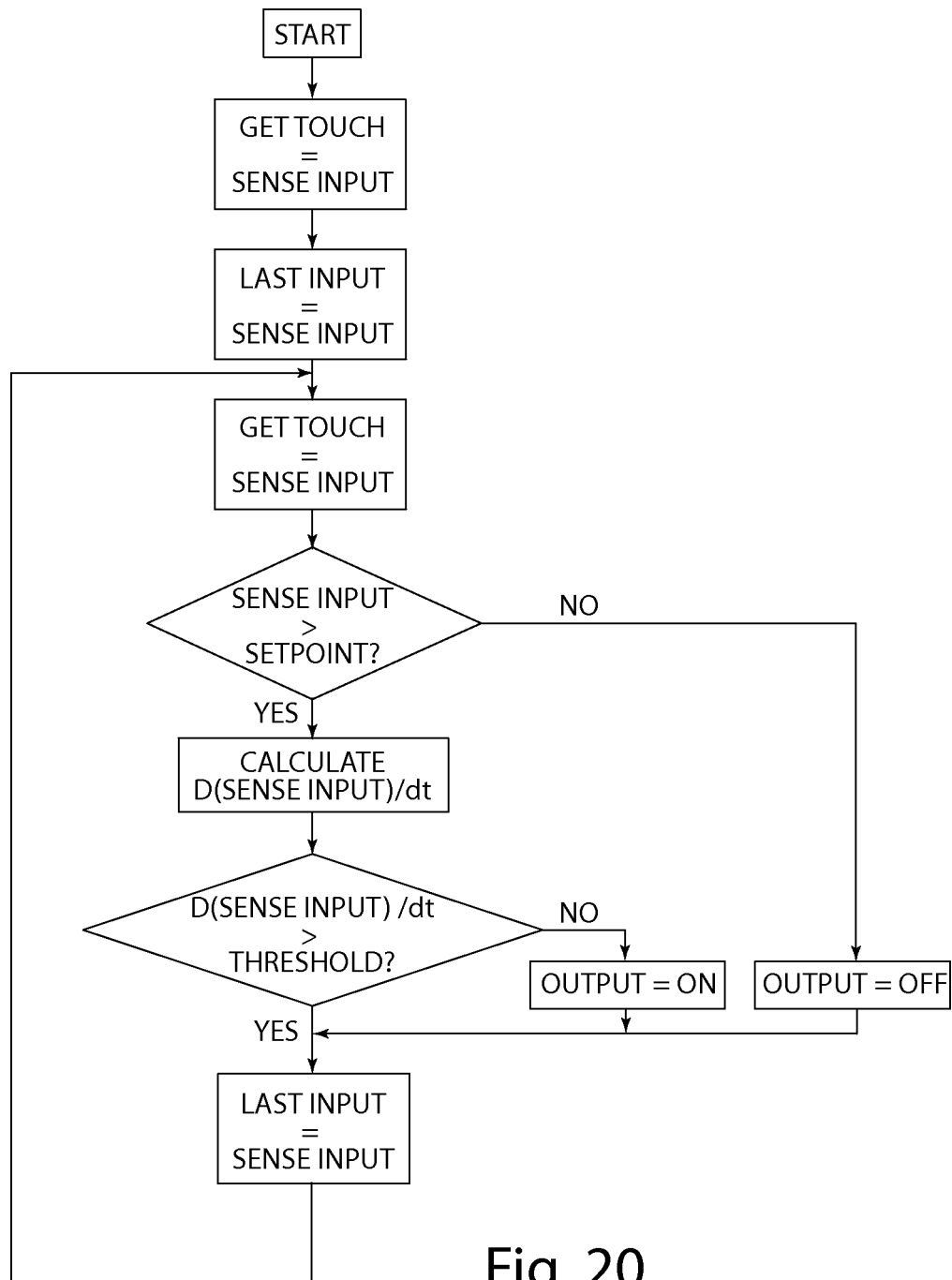


Fig. 20

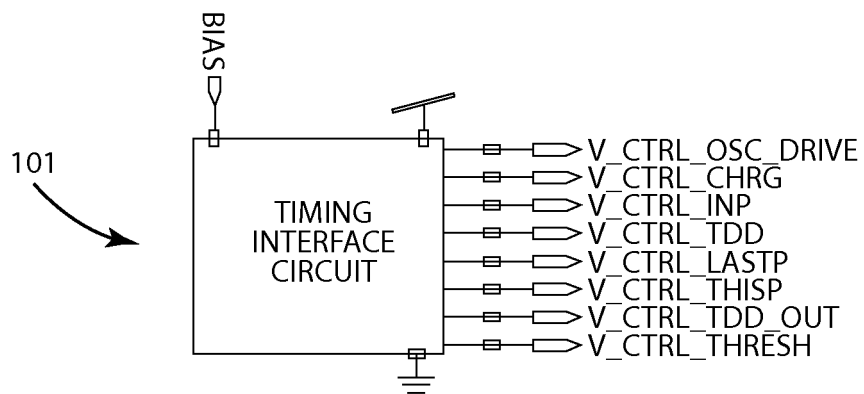


Fig. 21

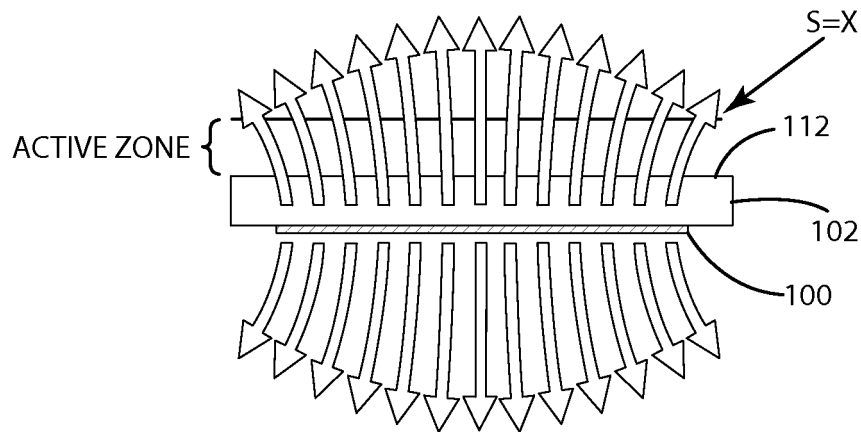


Fig. 22

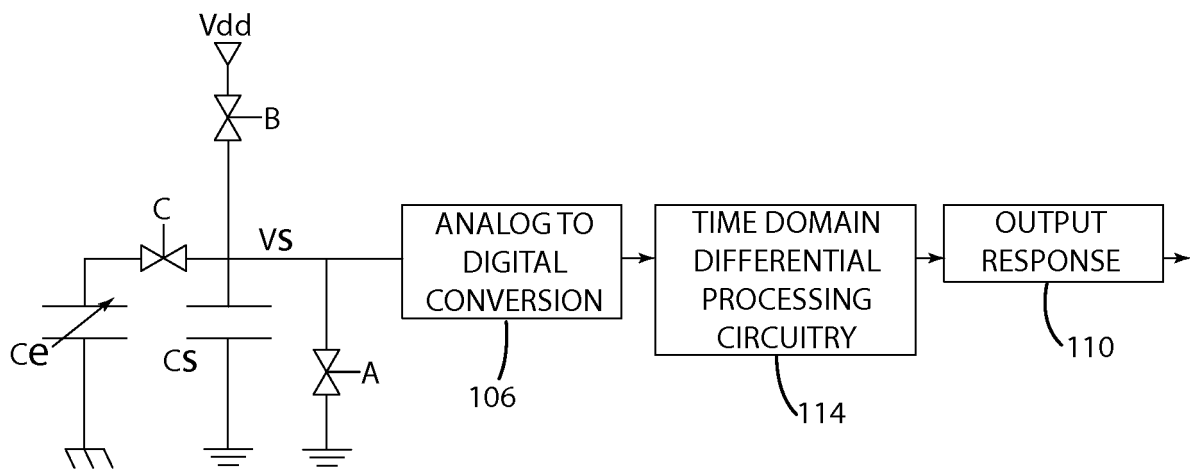


Fig. 23

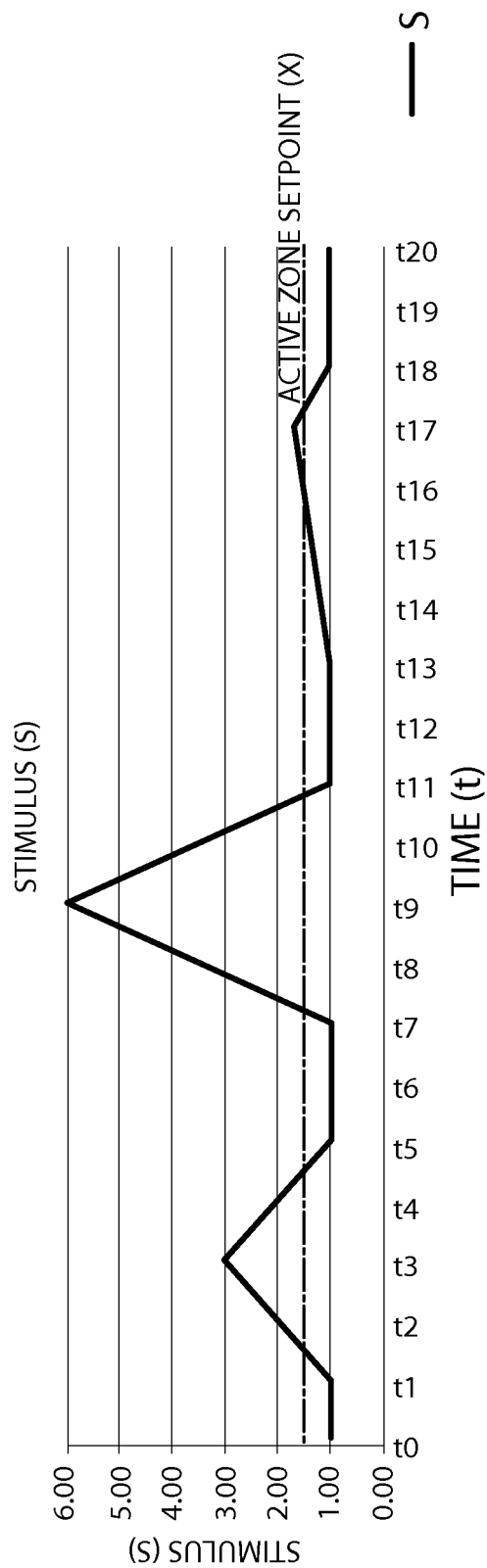


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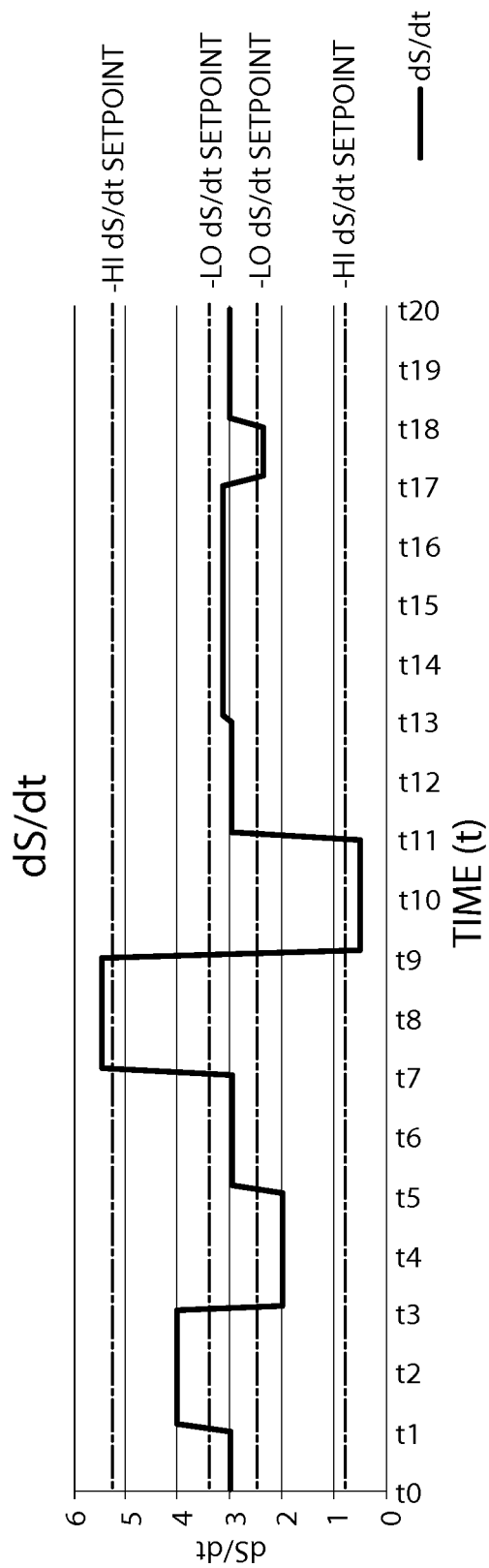


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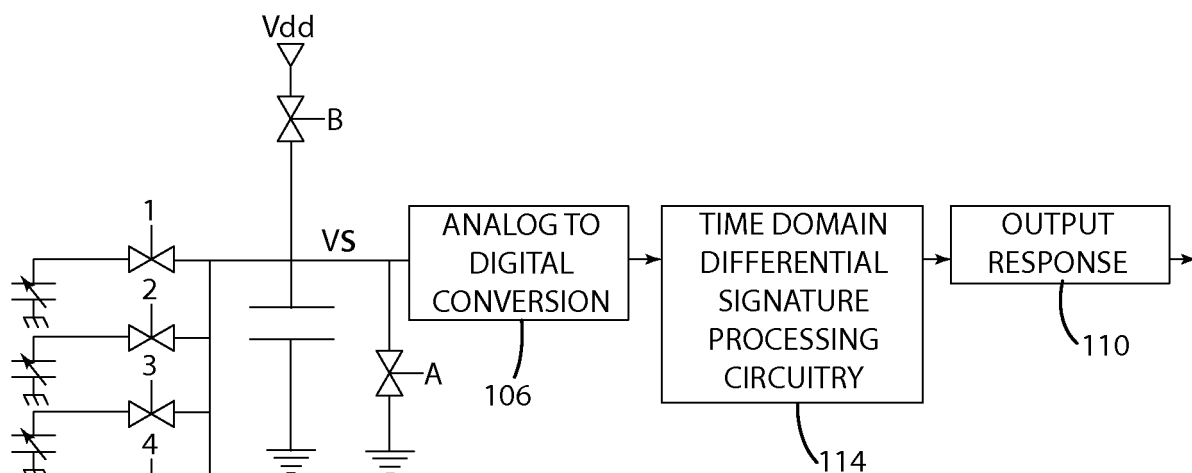


Fig. 26

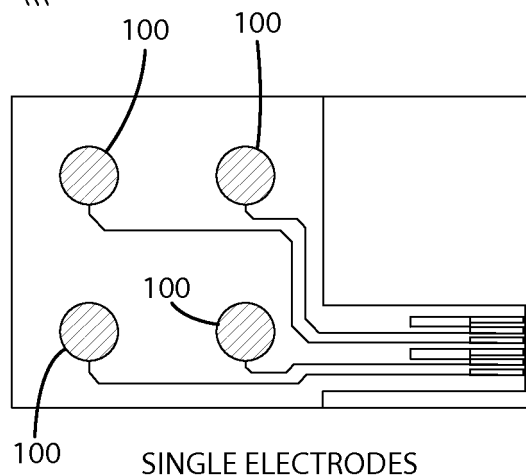


Fig. 27

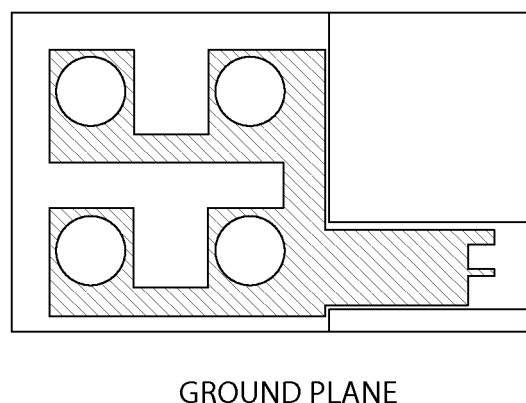


Fig. 28

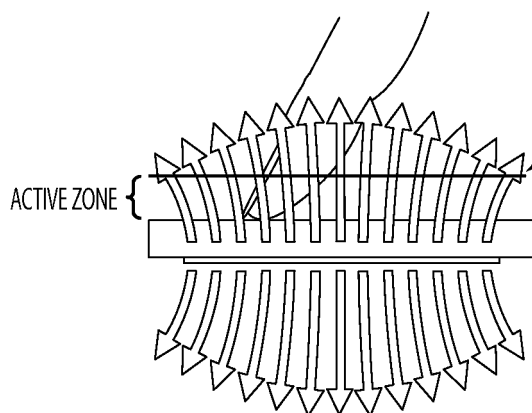


Fig. 29

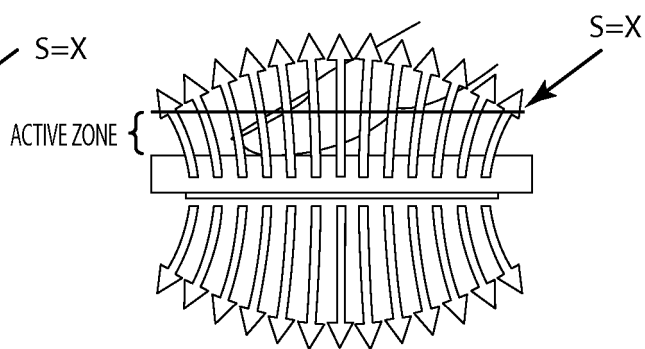


Fig. 30

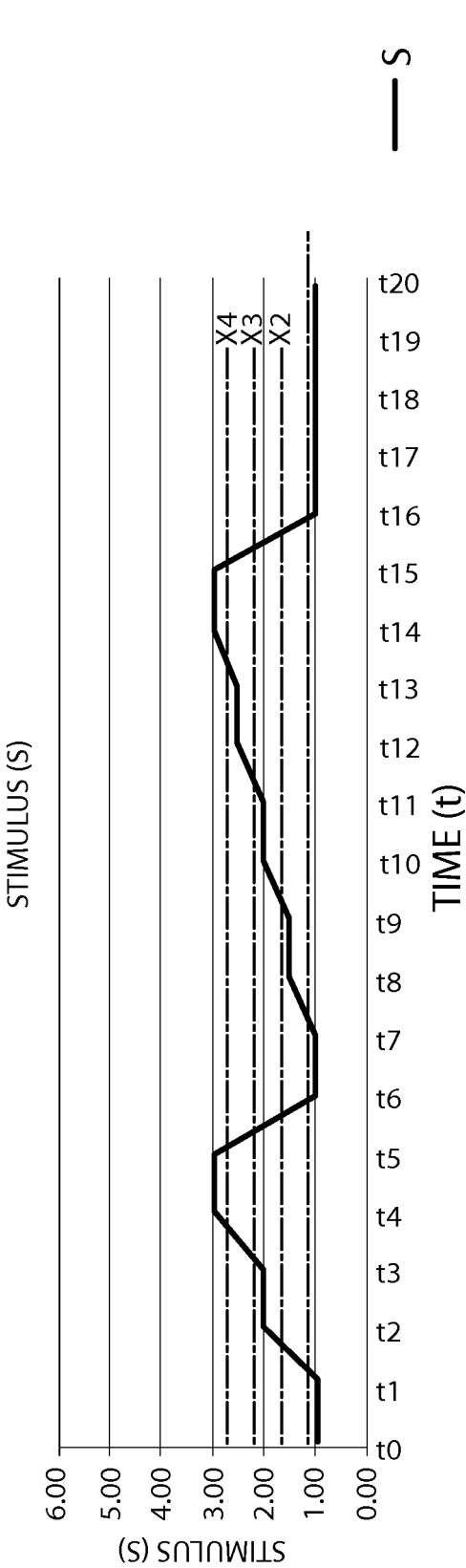


Fig. 31

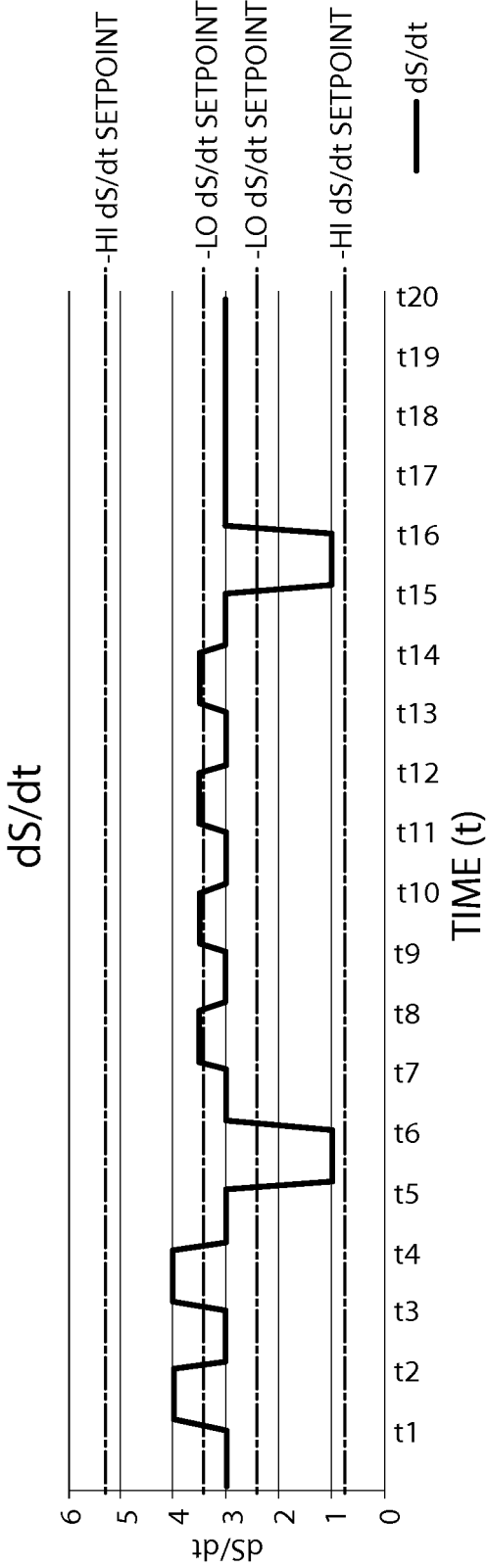
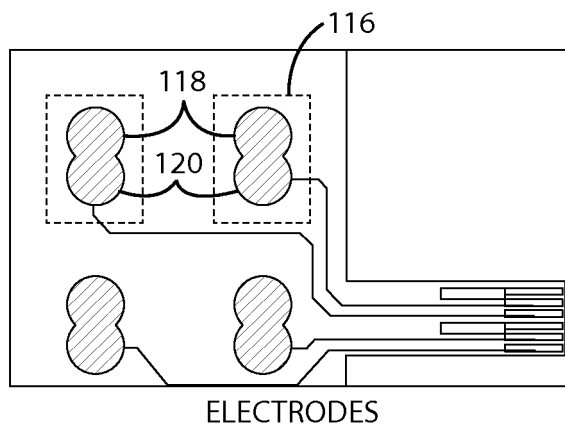
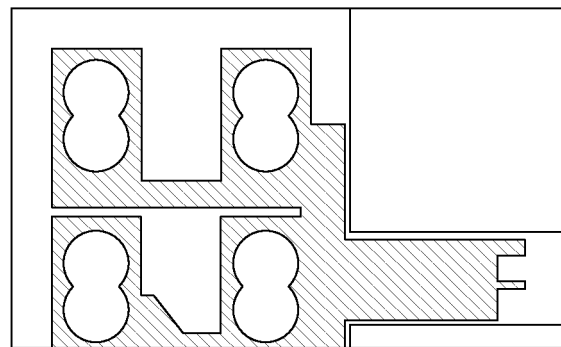


Fig. 32



ELECTRODES

Fig. 33



GROUND PLANE

Fig. 34

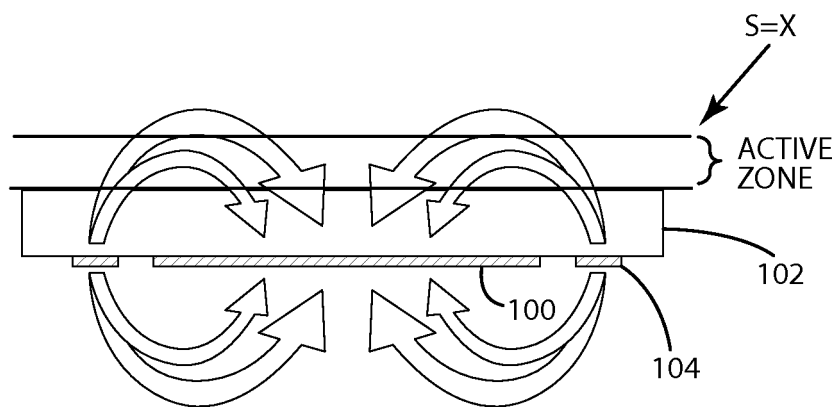


Fig. 35

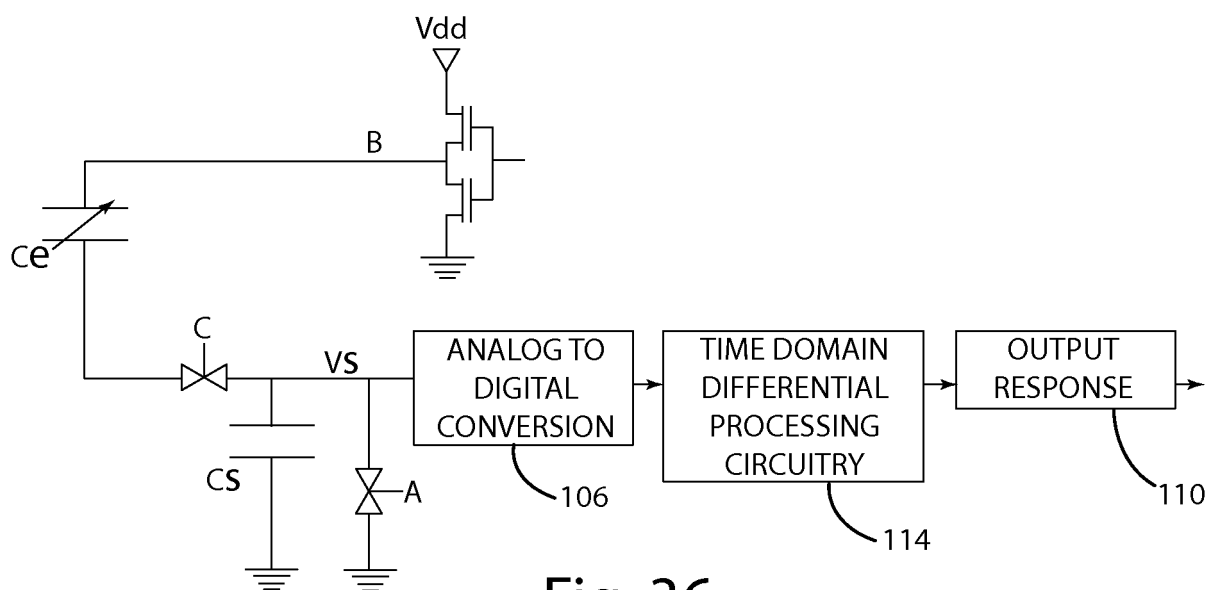


Fig. 36

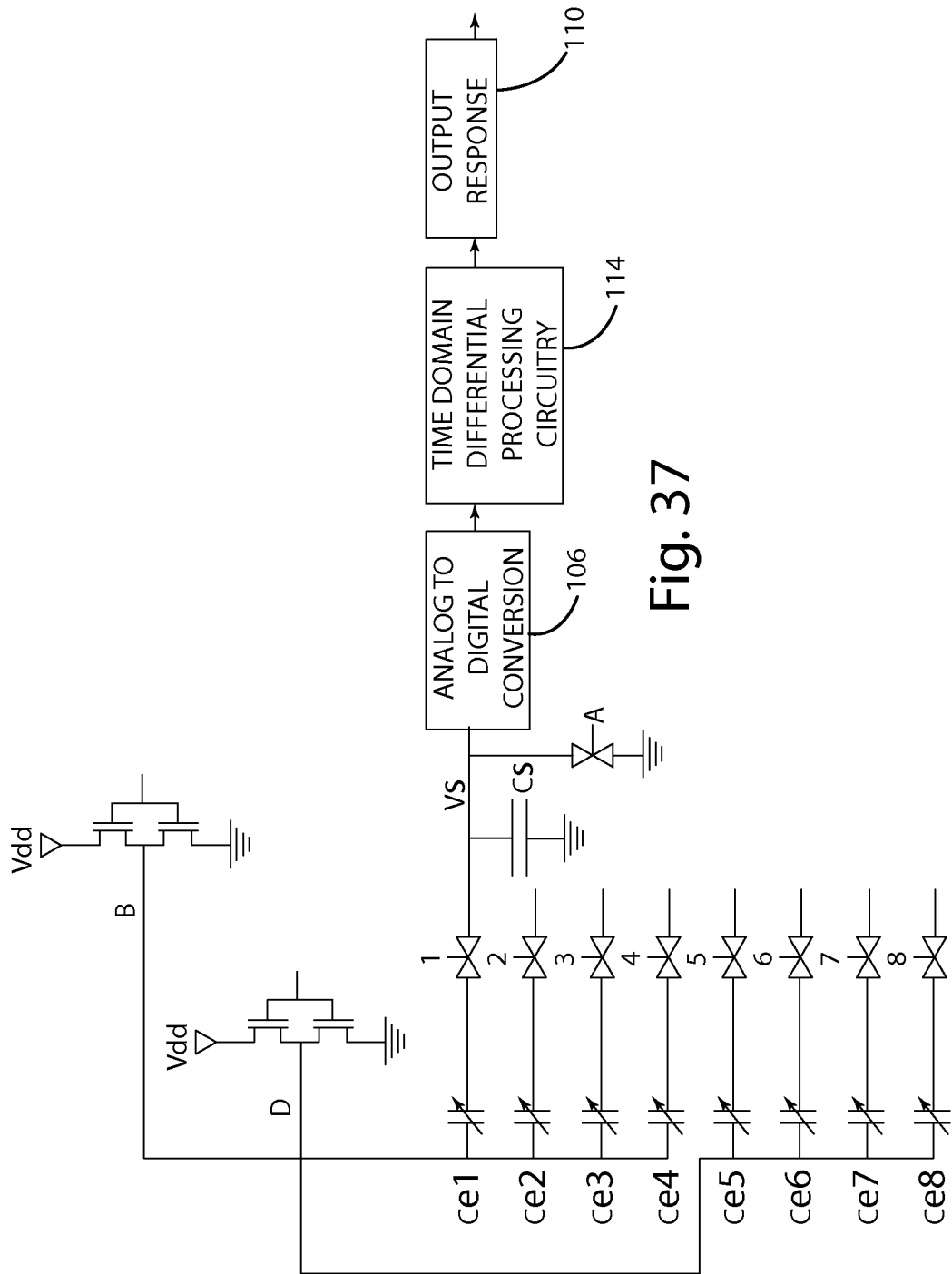
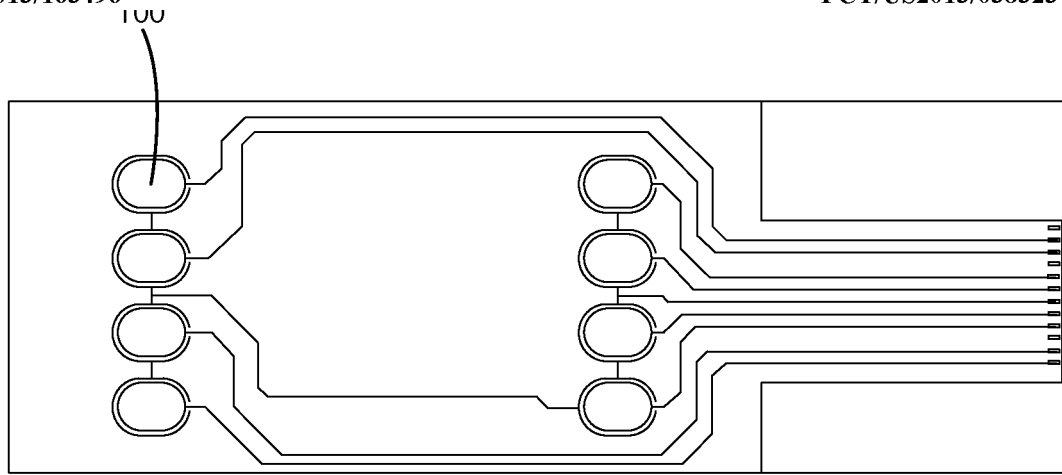


Fig. 37



SINGLE ELECTRODES
-# OF ELECTRODES = OF I/O

Fig. 38

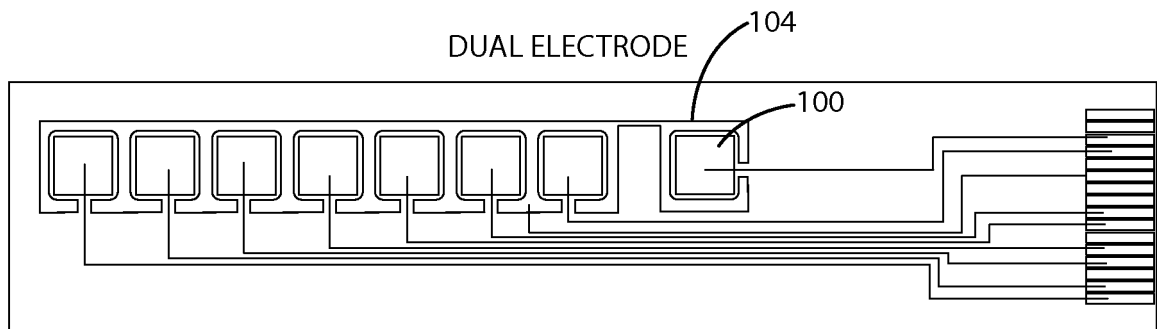


Fig. 39

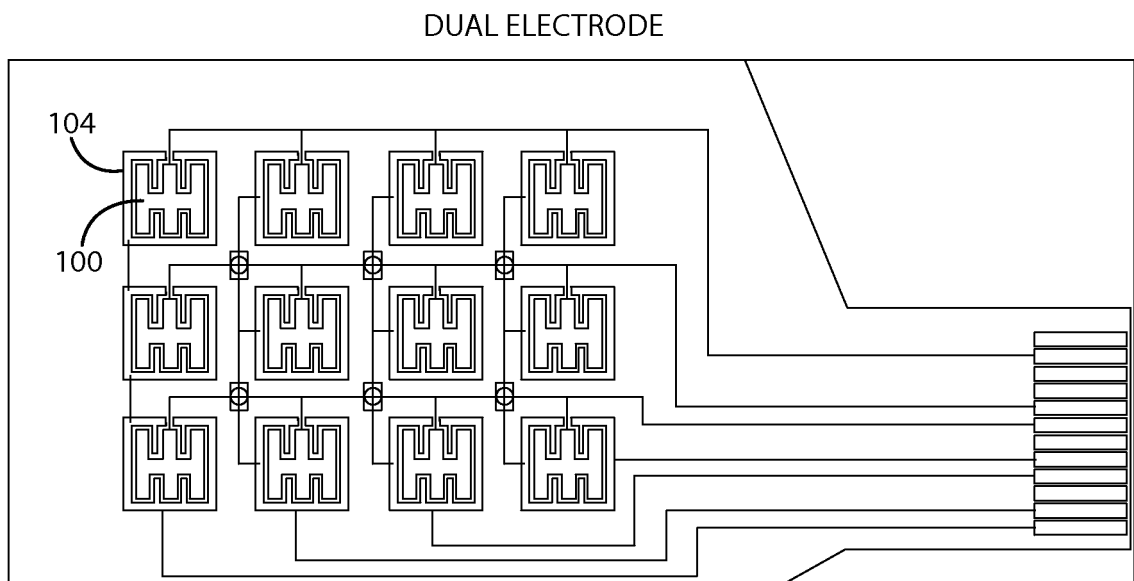


Fig. 40

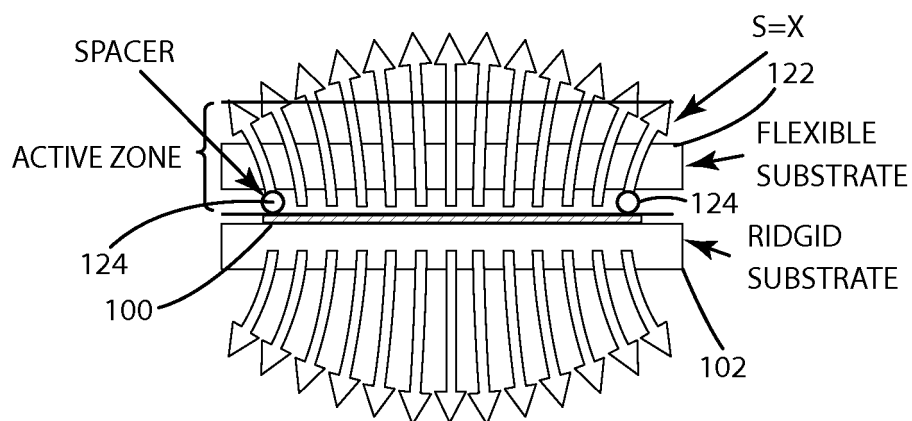


Fig. 41

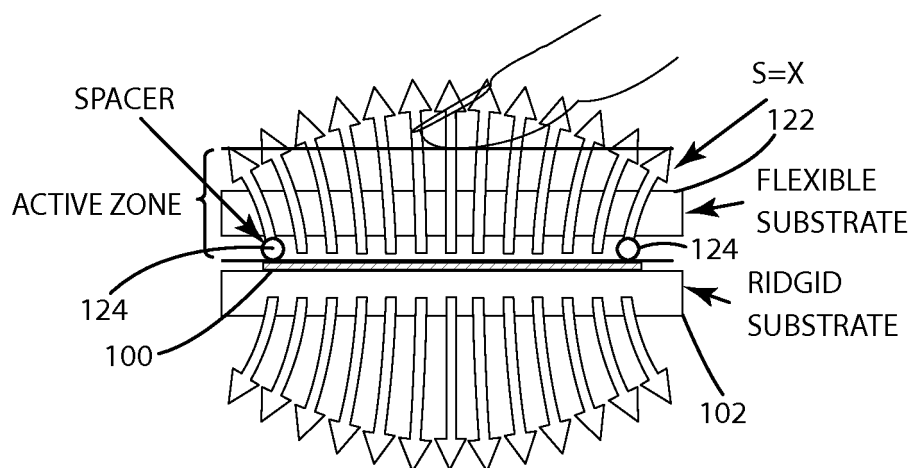


Fig. 42

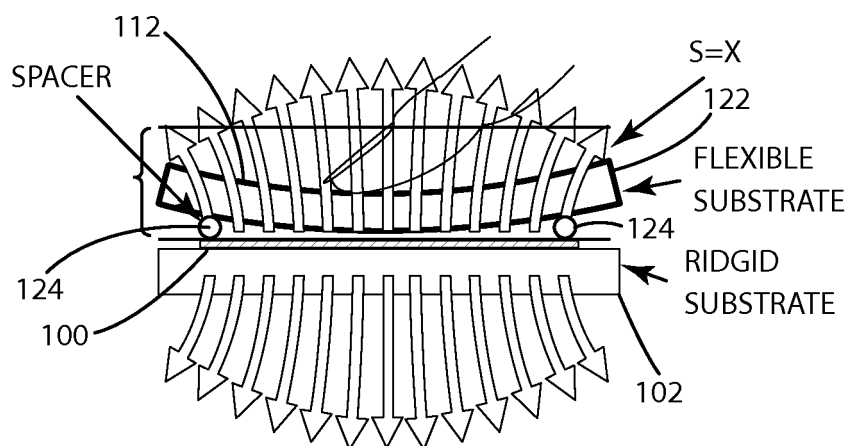


Fig. 43

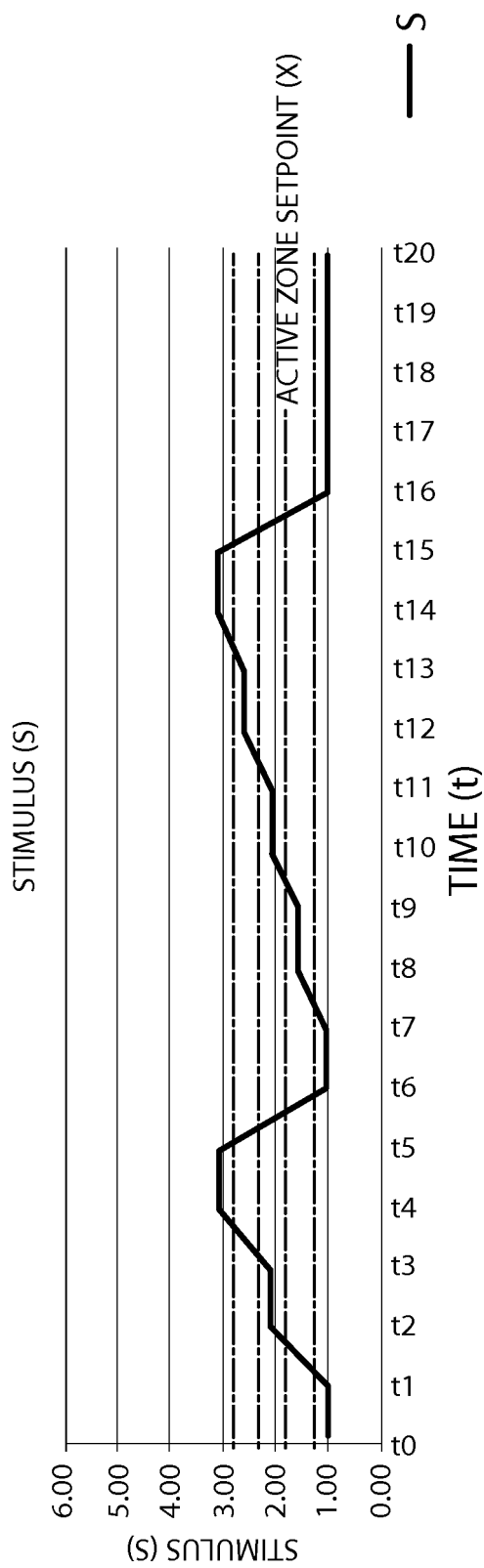


Fig. 44

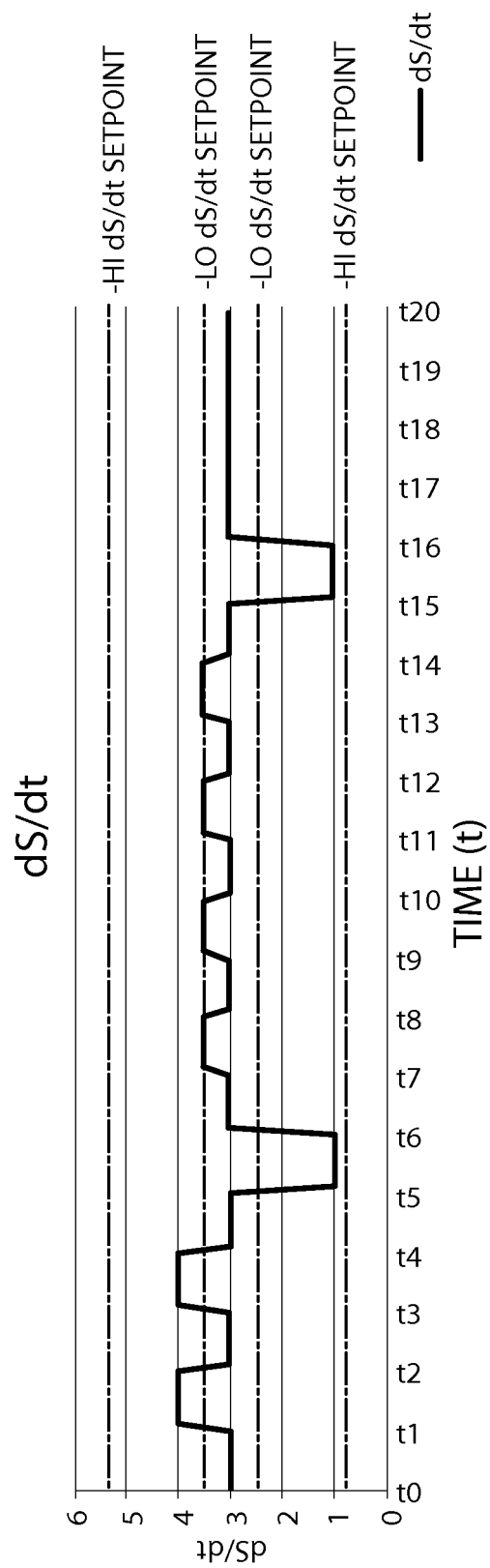


Fig. 45

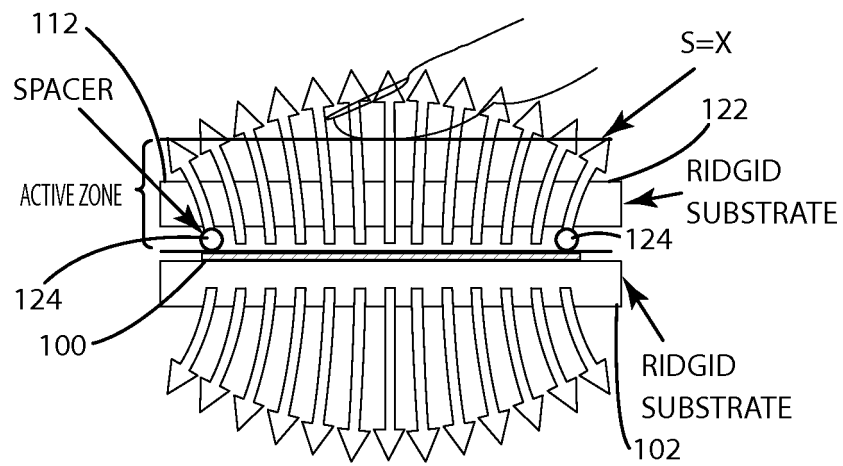


Fig. 46

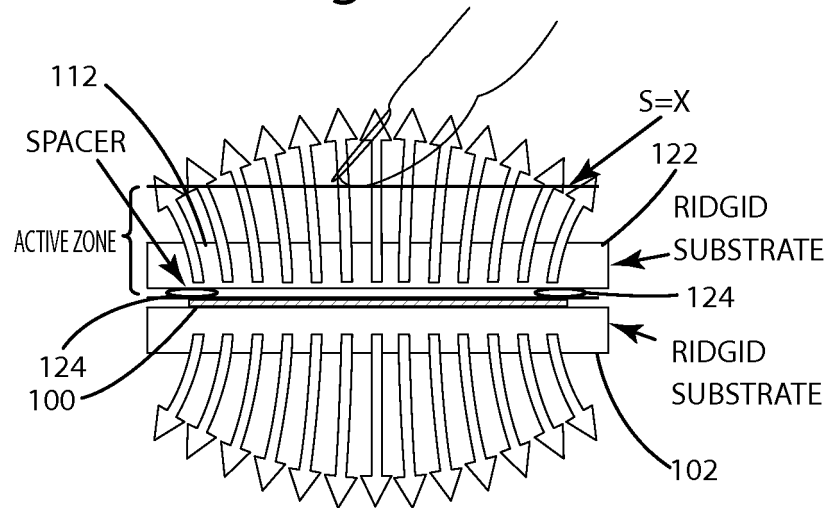


Fig. 47

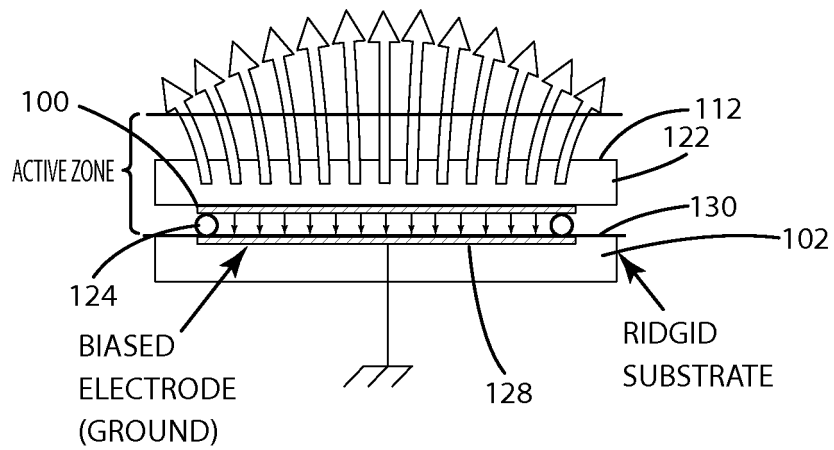
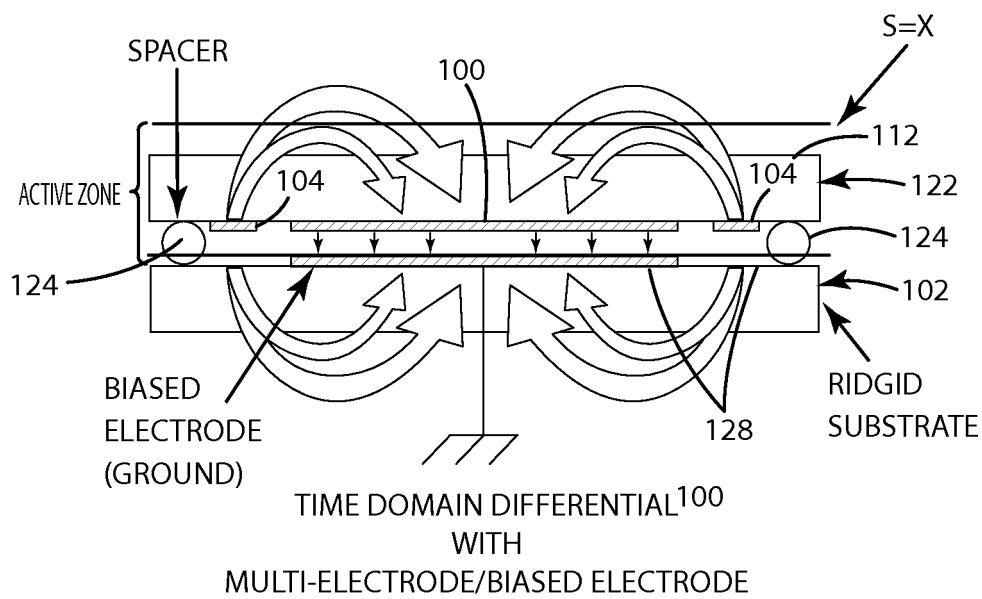
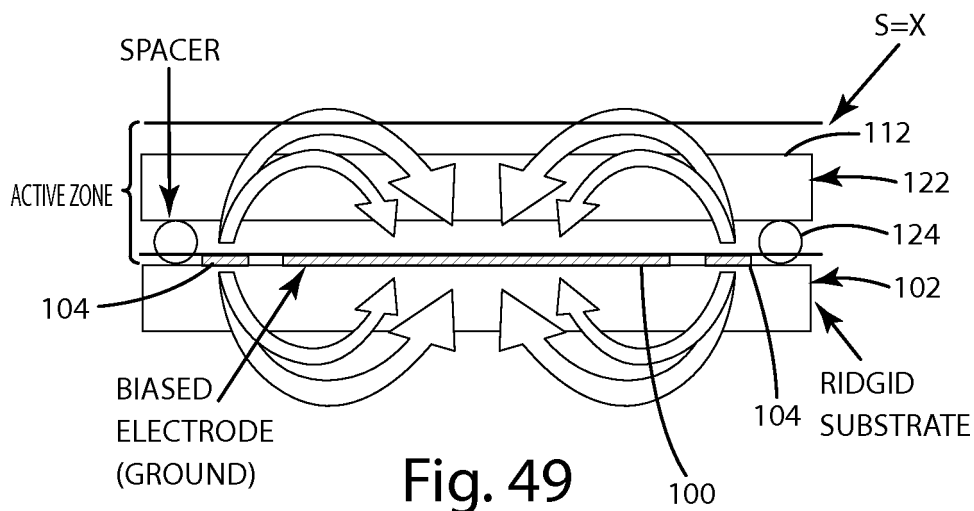


Fig. 48



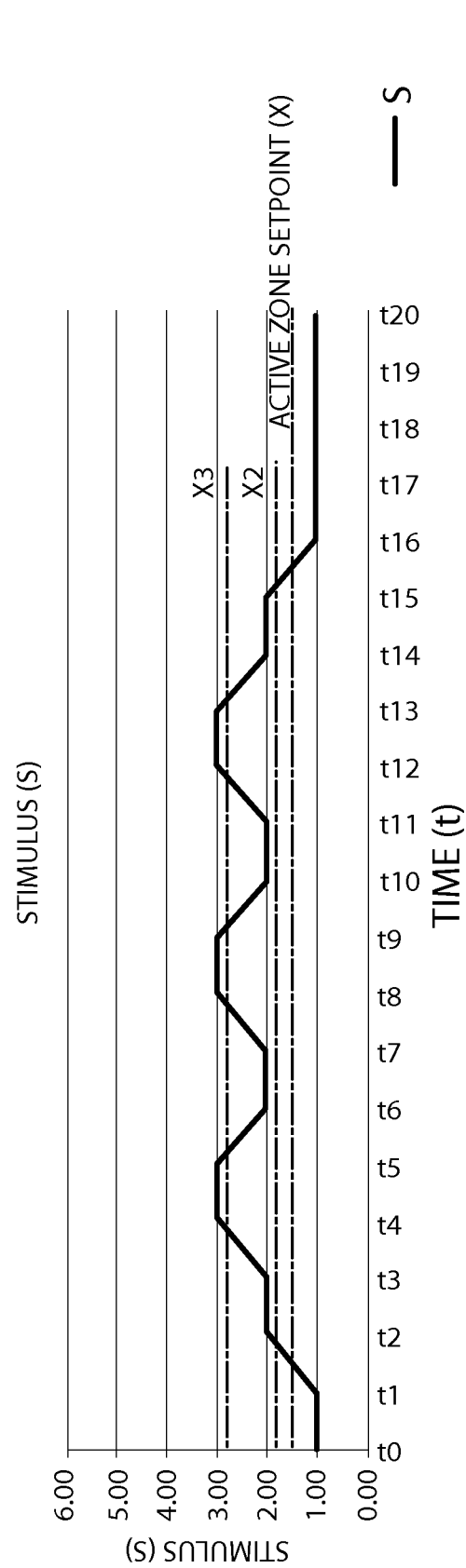


Fig. 51

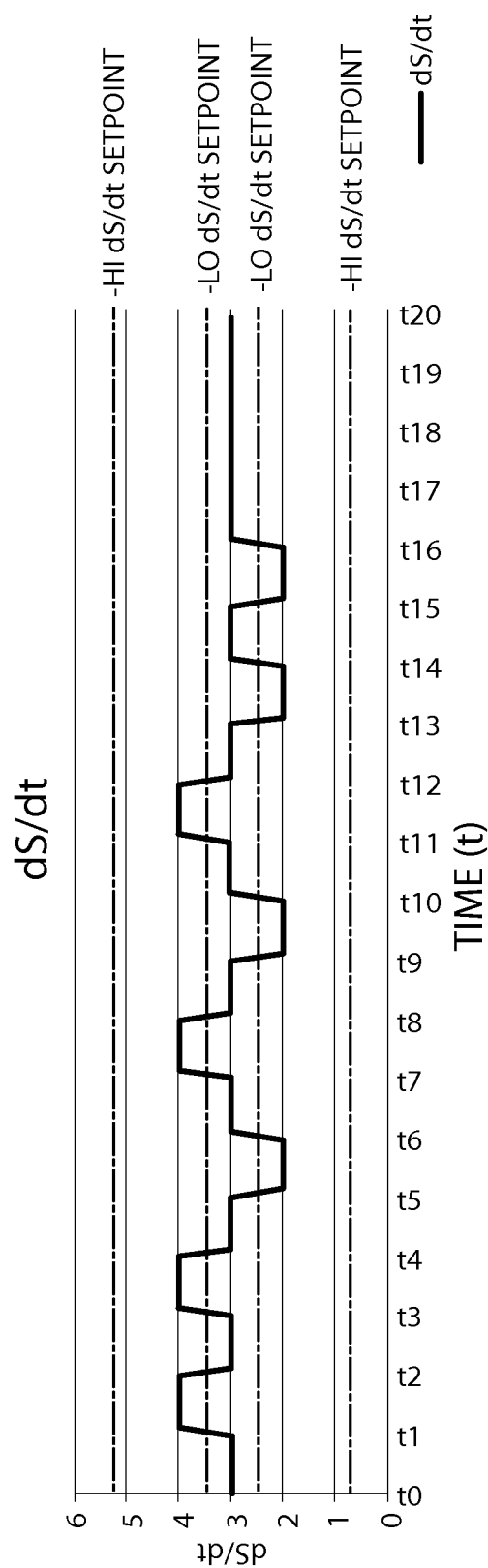


Fig. 52

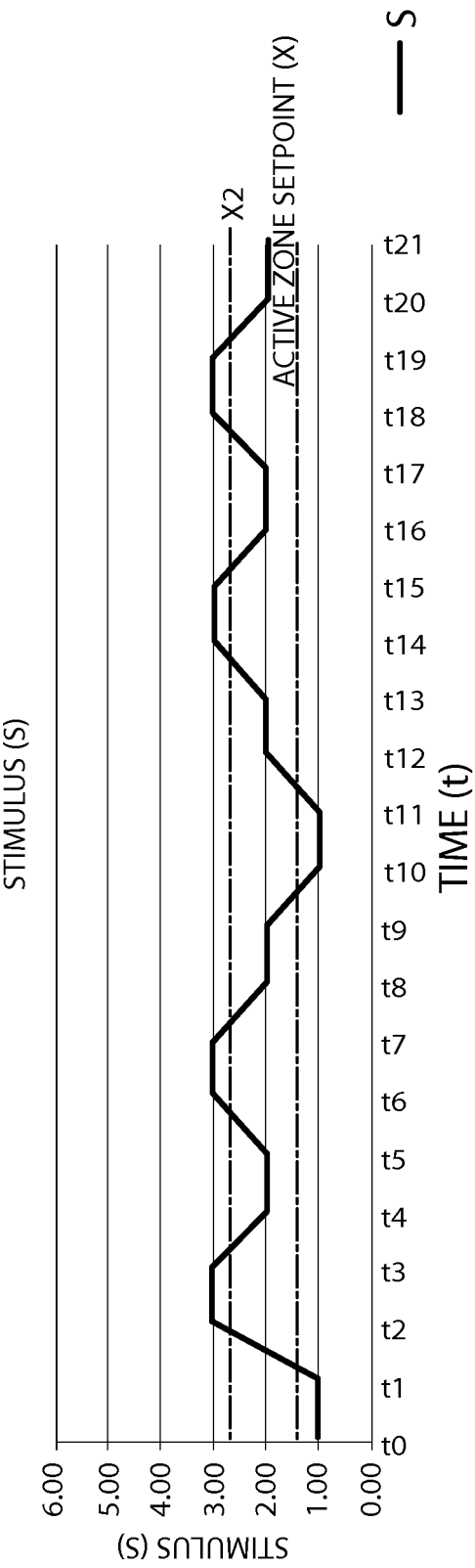


Fig. 53

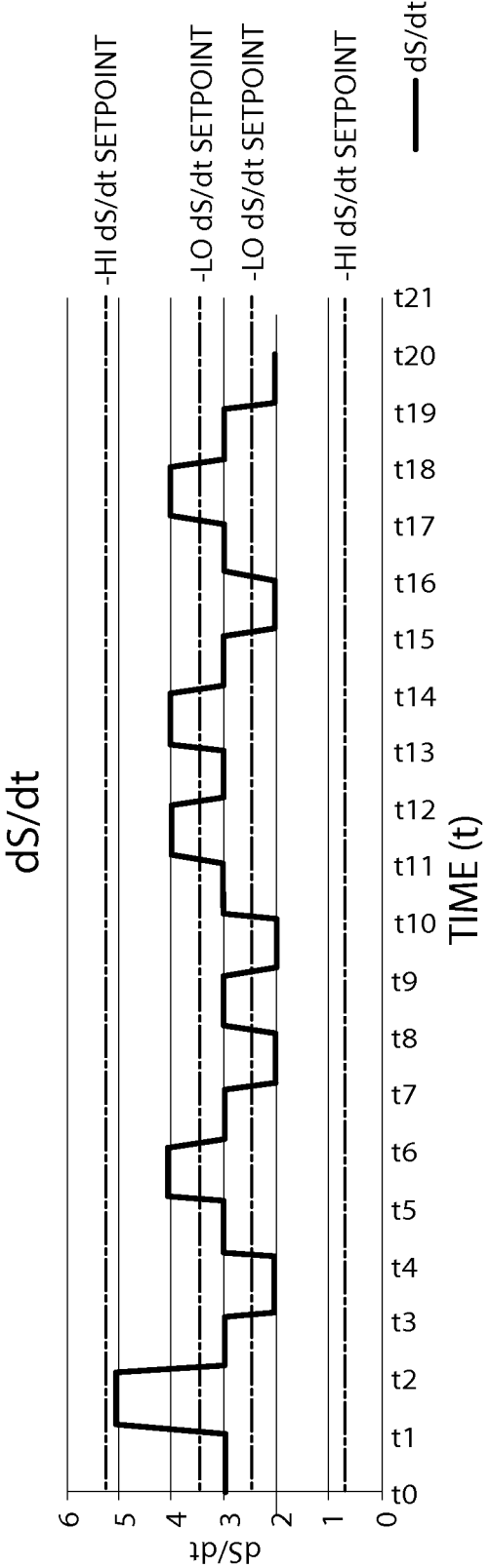


Fig. 54

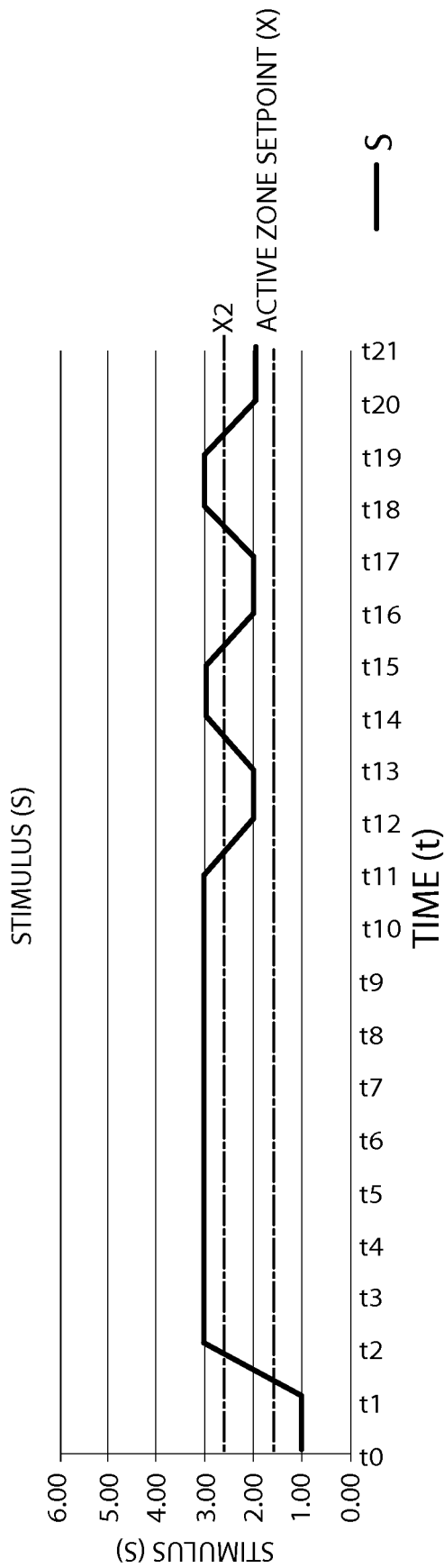


Fig. 55

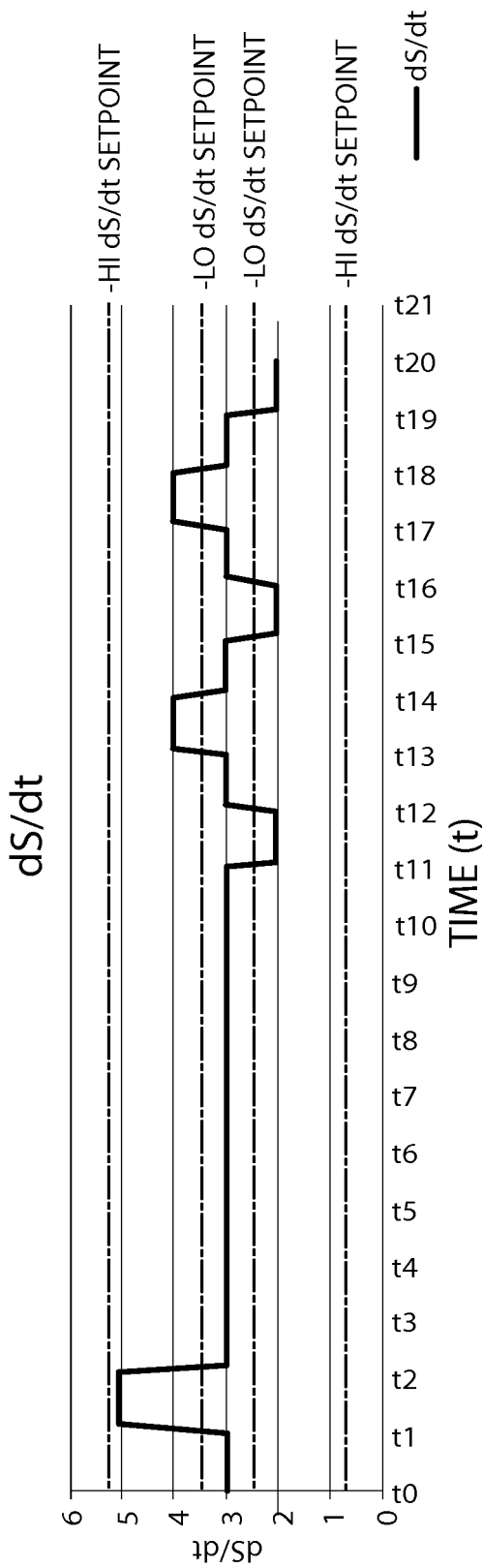


Fig. 56

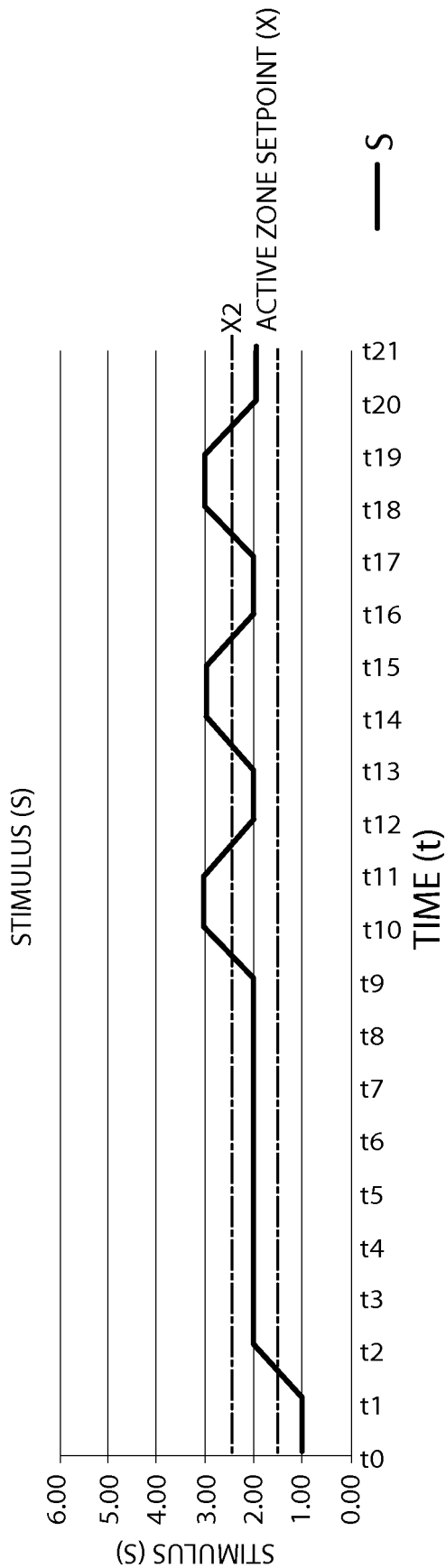


Fig. 57

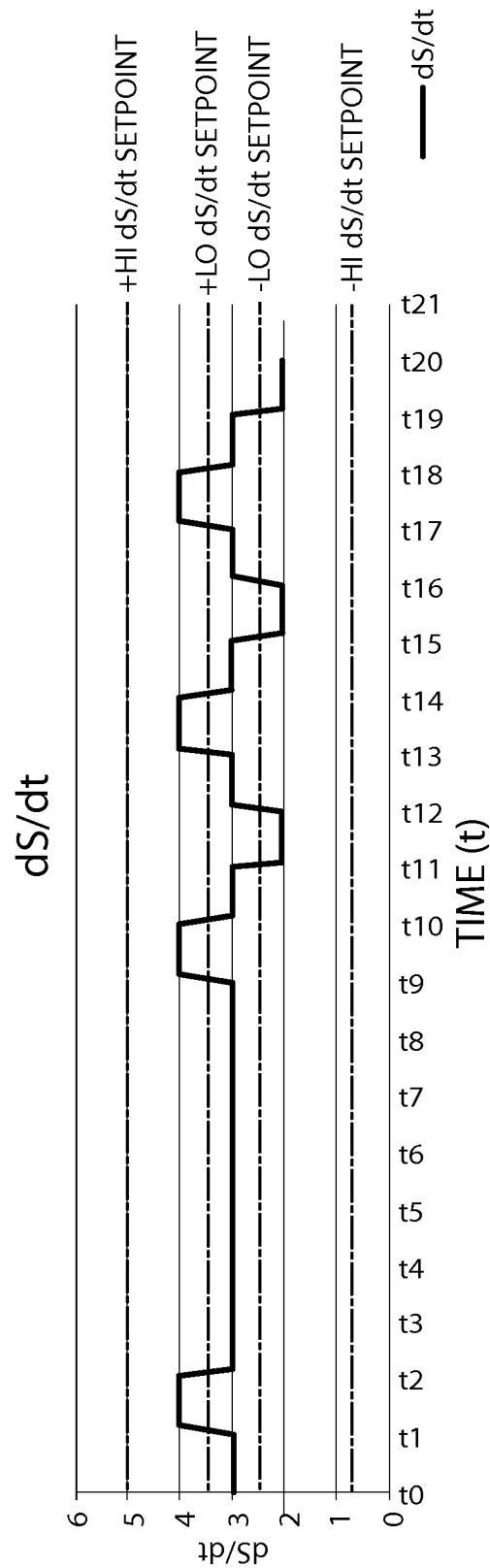


Fig. 58

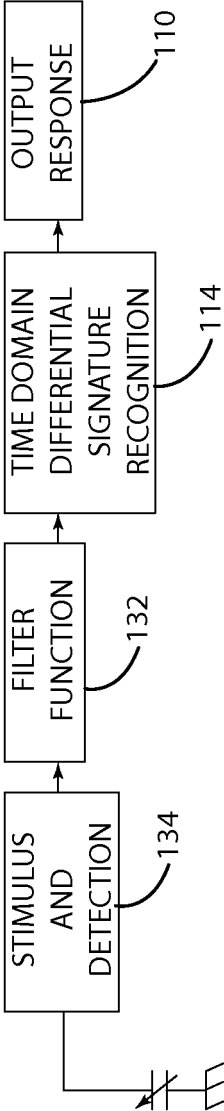


Fig. 59

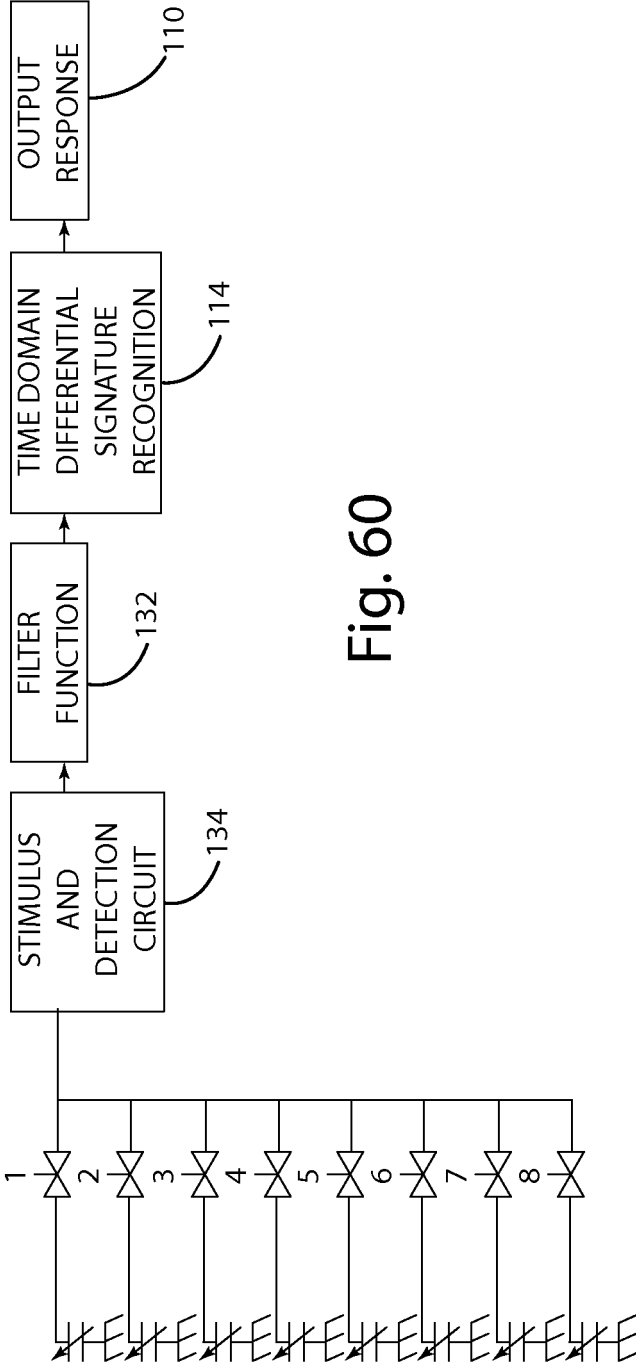


Fig. 60

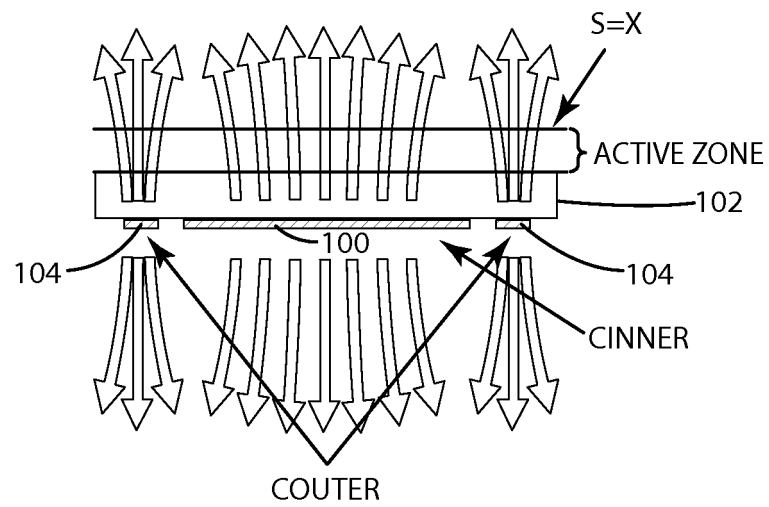
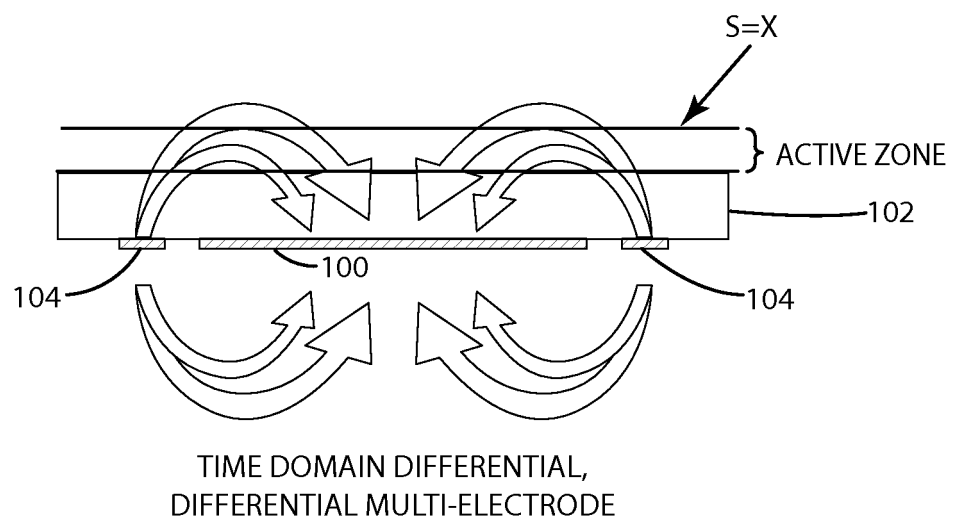


Fig. 61



TIME DOMAIN DIFFERENTIAL,
DIFFERENTIAL MULTI-ELECTRODE

Fig. 62

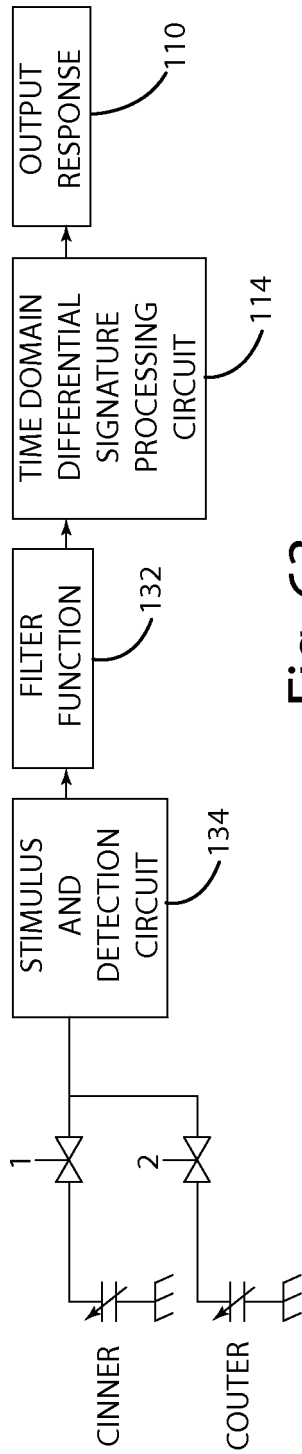


Fig. 63

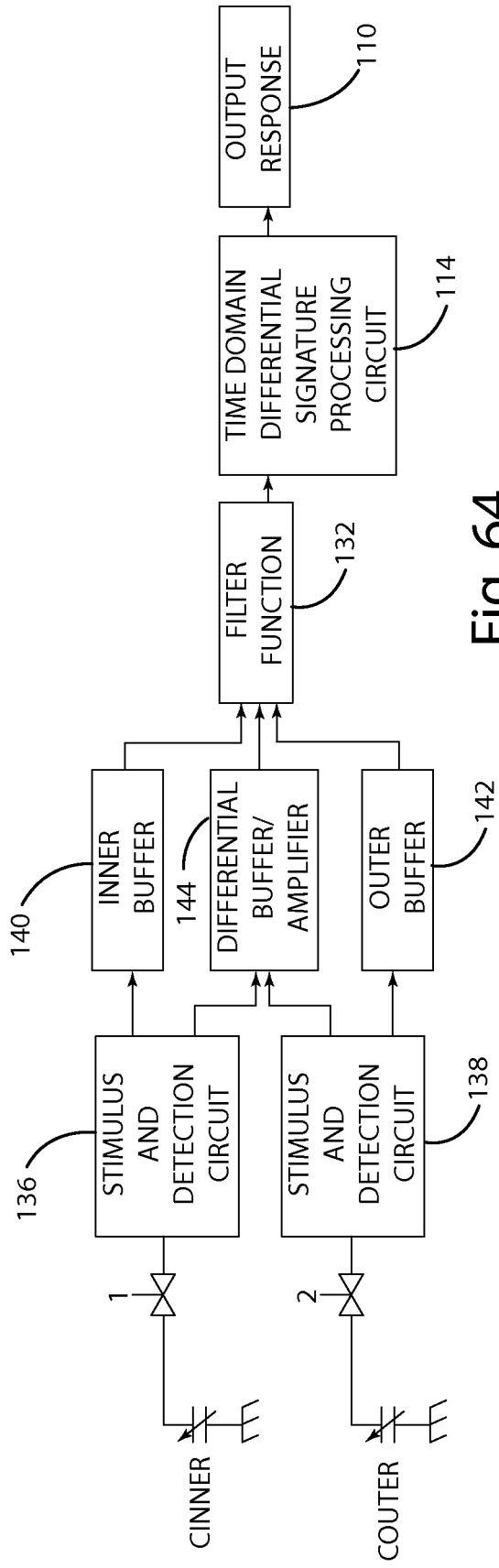


Fig. 64

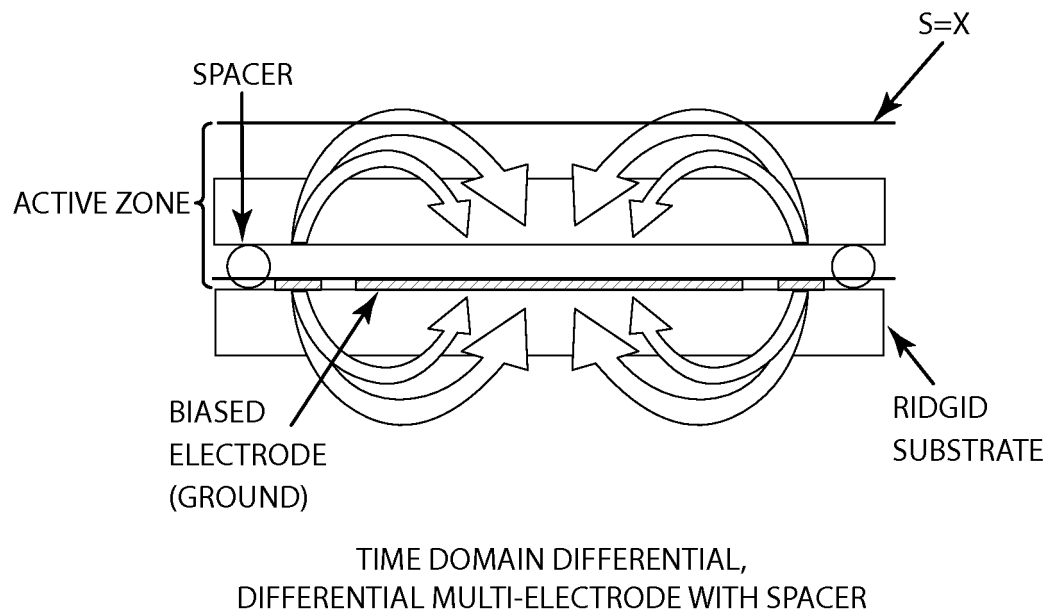


Fig. 65

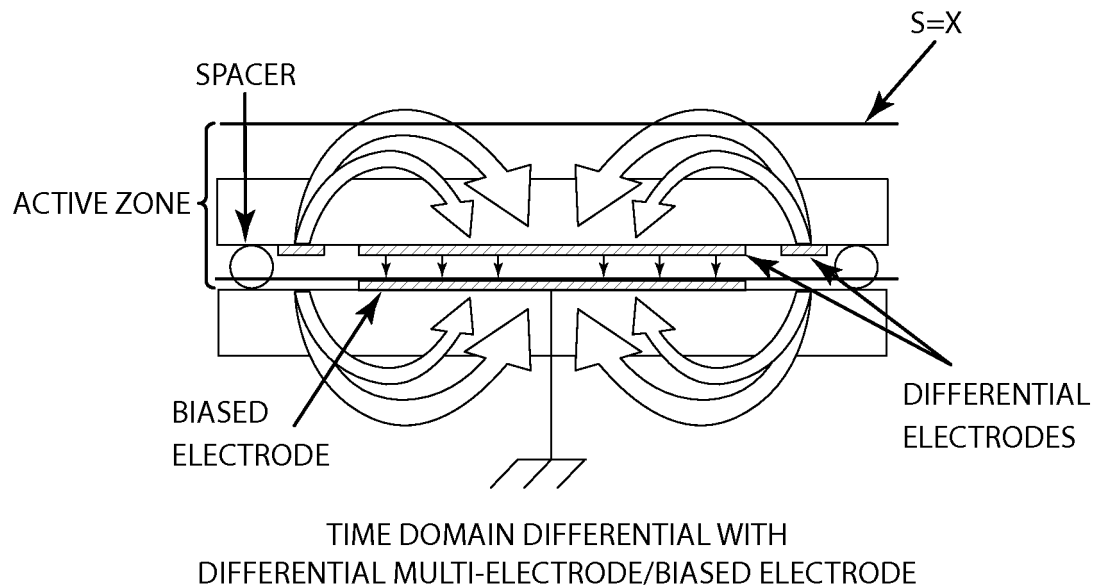


Fig. 66

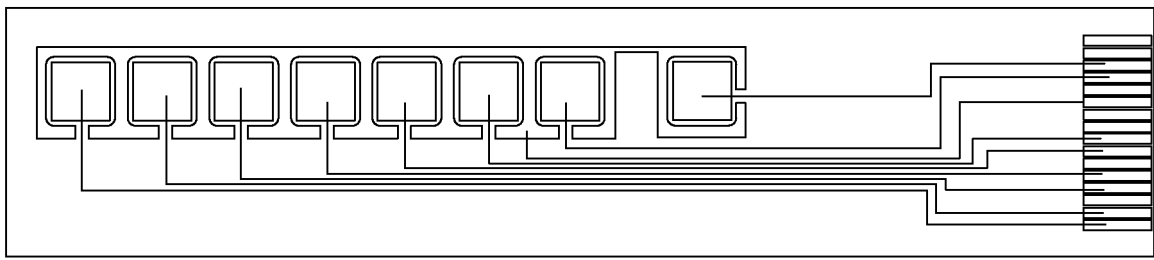


Fig. 67

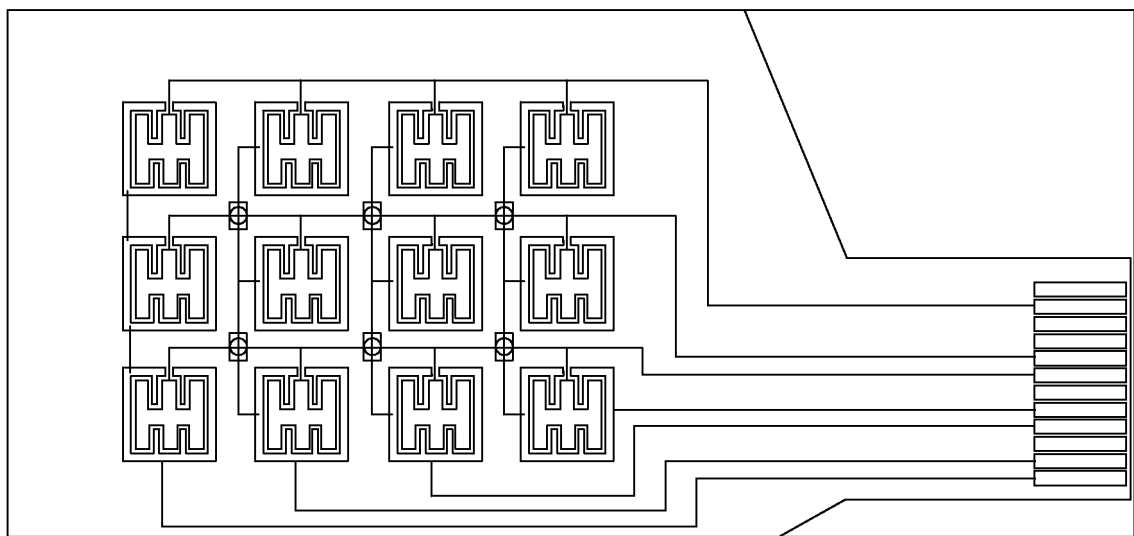


Fig. 68

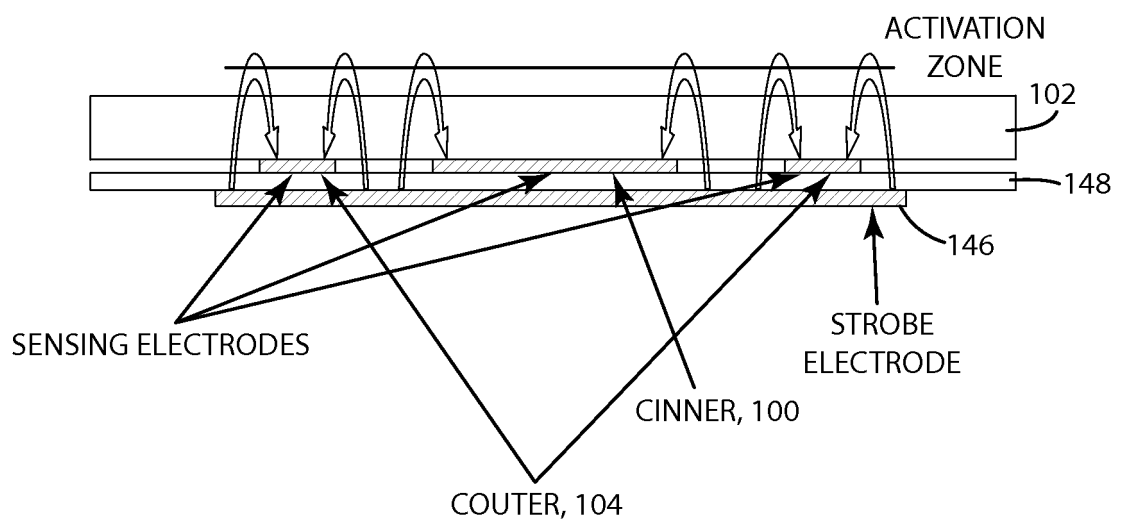


Fig. 69

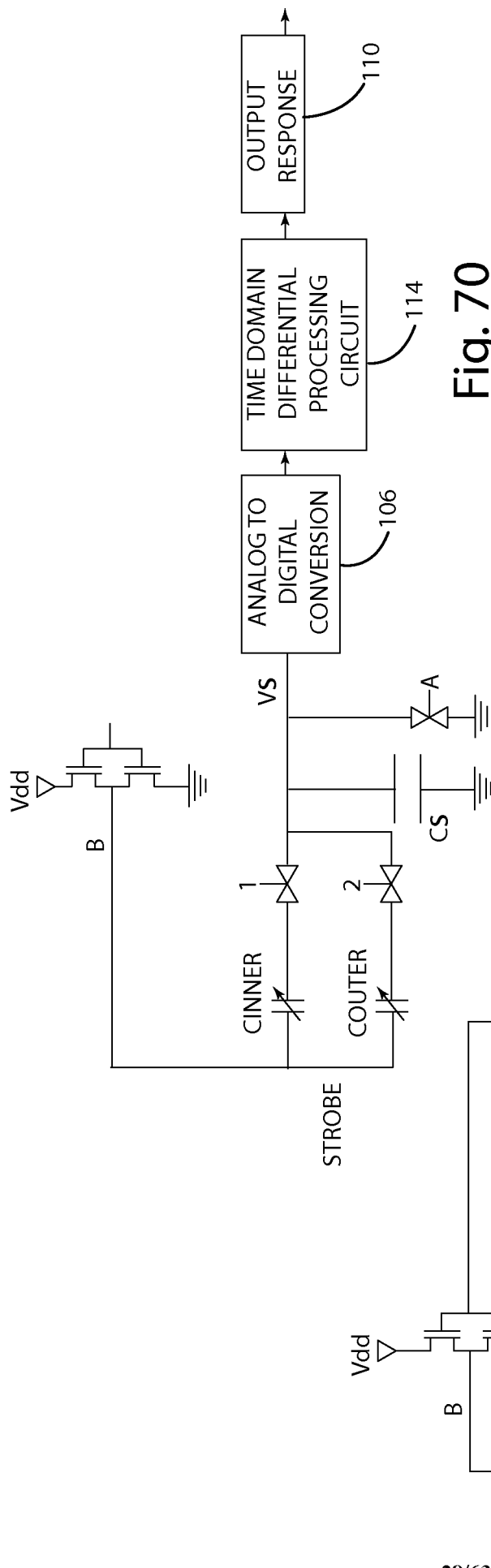


Fig. 70

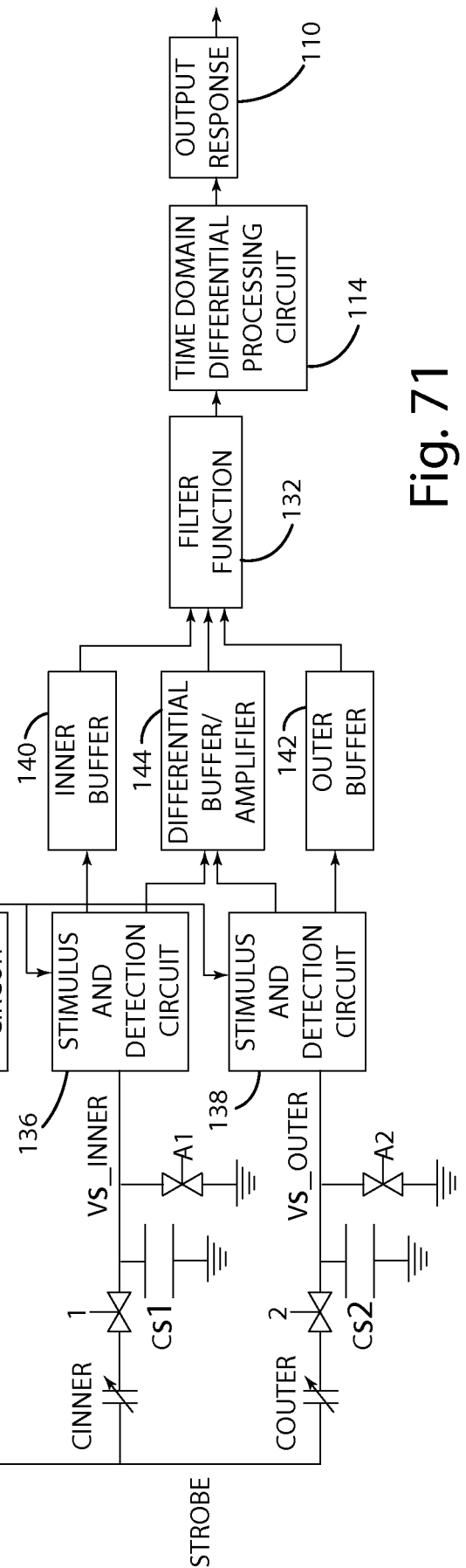


Fig. 71

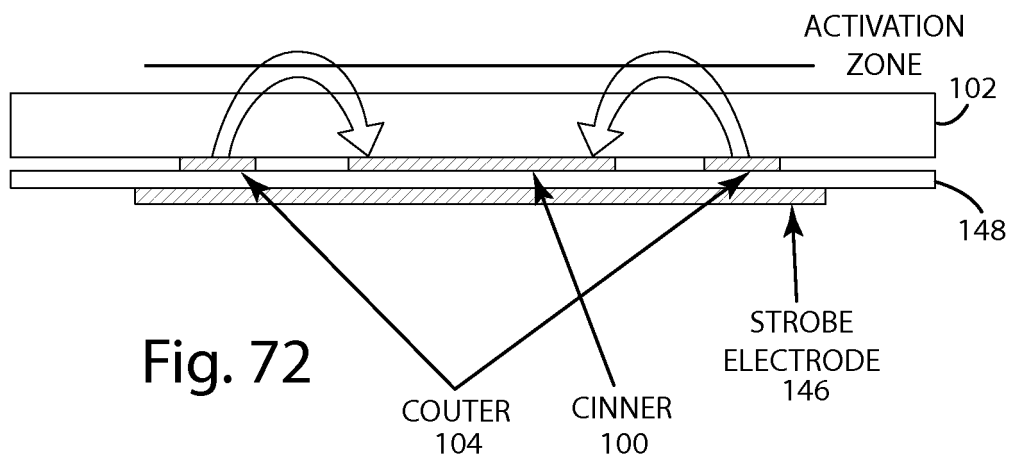


Fig. 72

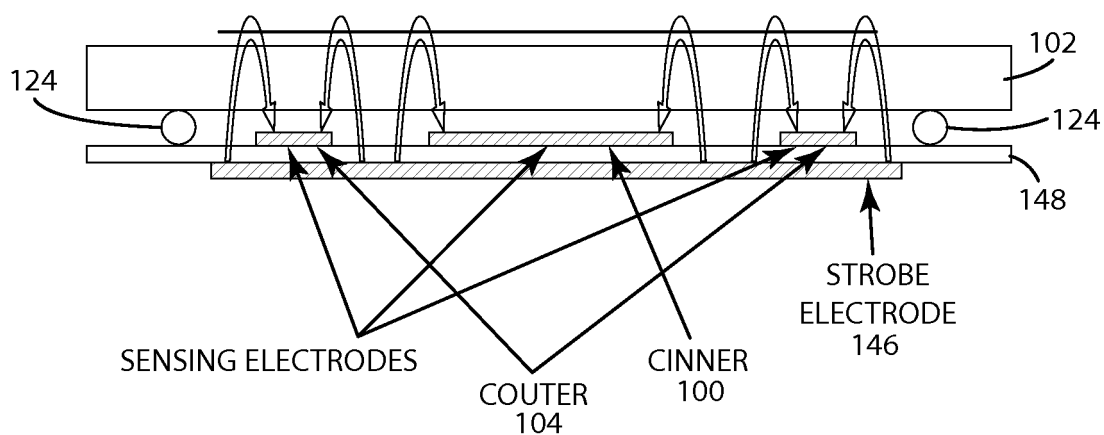


Fig. 73

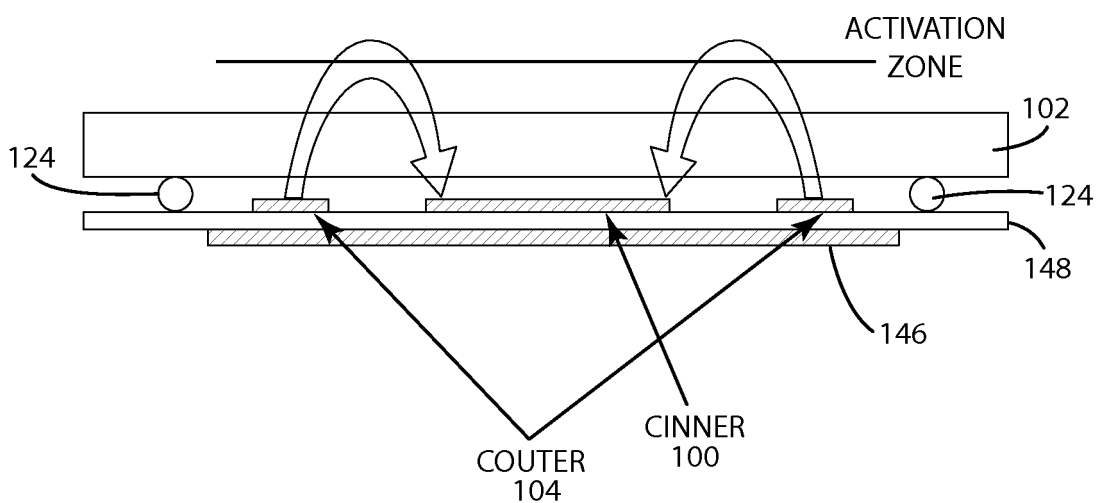


Fig. 74

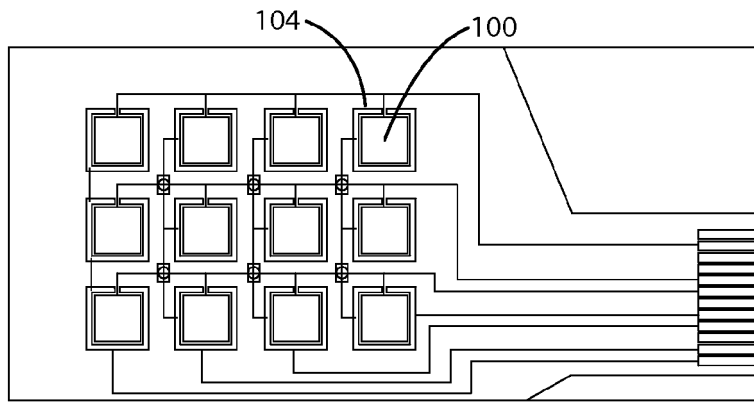


Fig. 75

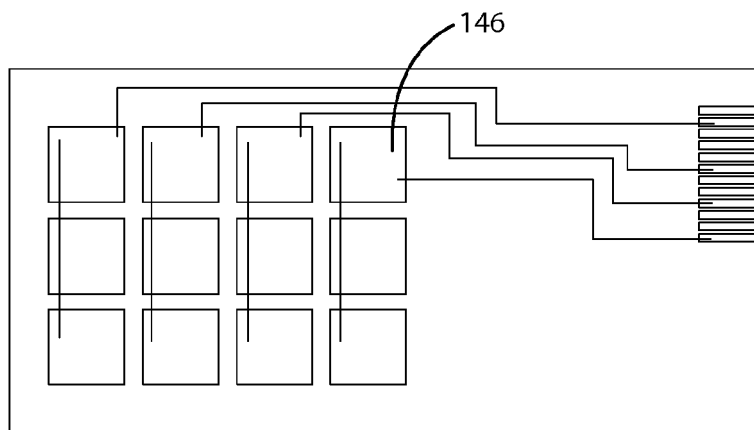


Fig. 76

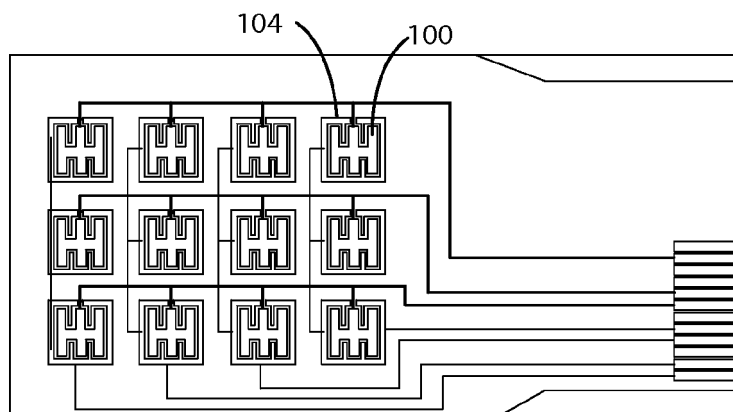


Fig. 77

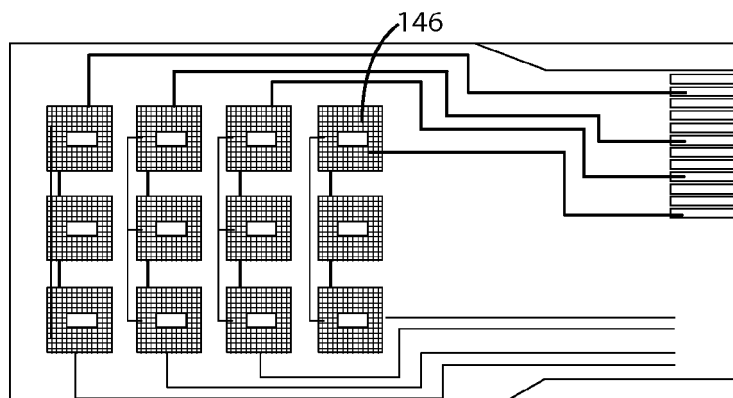


Fig. 78

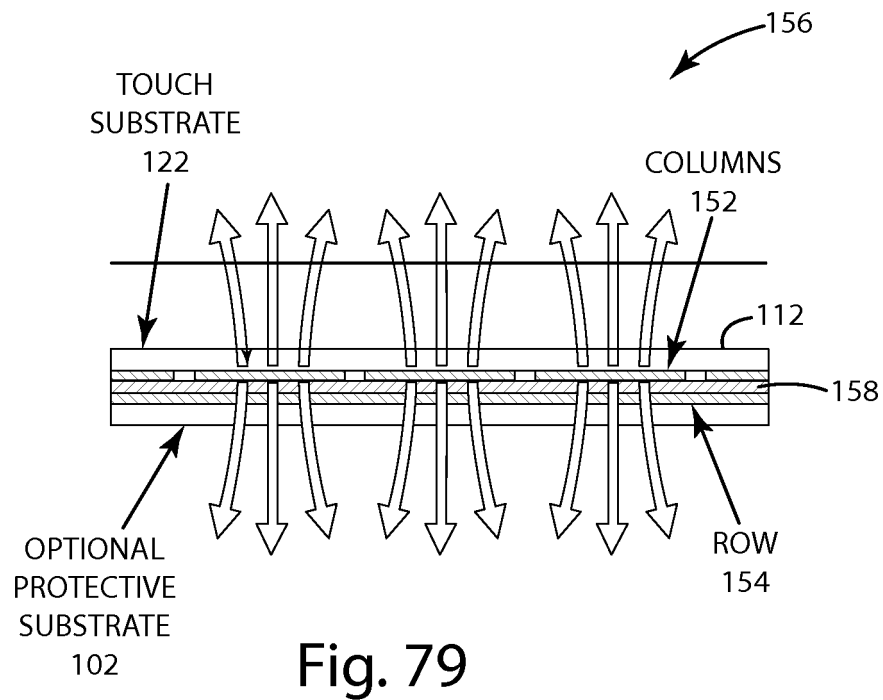


Fig. 79

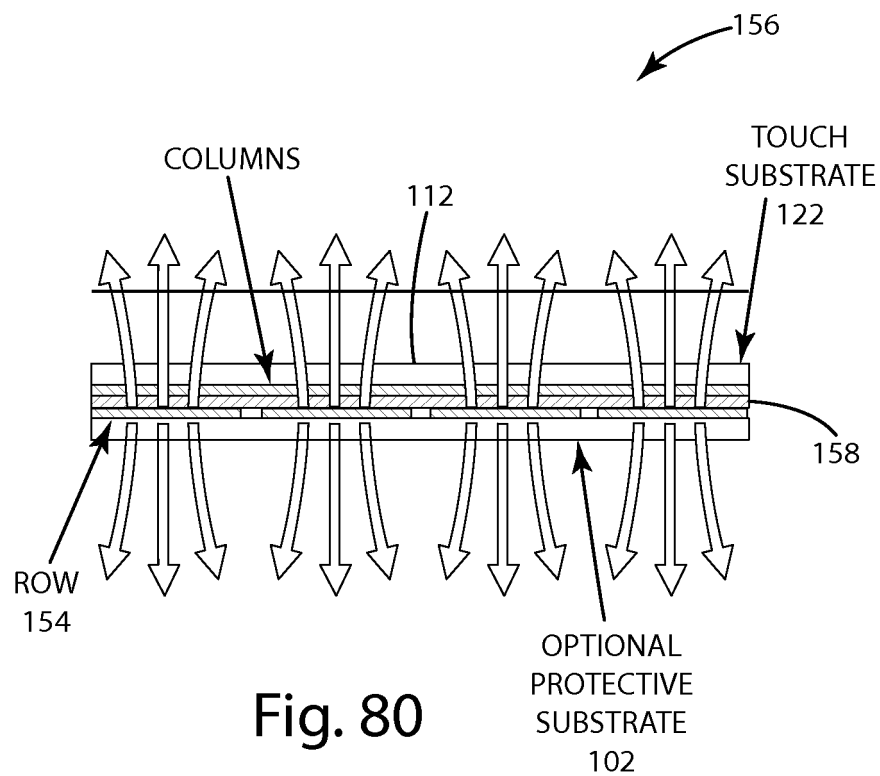


Fig. 80

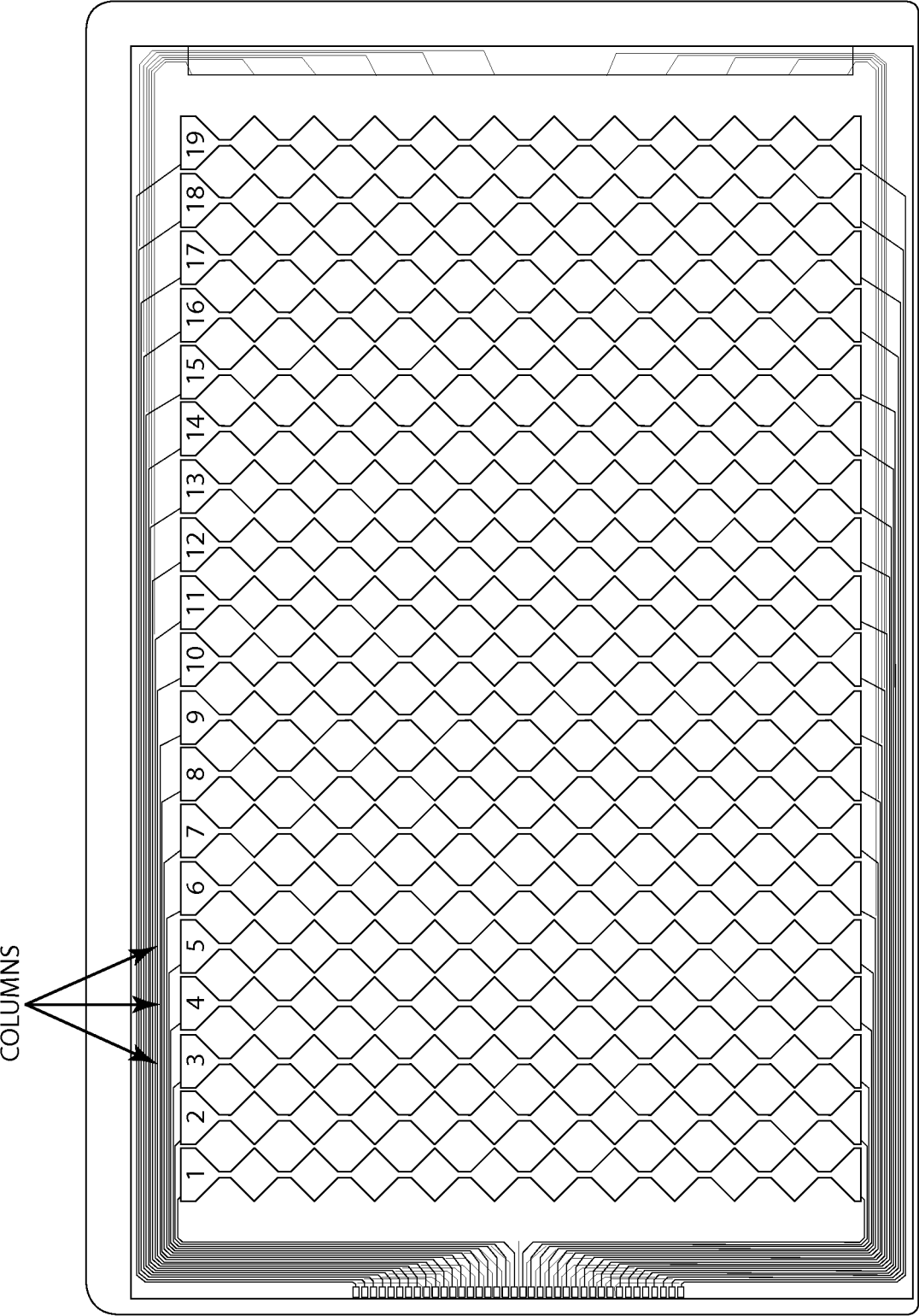


Fig. 81

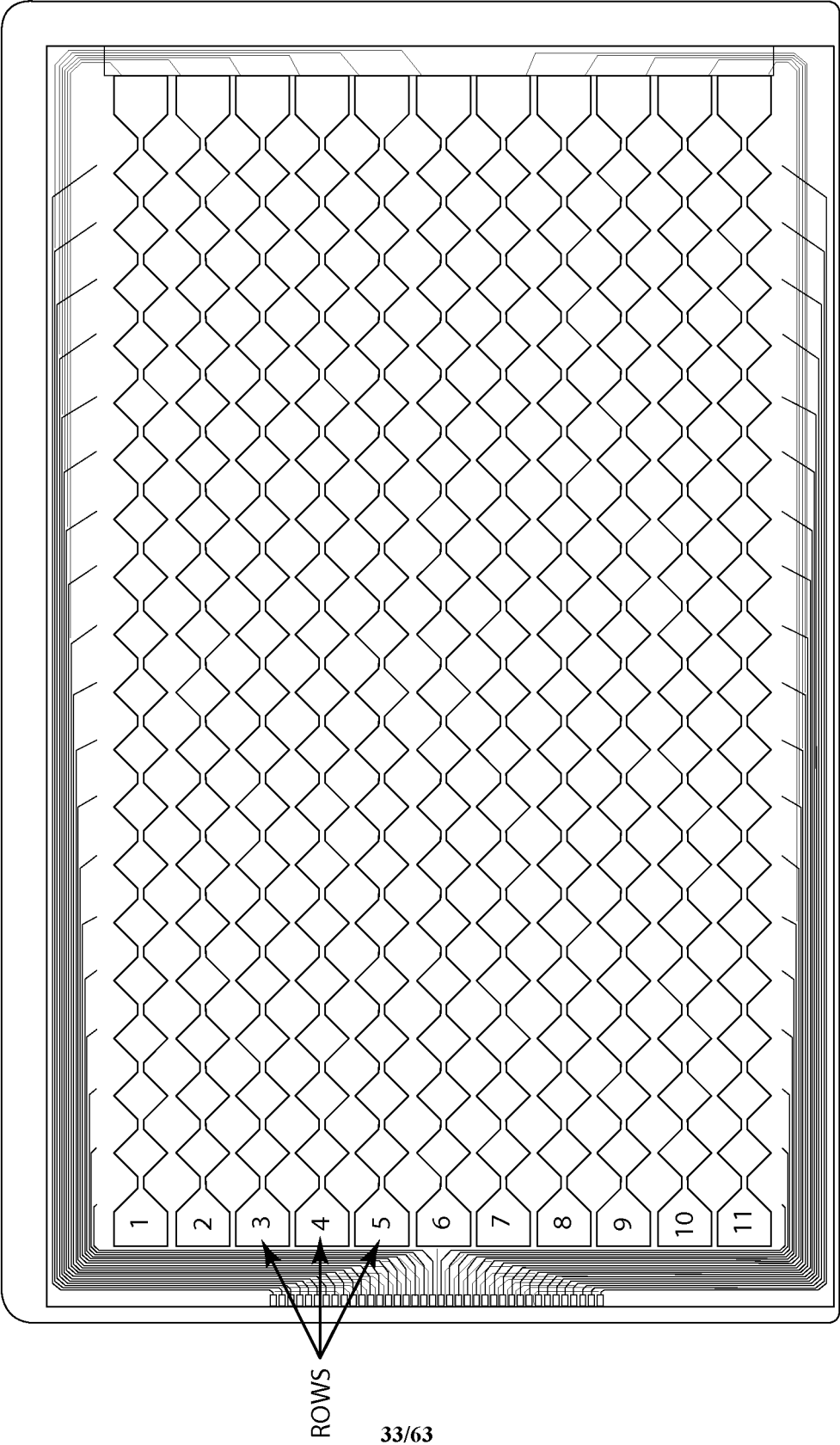


Fig. 82

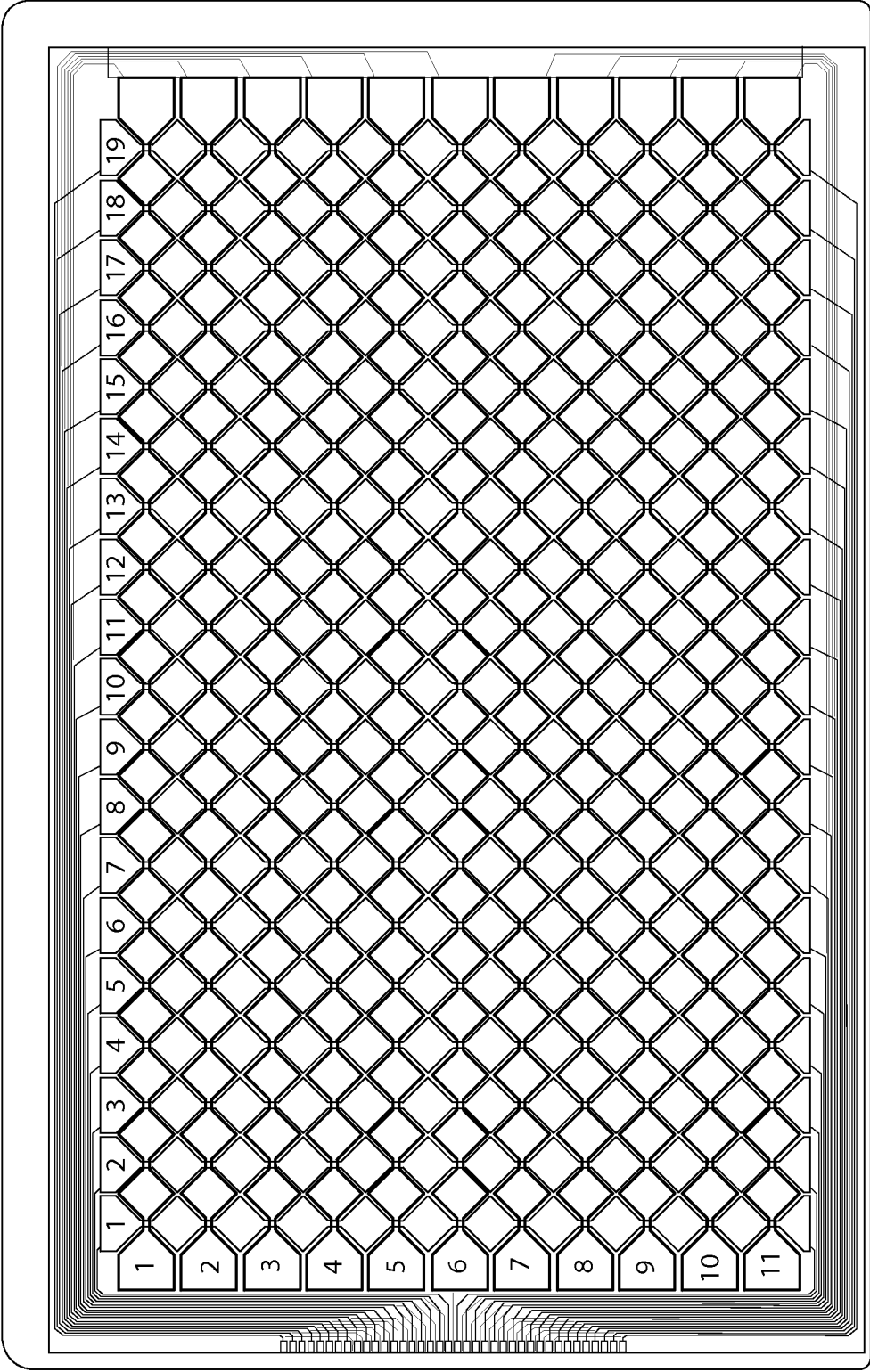


Fig. 83

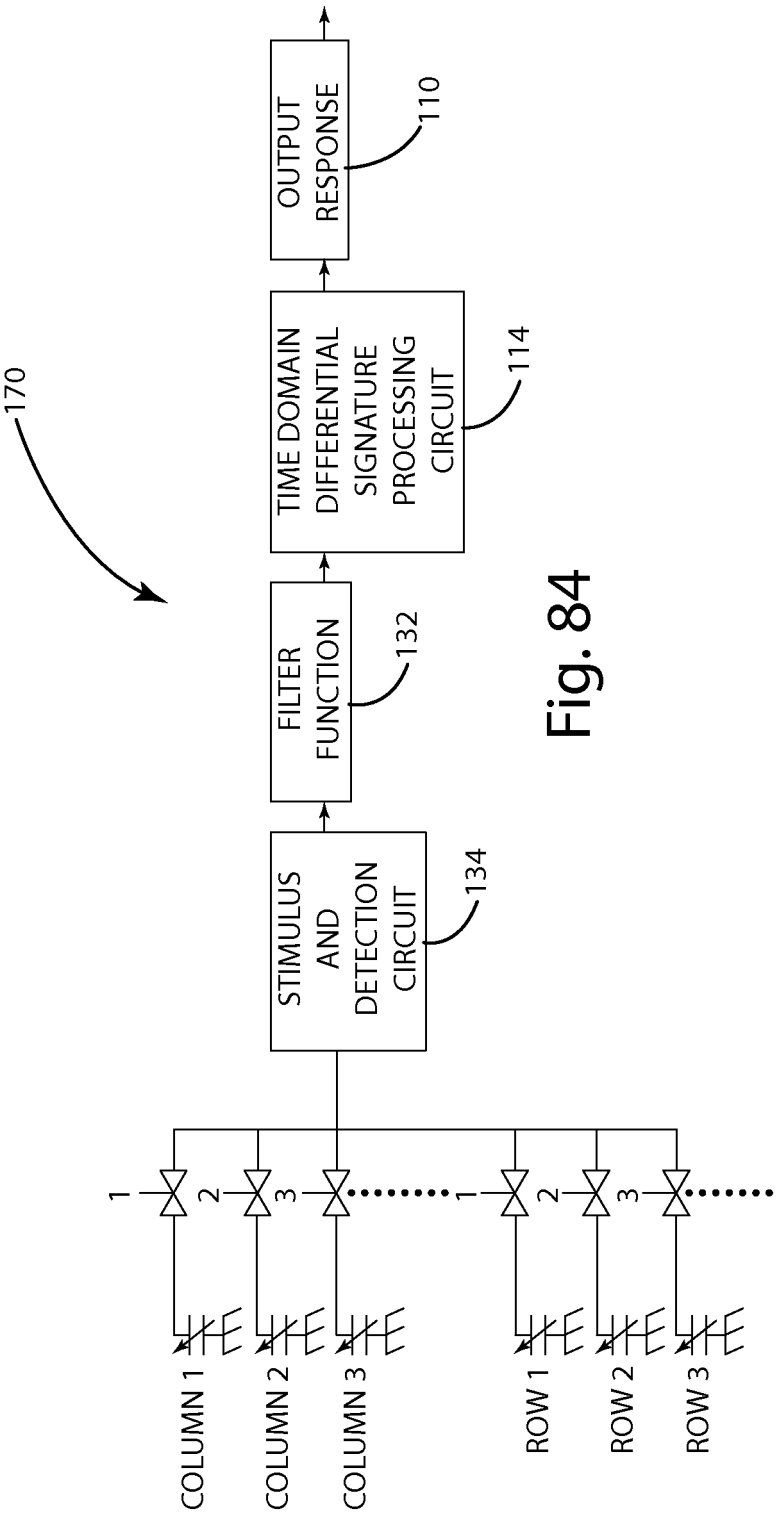


Fig. 84

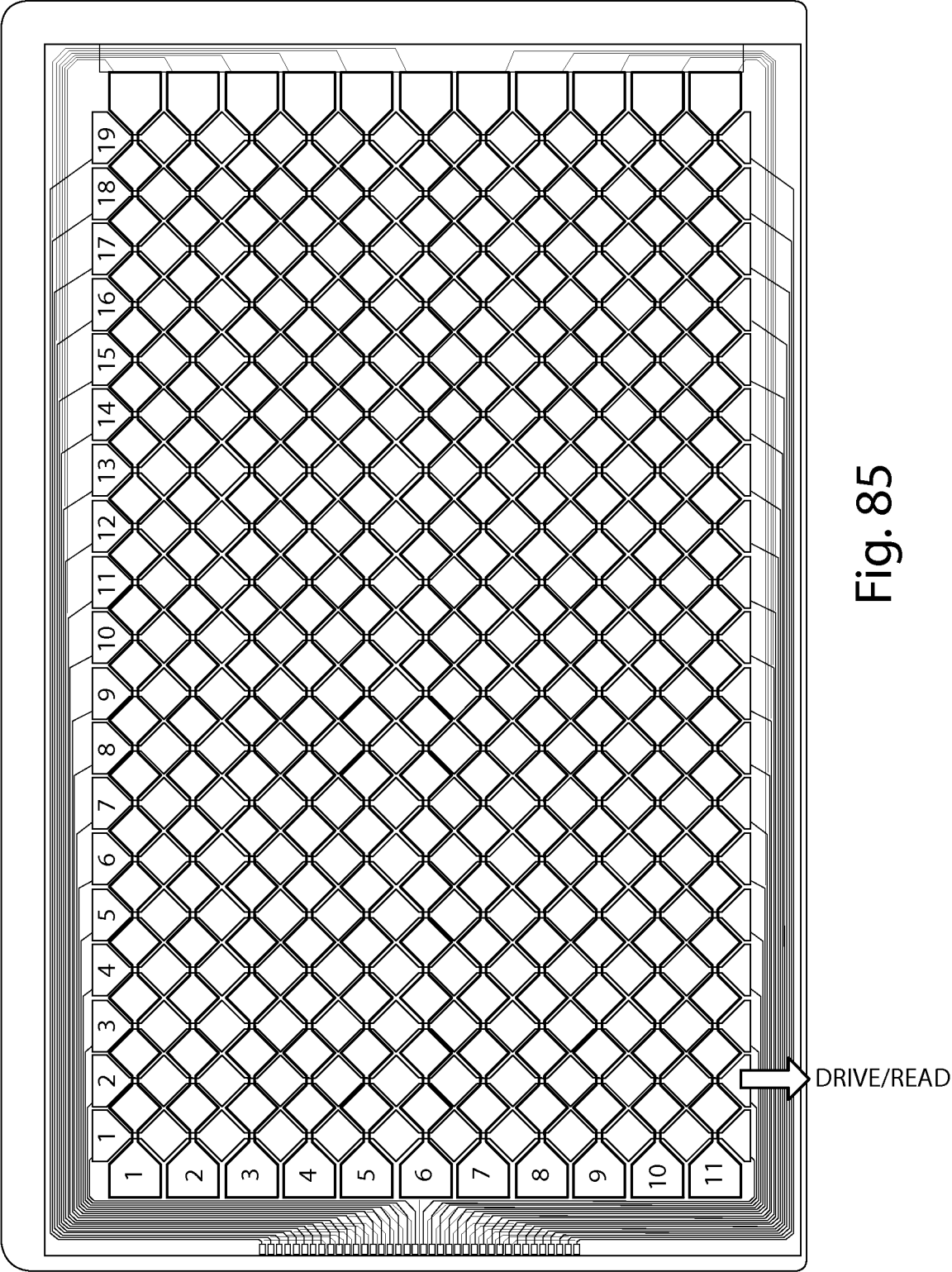


Fig. 85

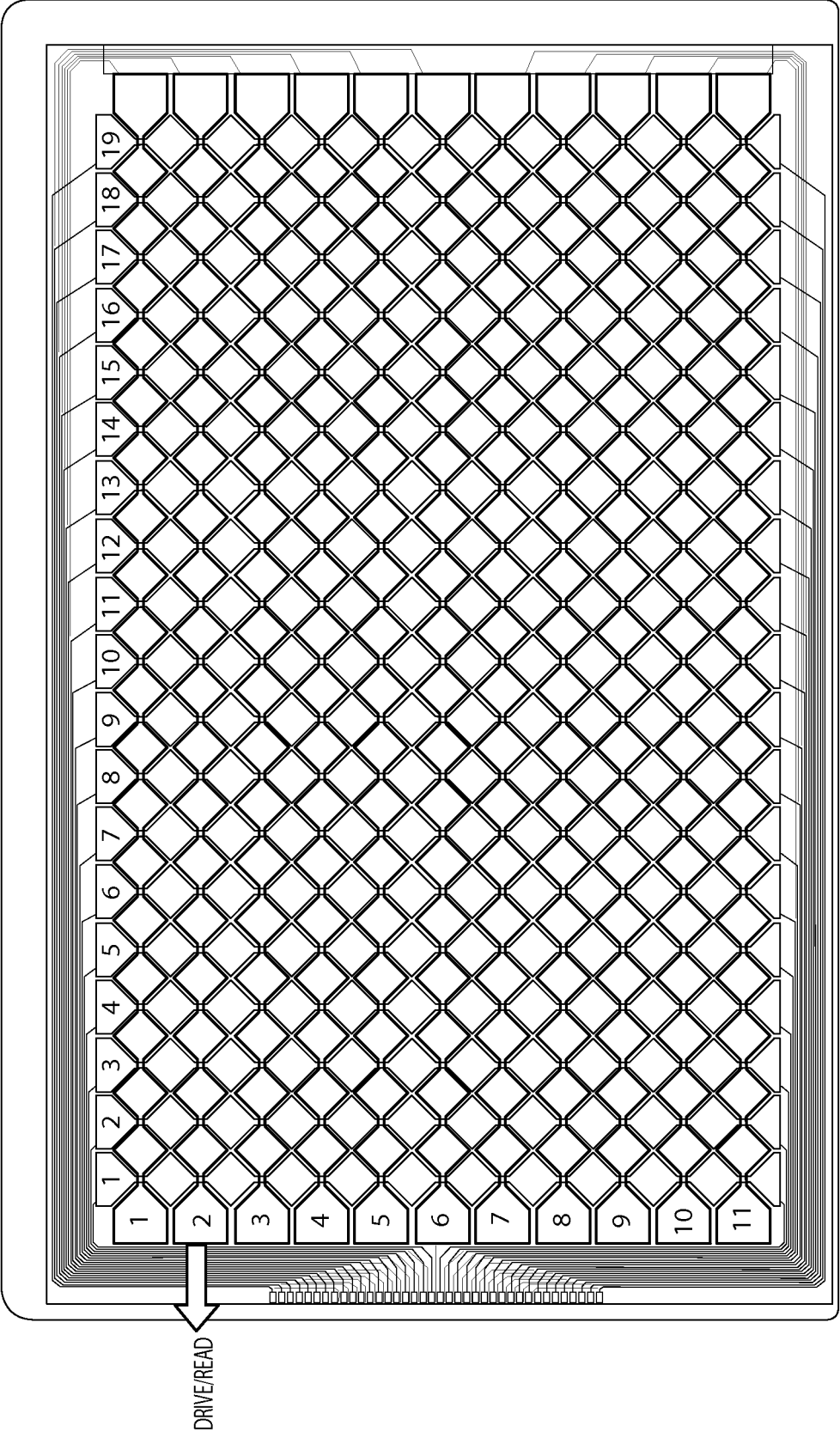


Fig. 86

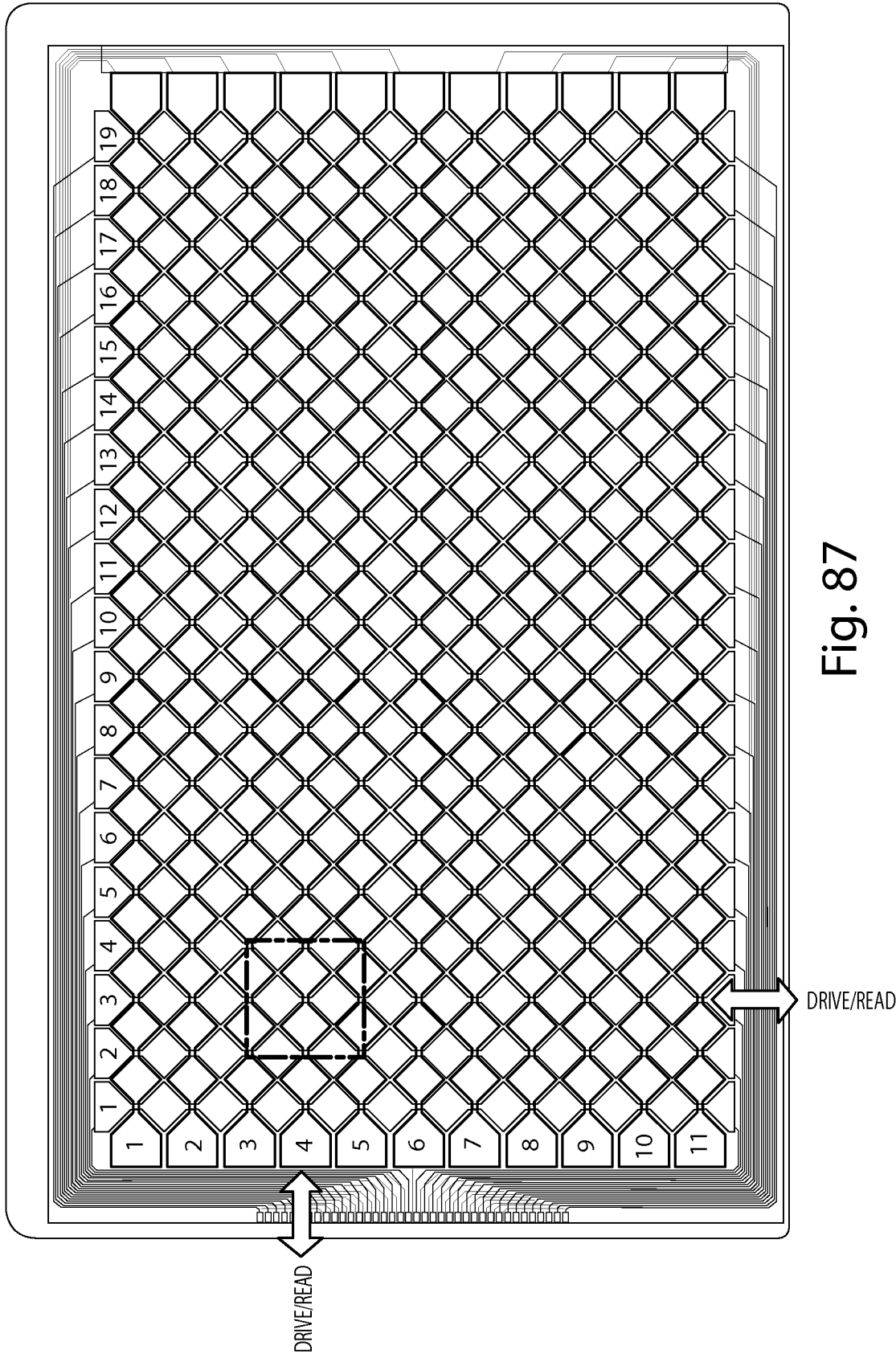


Fig. 87

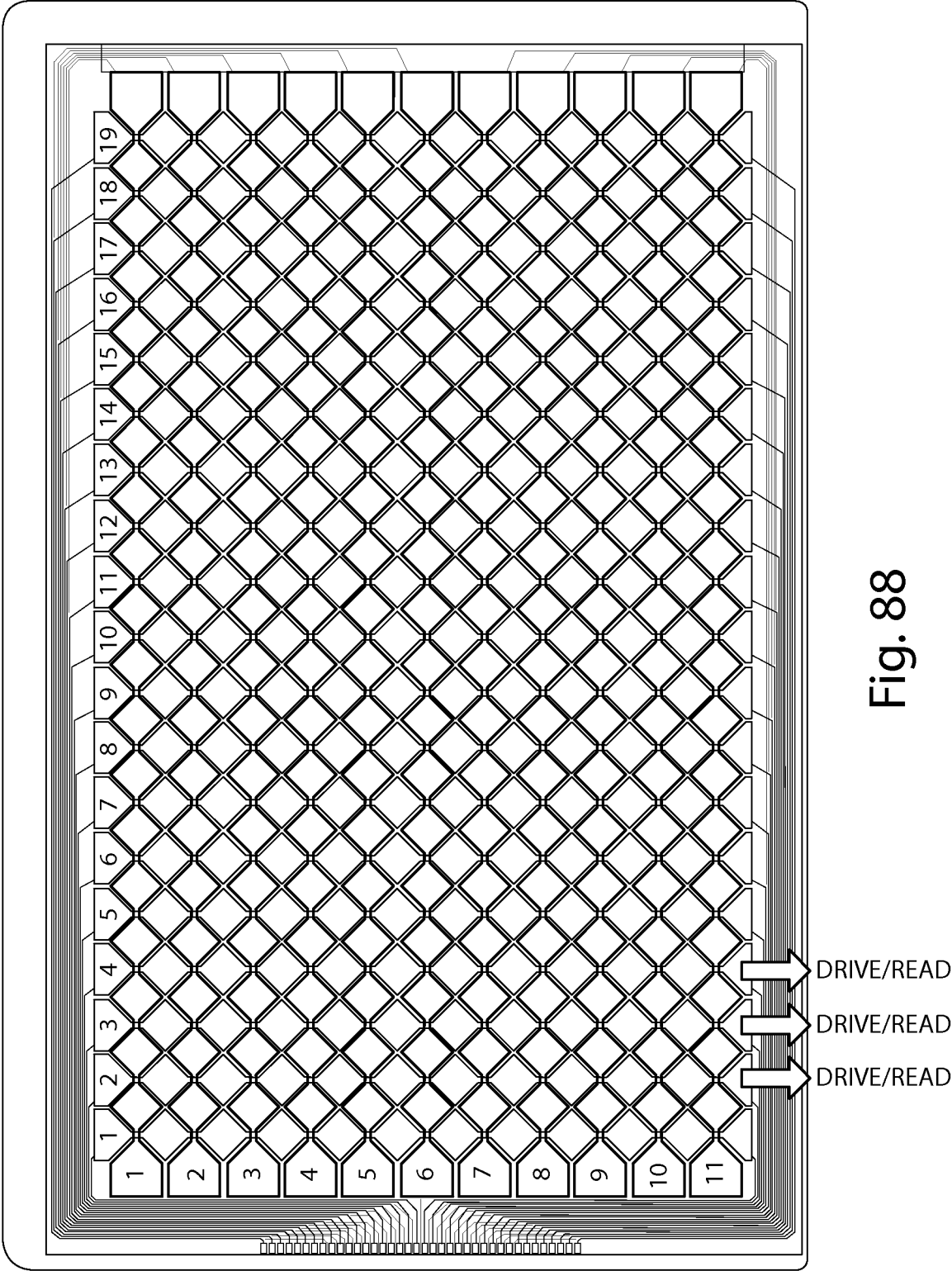


Fig. 88

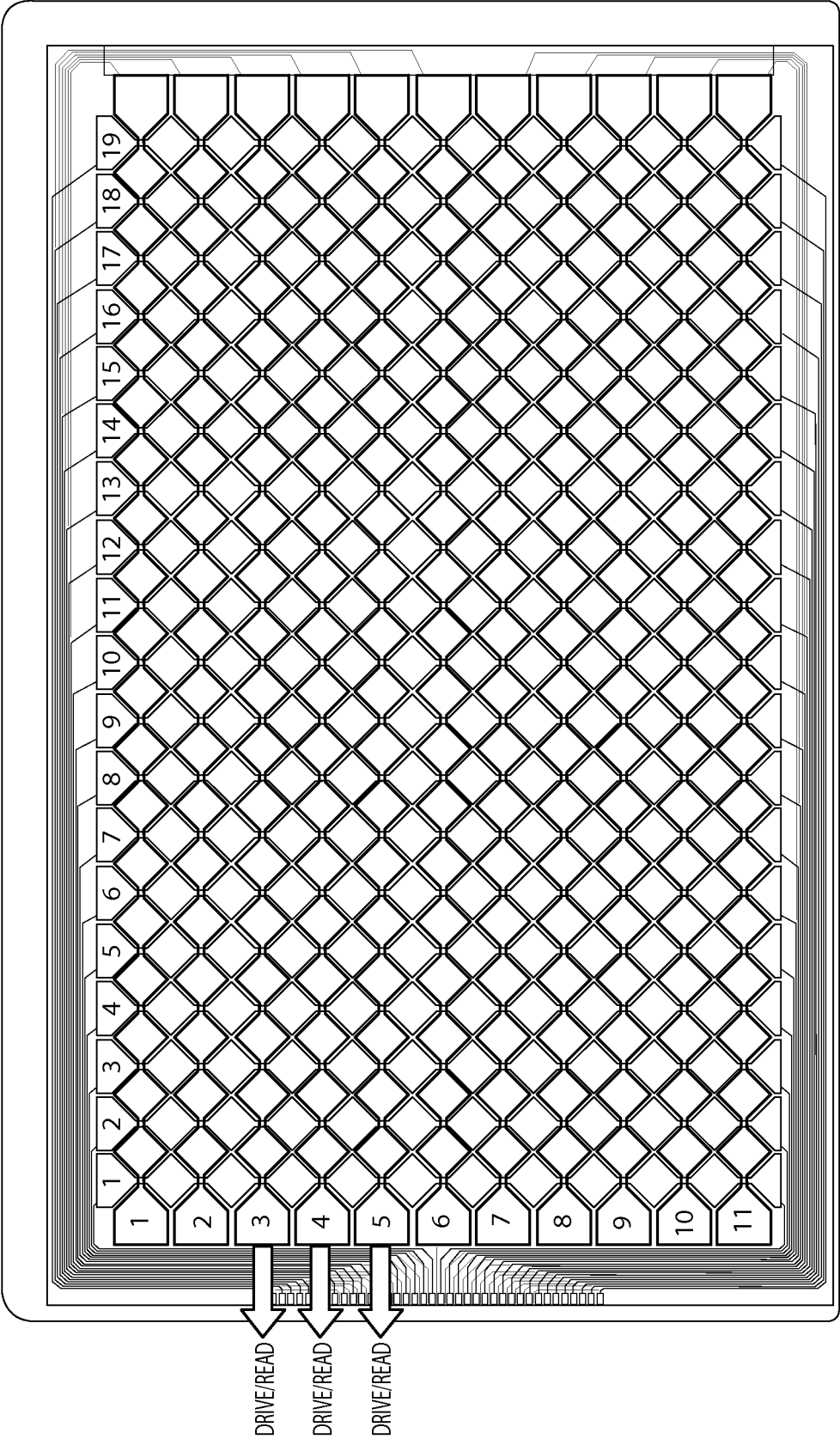


Fig. 89

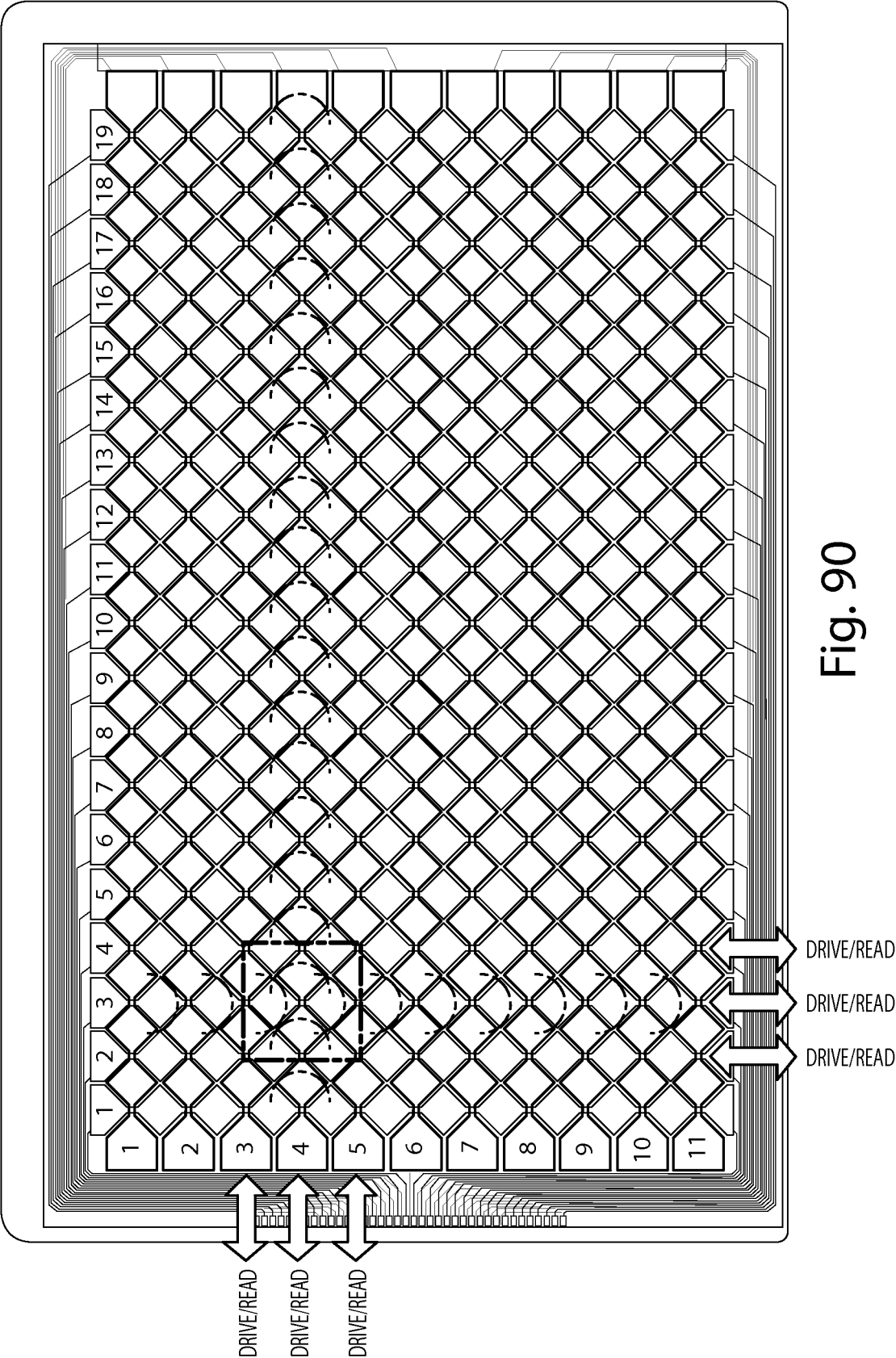


Fig. 90

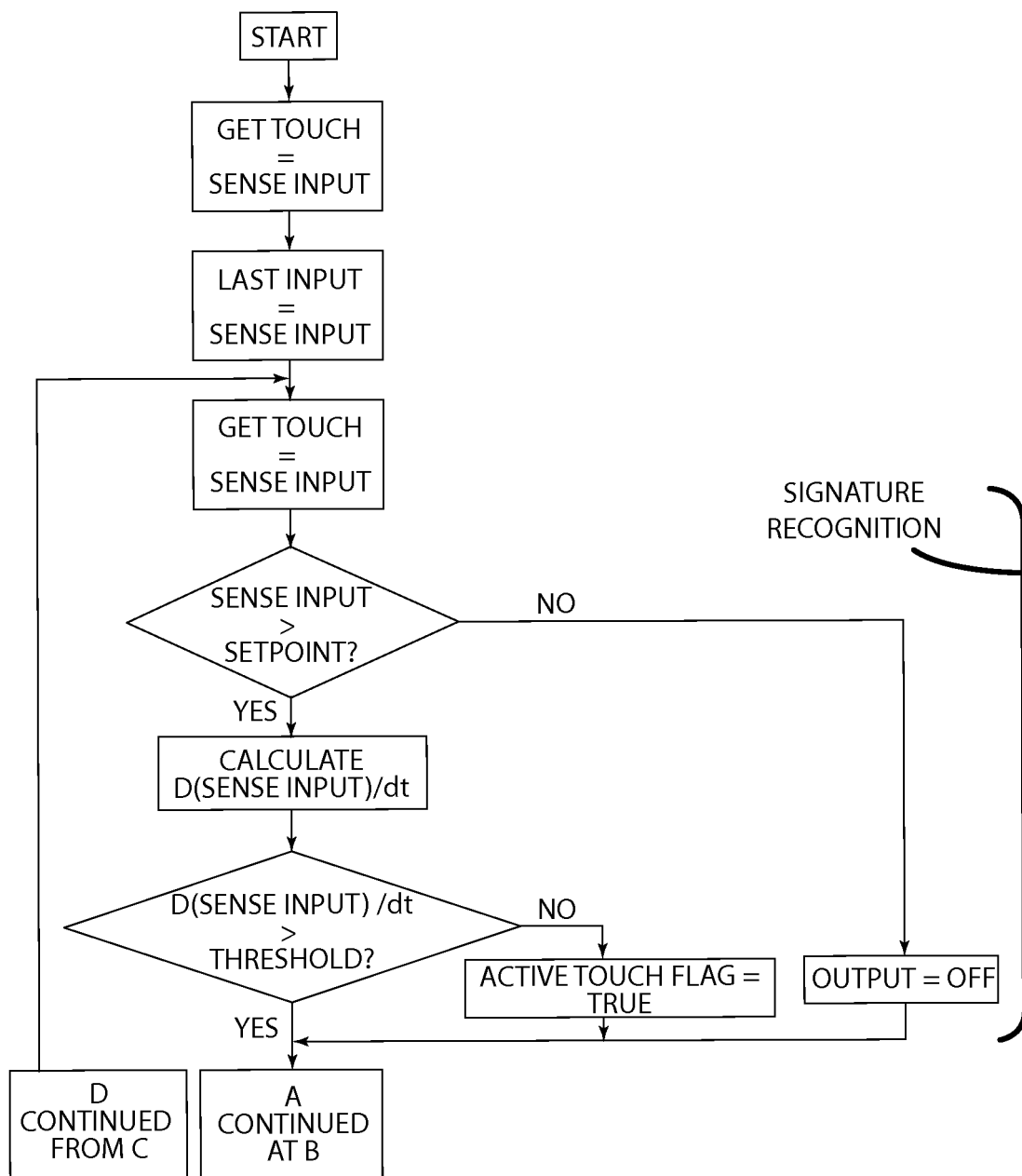


Fig. 91

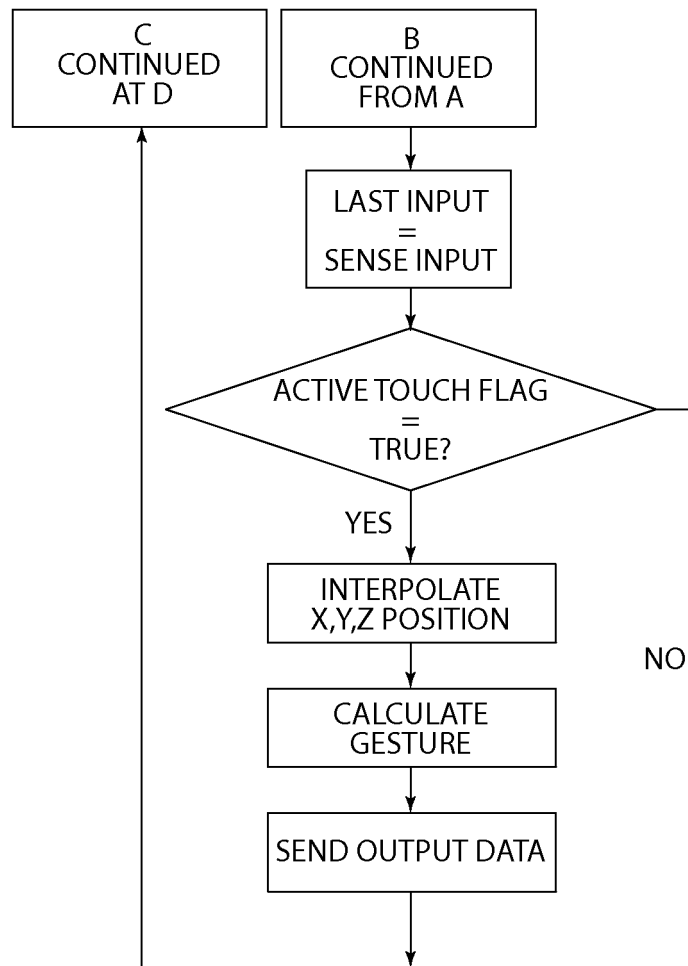


Fig. 92

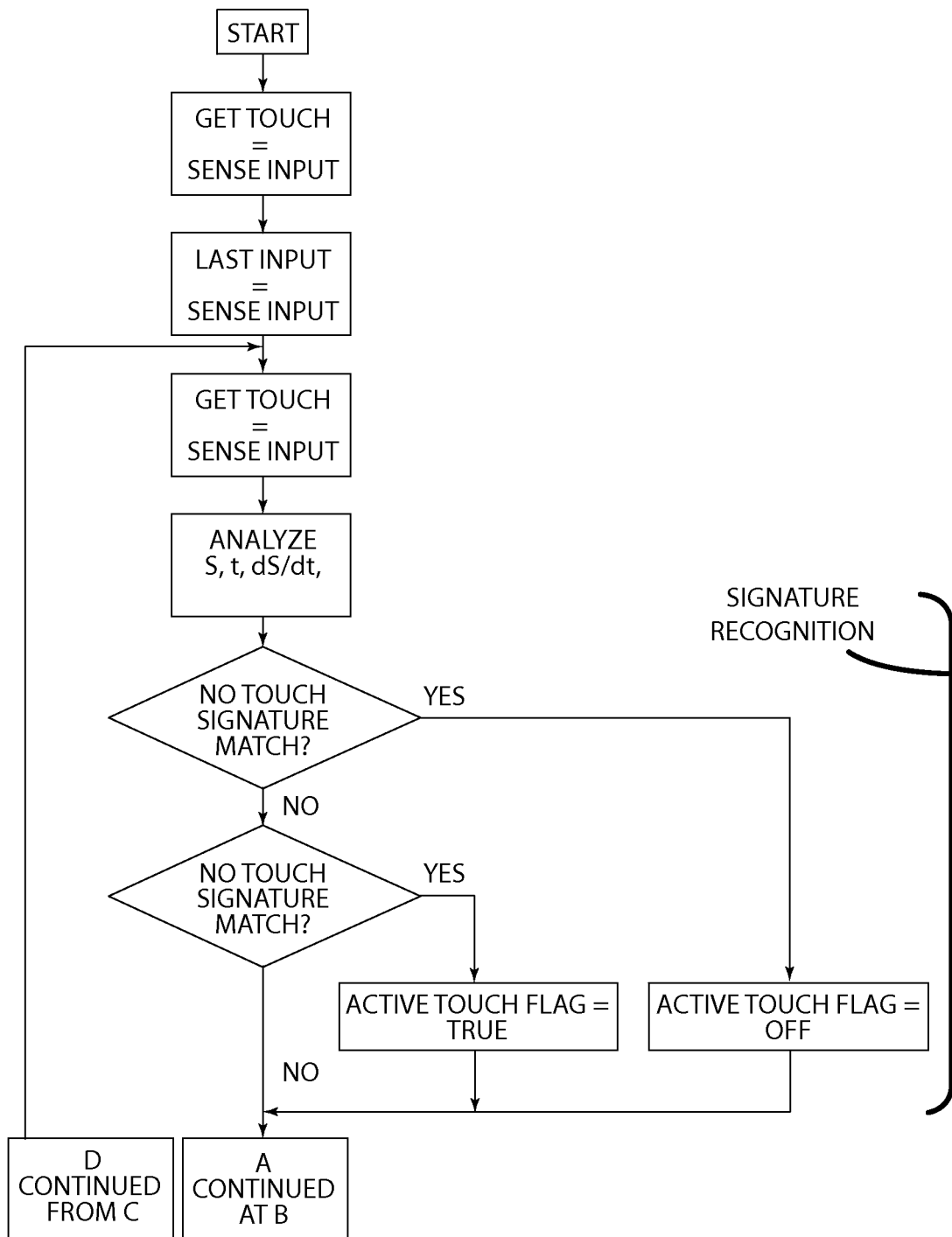


Fig. 93

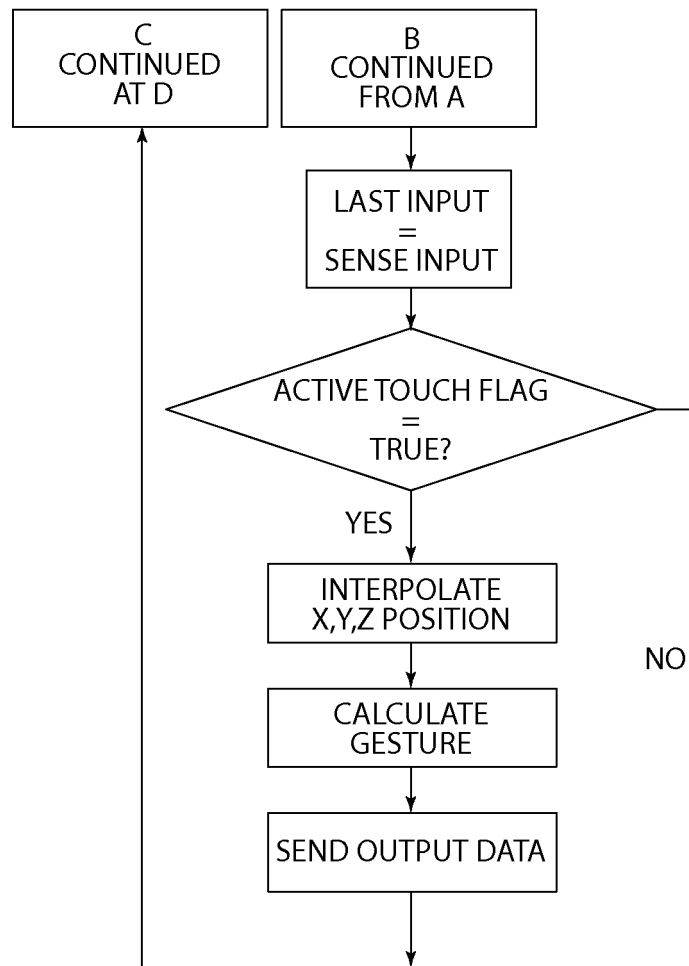
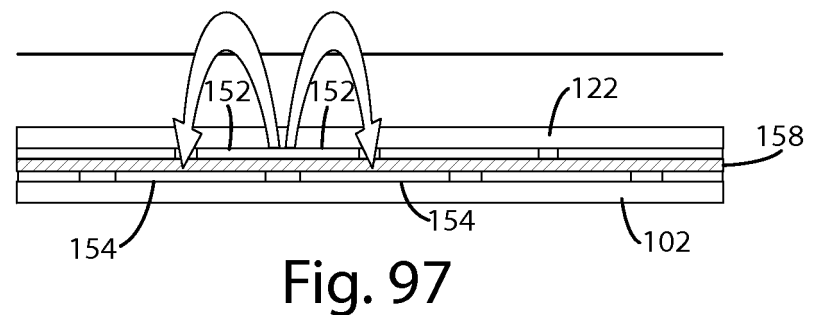
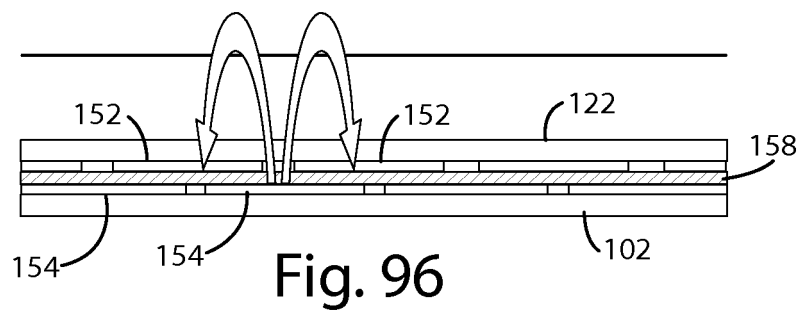
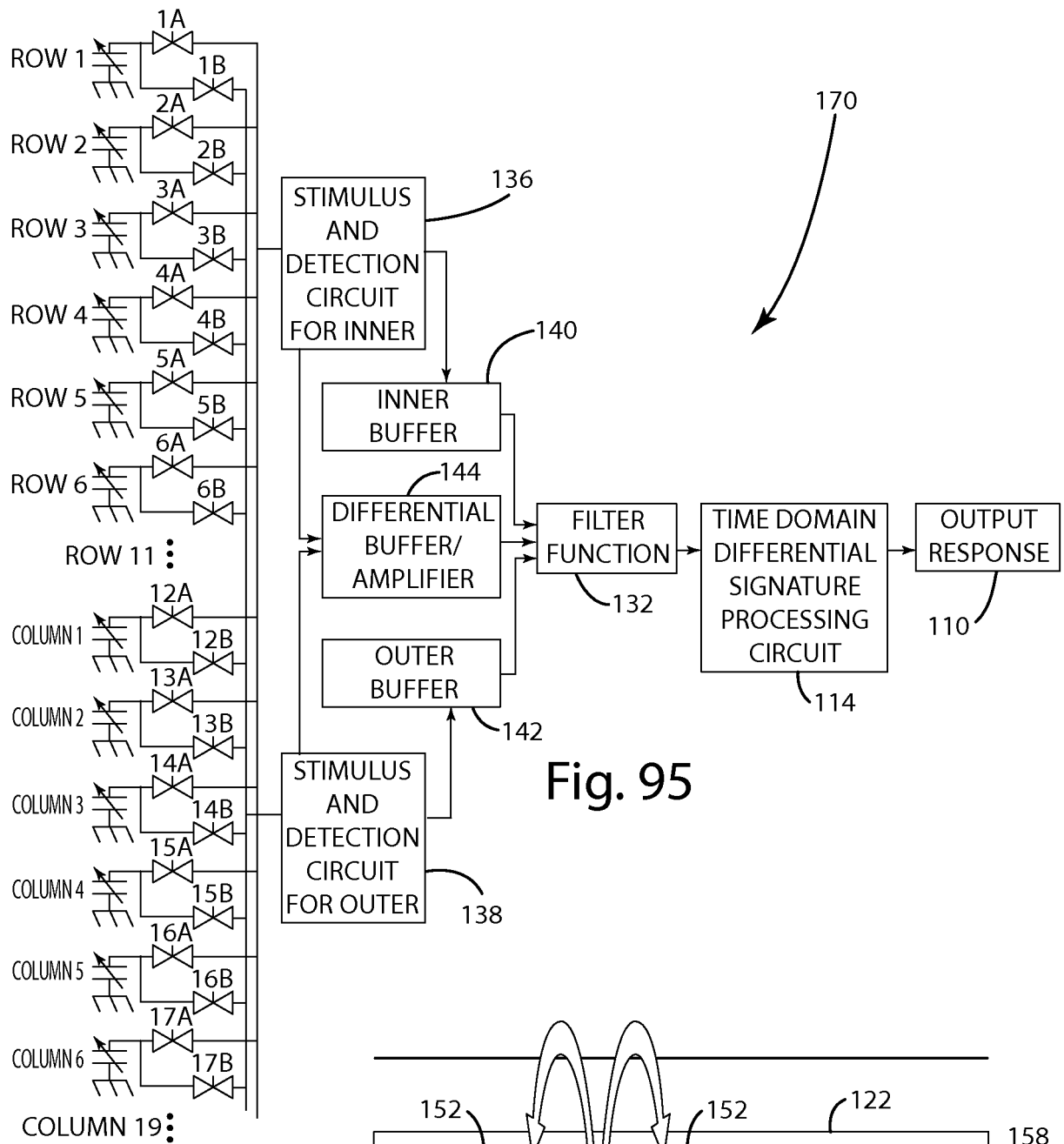
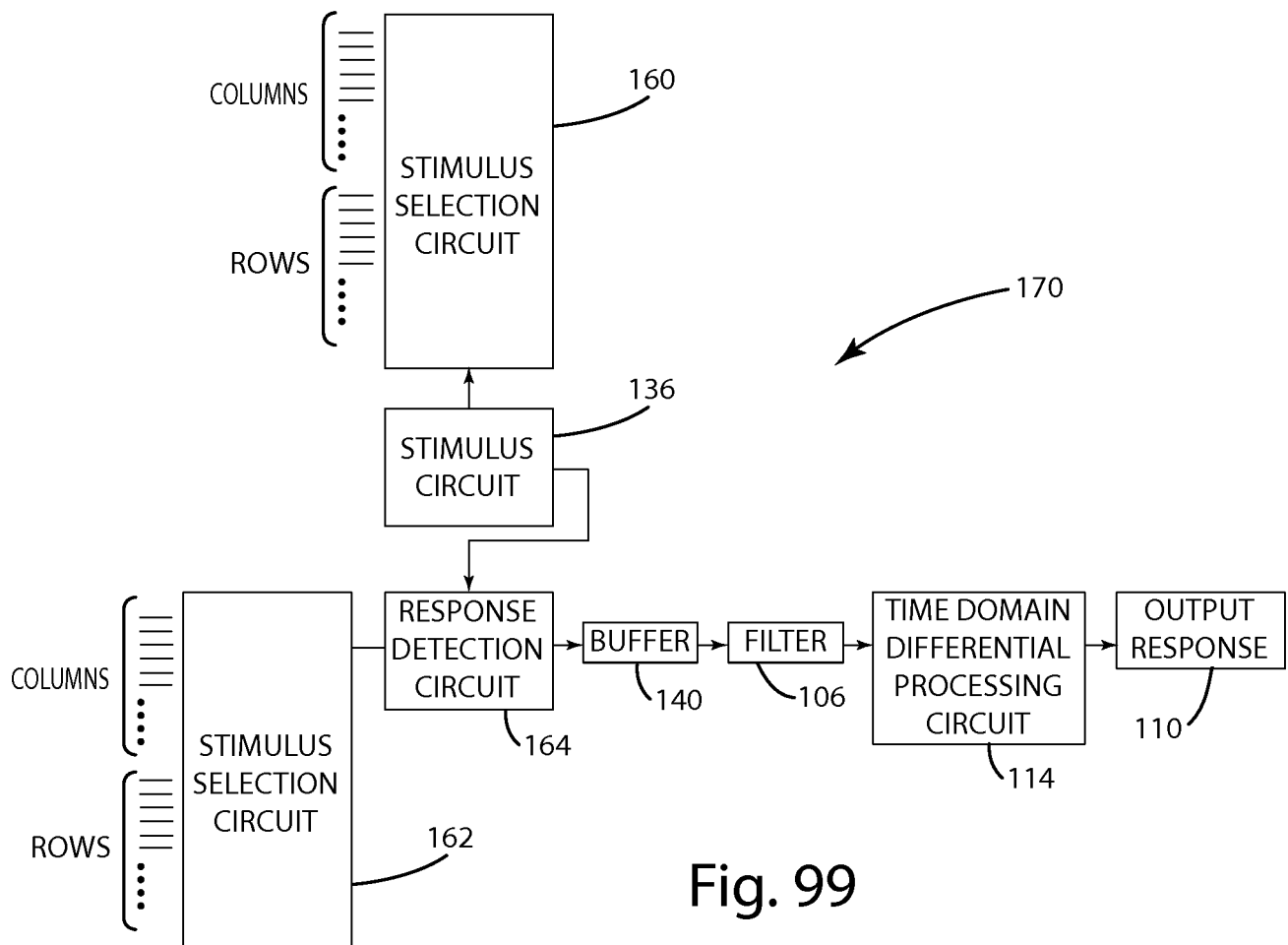
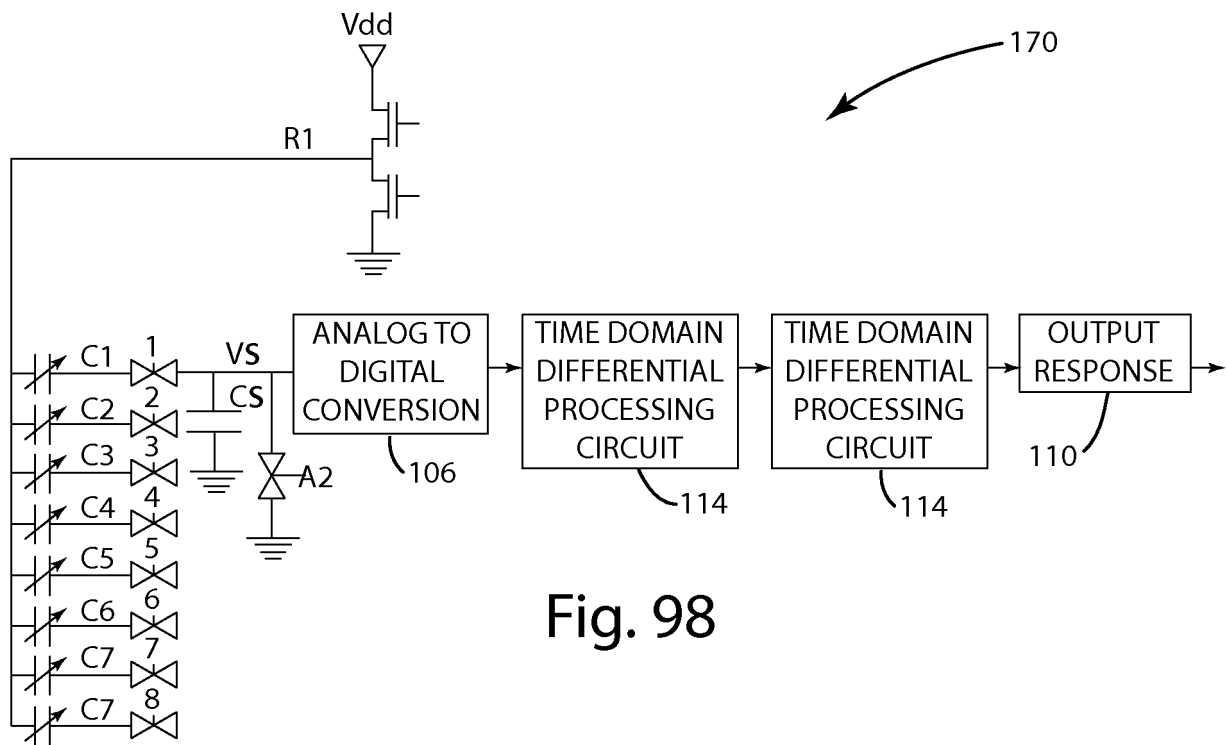


Fig. 94





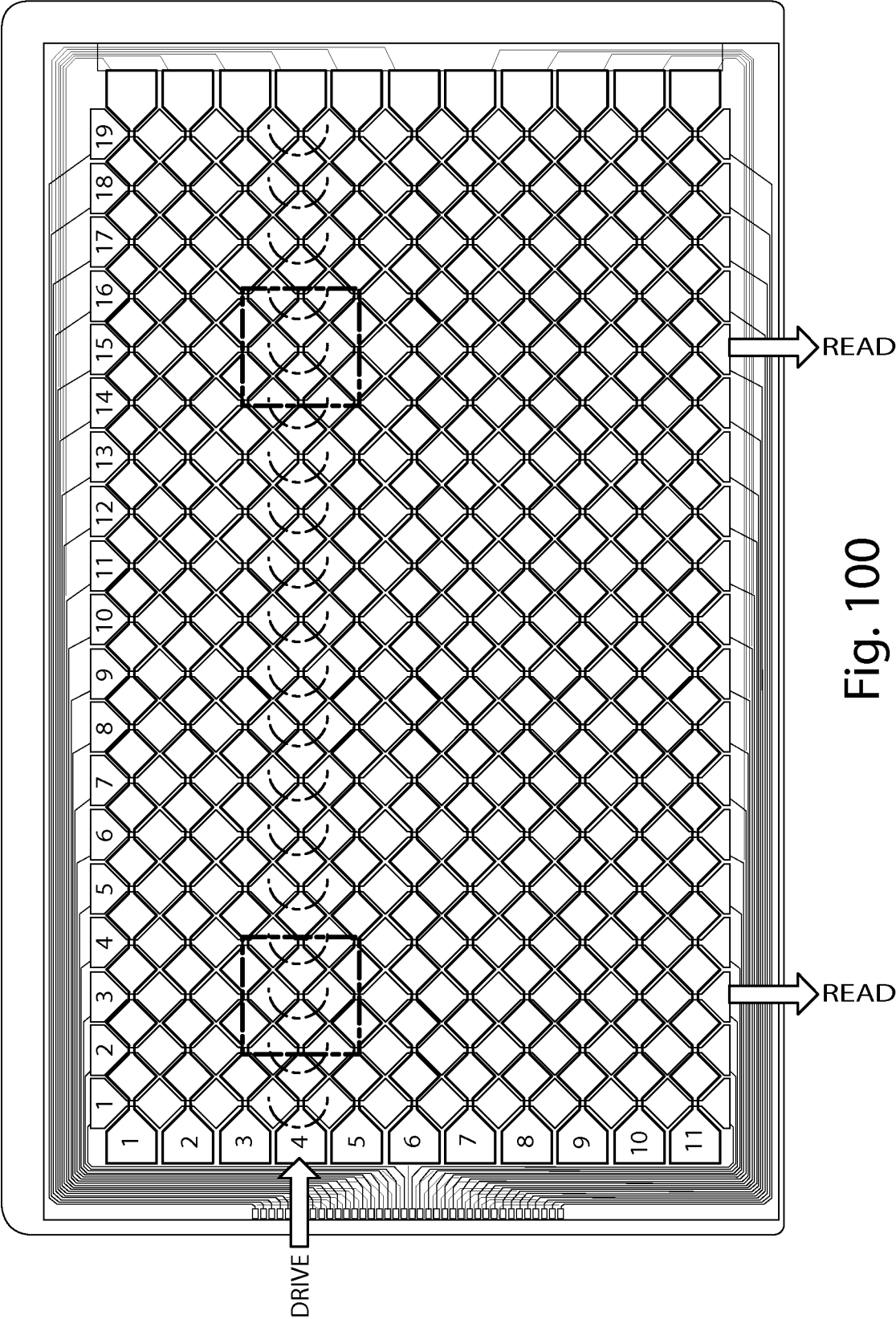


Fig. 100

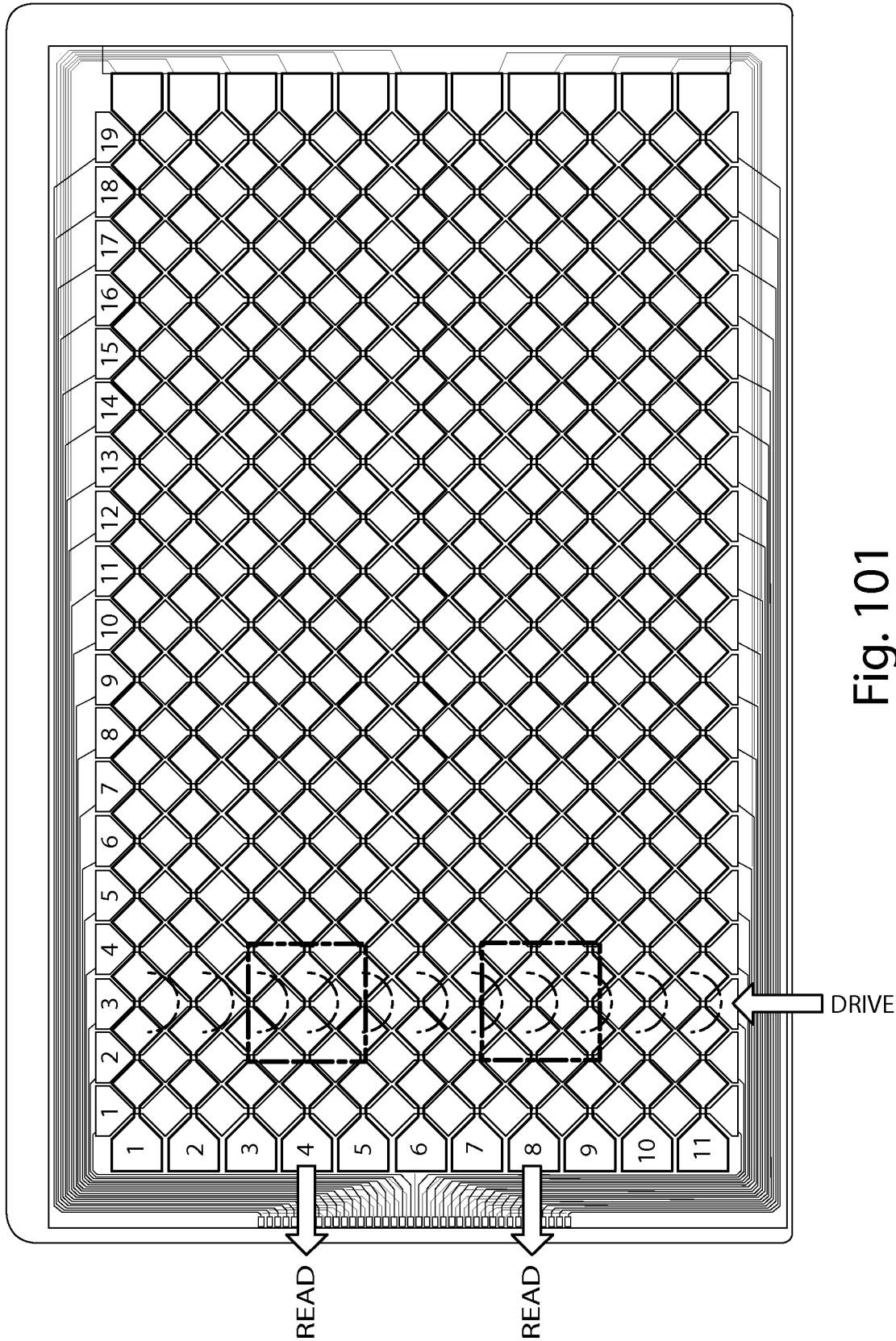


Fig. 101

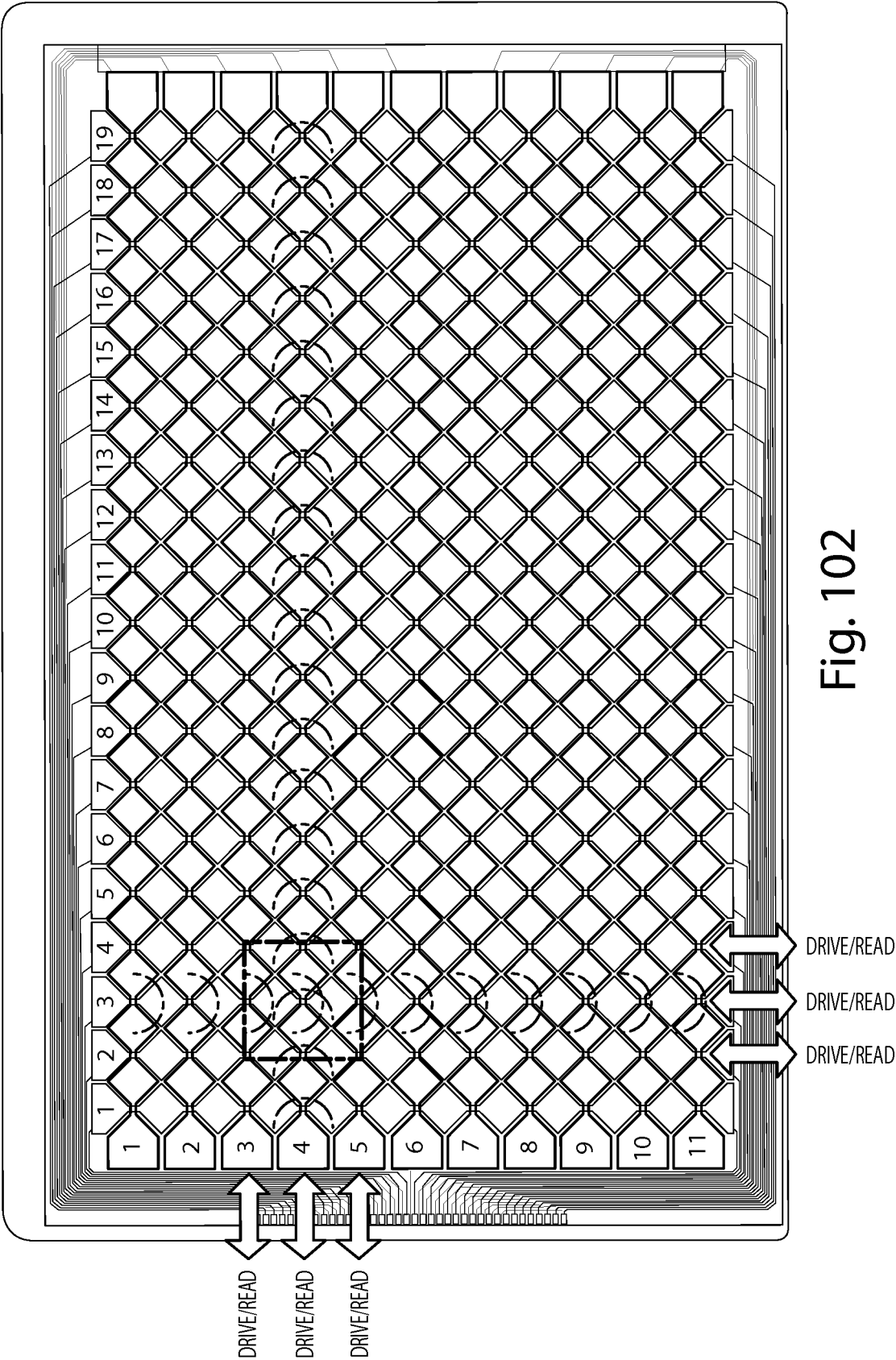


Fig. 102

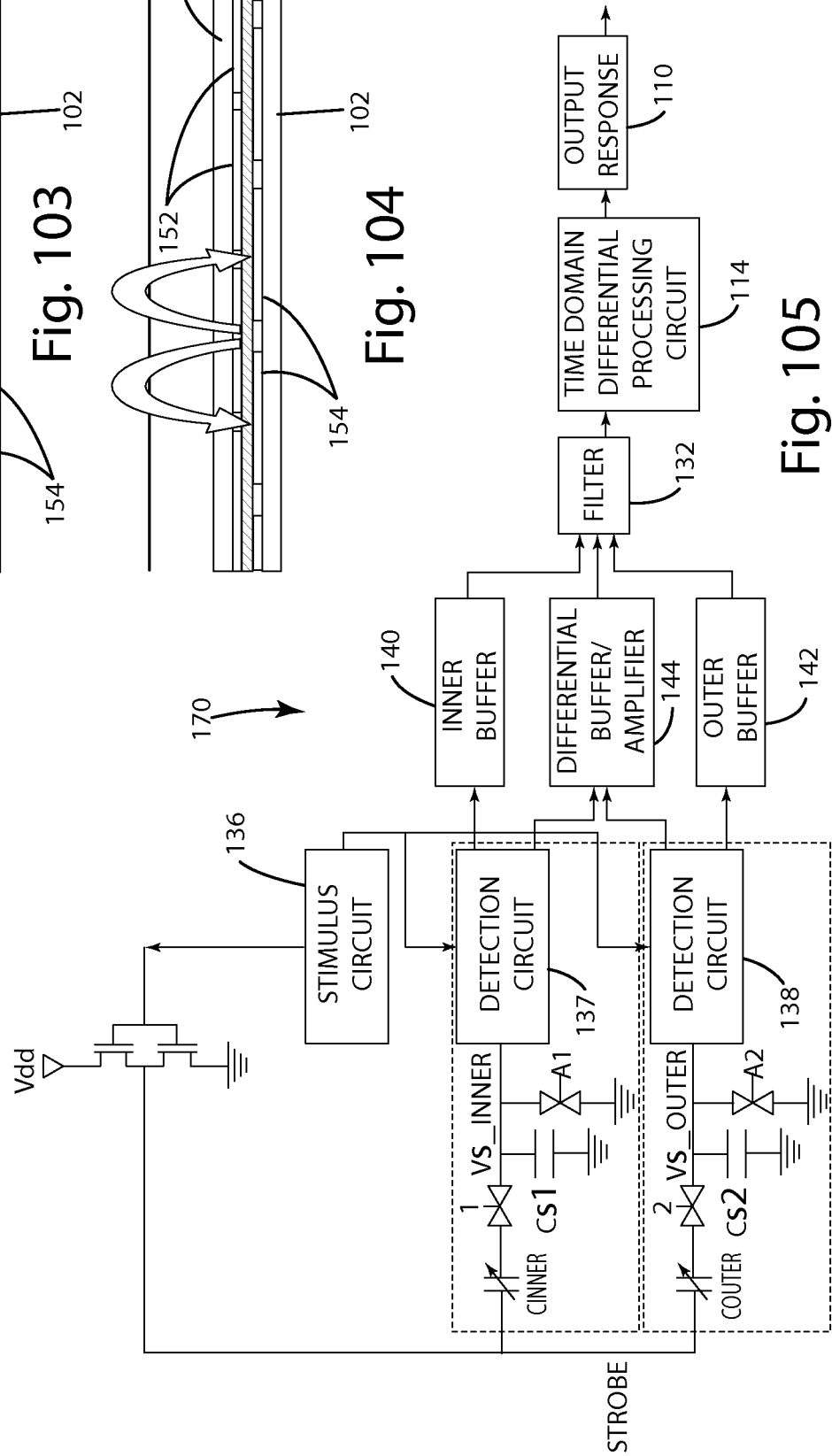


Fig. 105

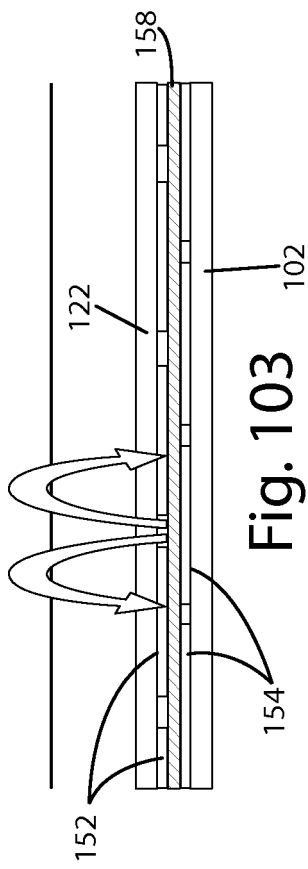


Fig. 103

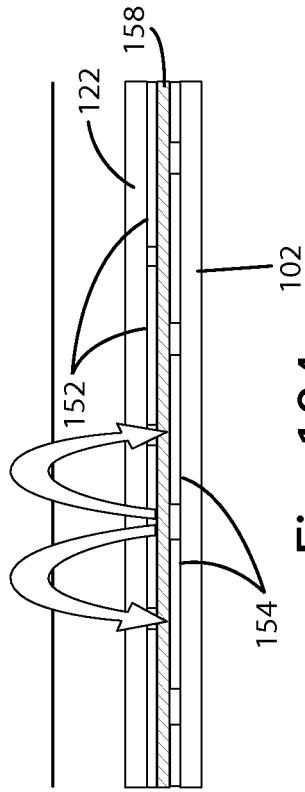


Fig. 104

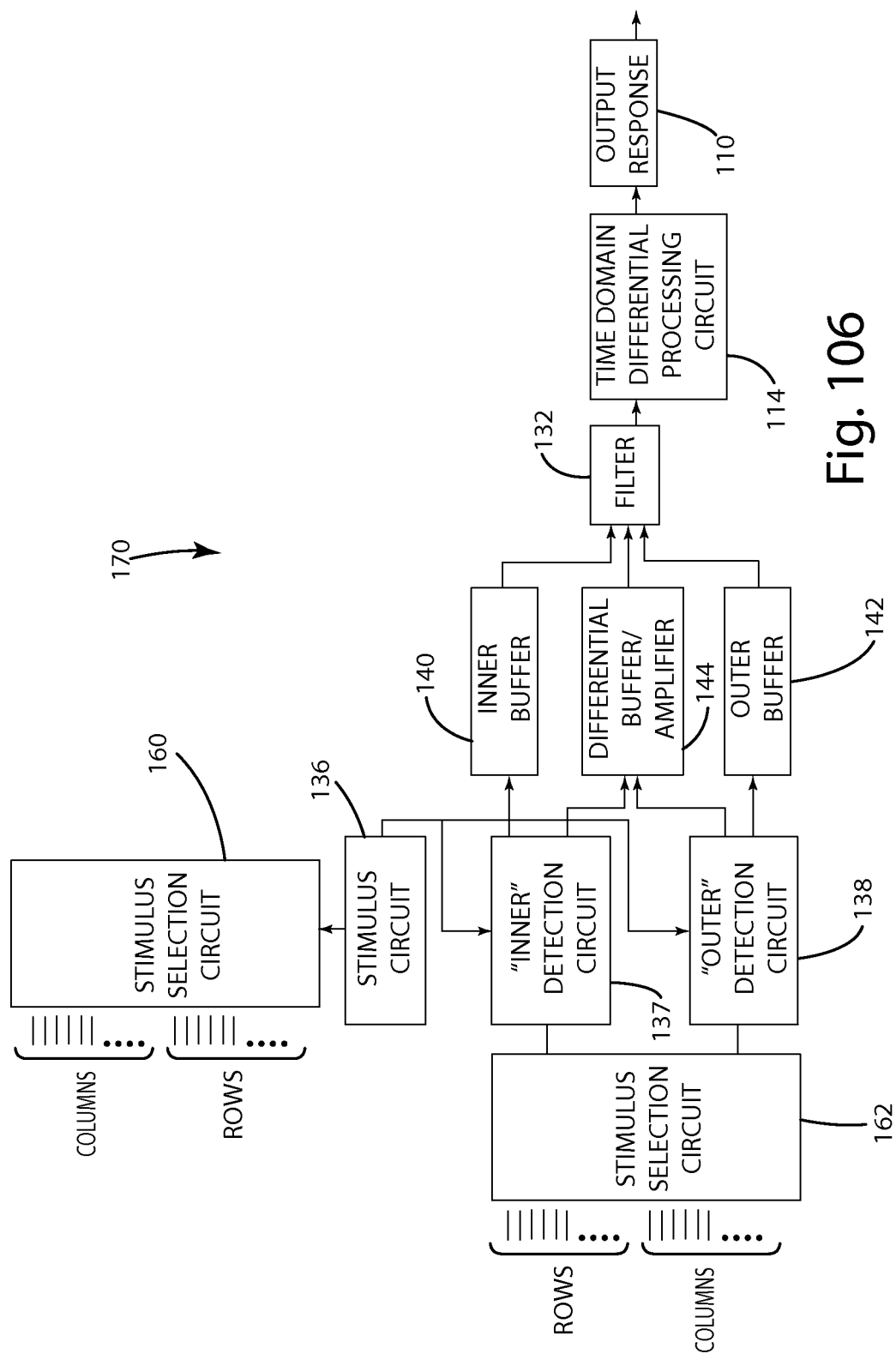


Fig. 106

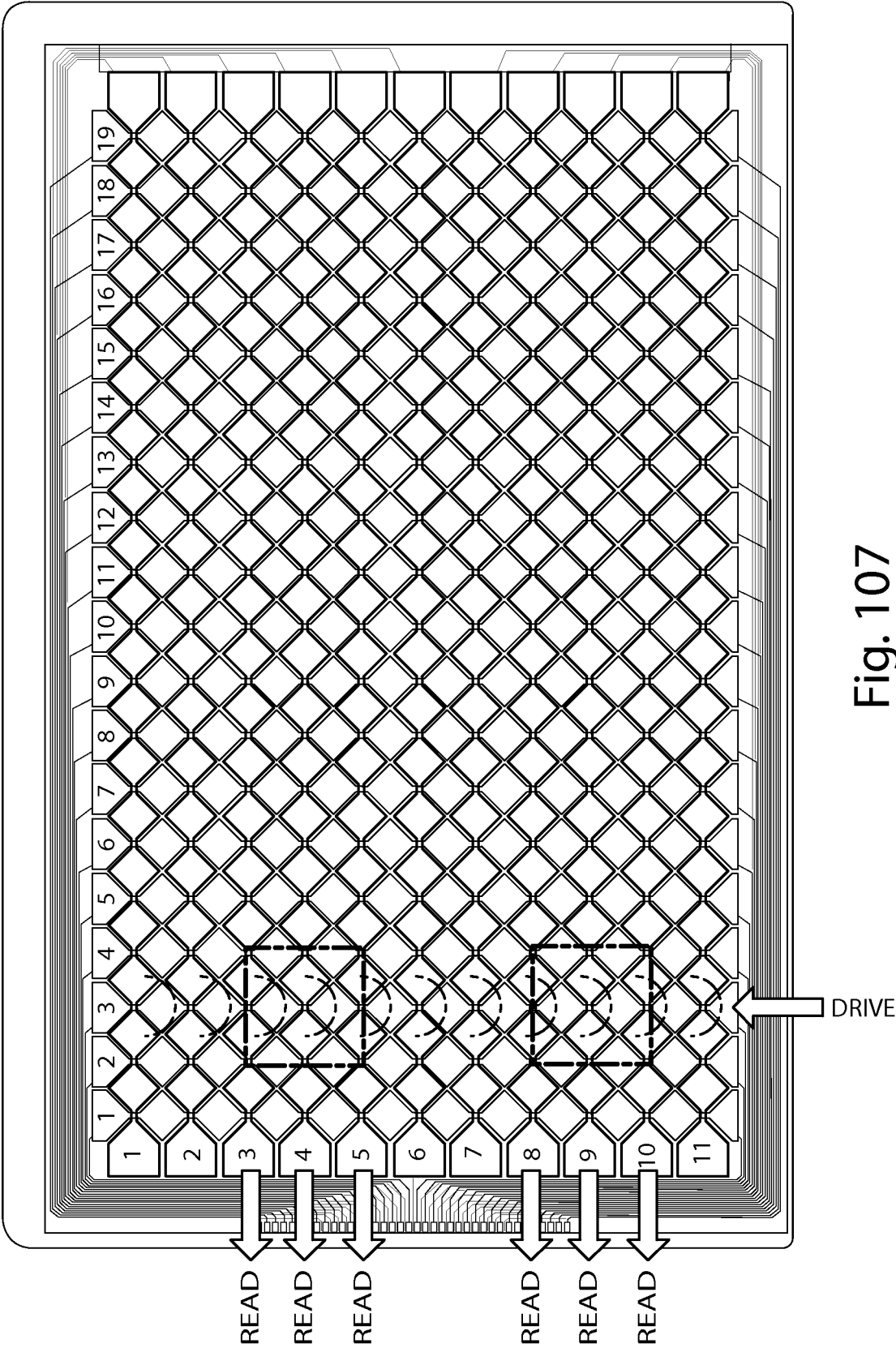


Fig. 107

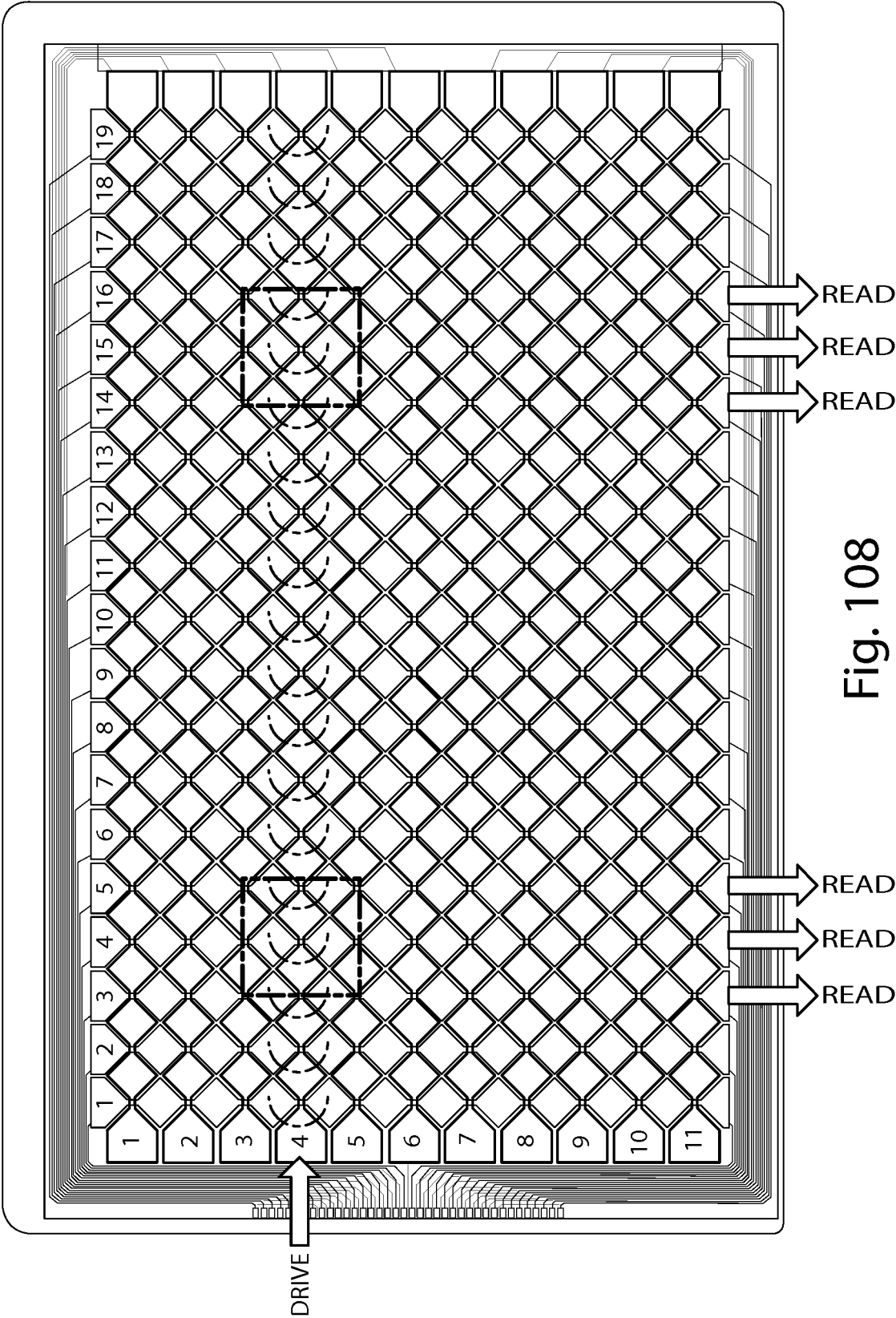


Fig. 108

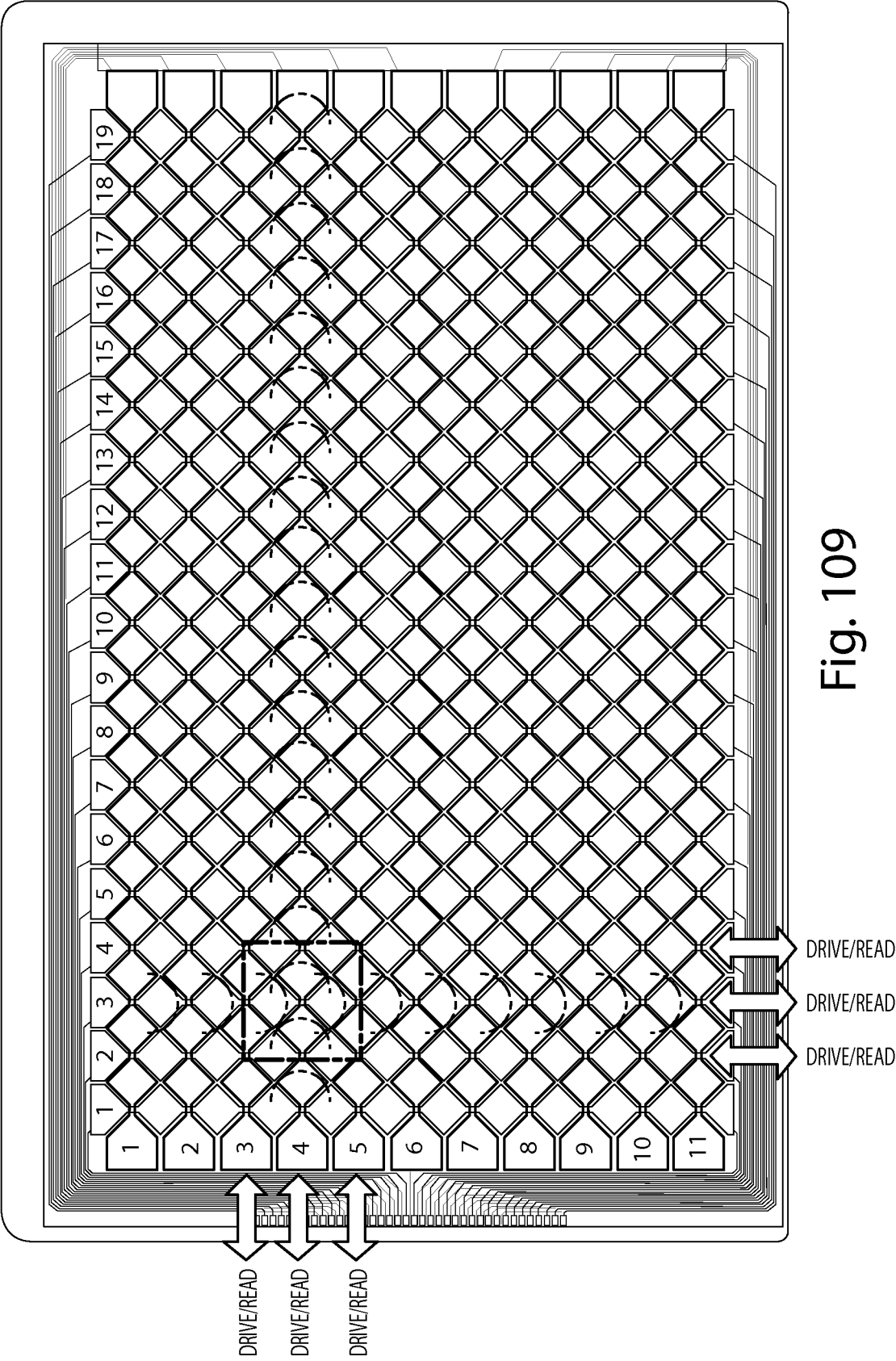
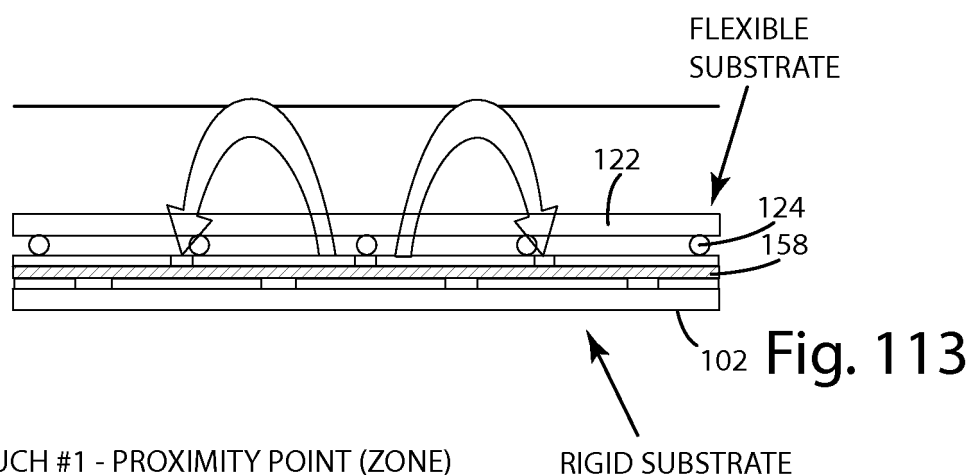
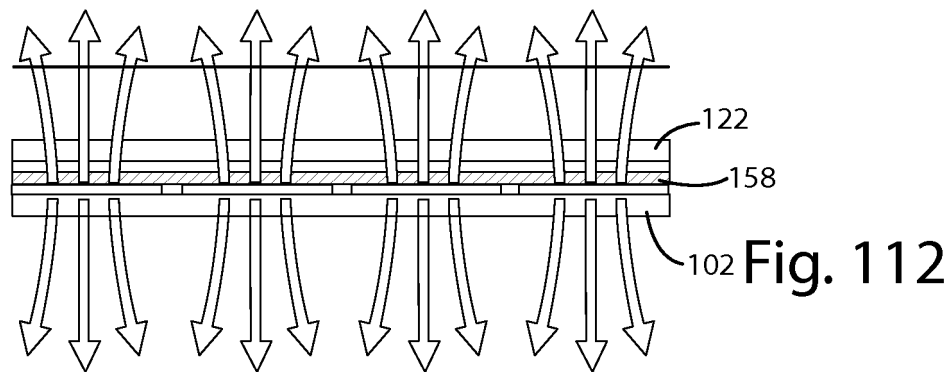
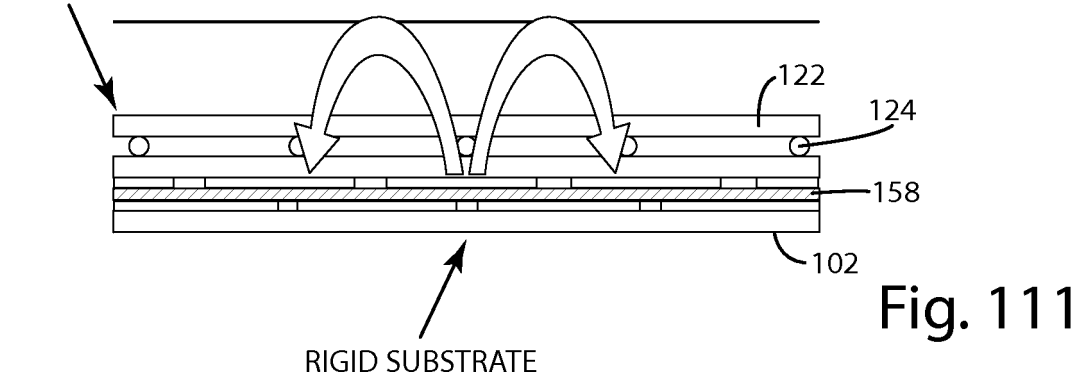
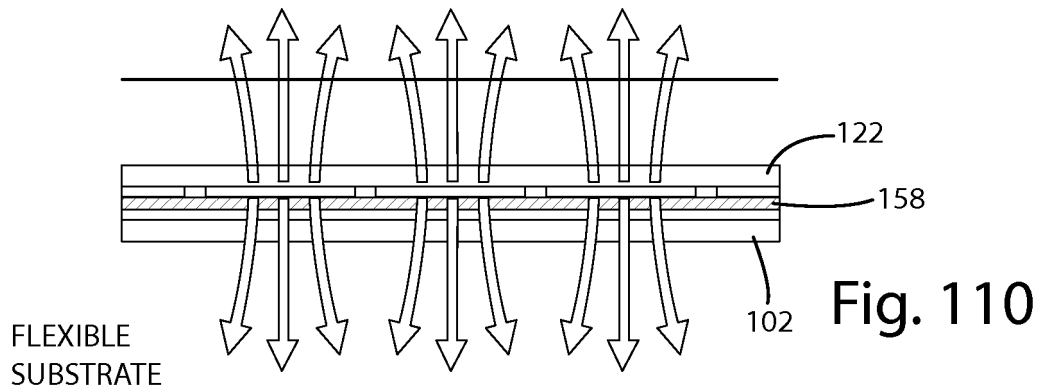


Fig. 109



TOUCH #1 - PROXIMITY POINT (ZONE)
 TOUCH #2 - TOUCH SURFACE
 TOUCH #3 - MECHANICAL DEFLECTION

CAN BE EXTENDED TO NORMAL GRAPHICS NON-
 TRANSPARENT TOUCH INPUT APPLICATIONS

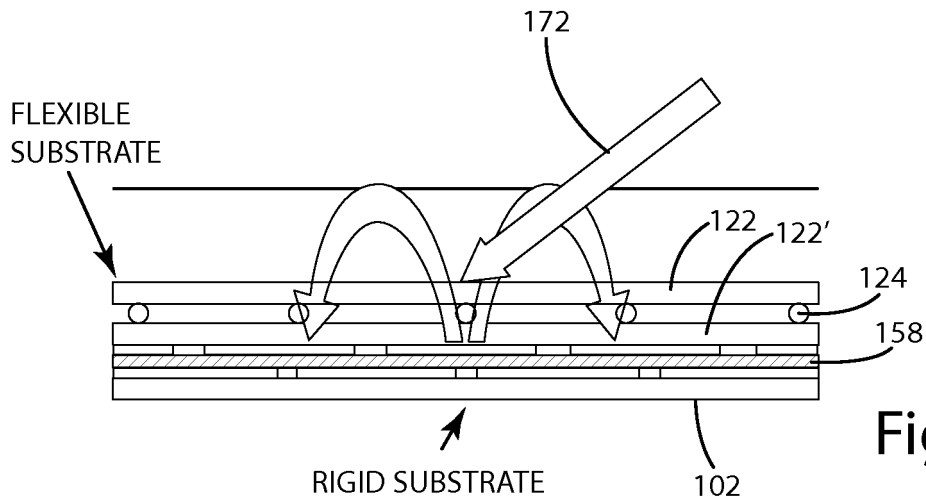


Fig. 114

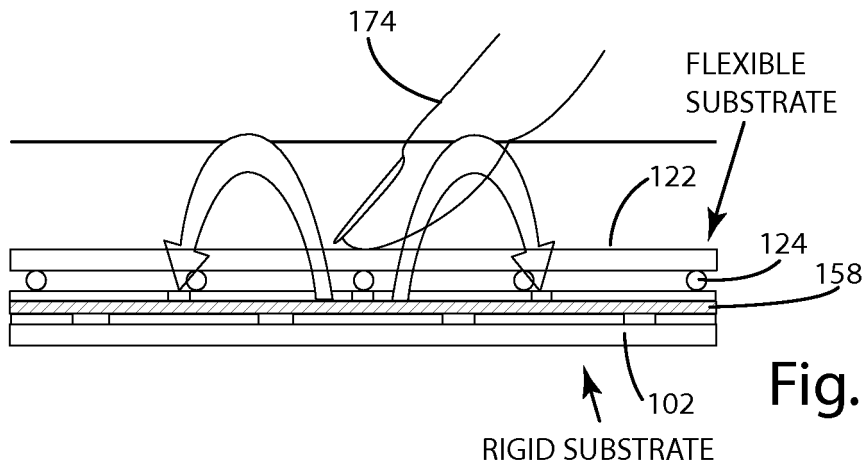
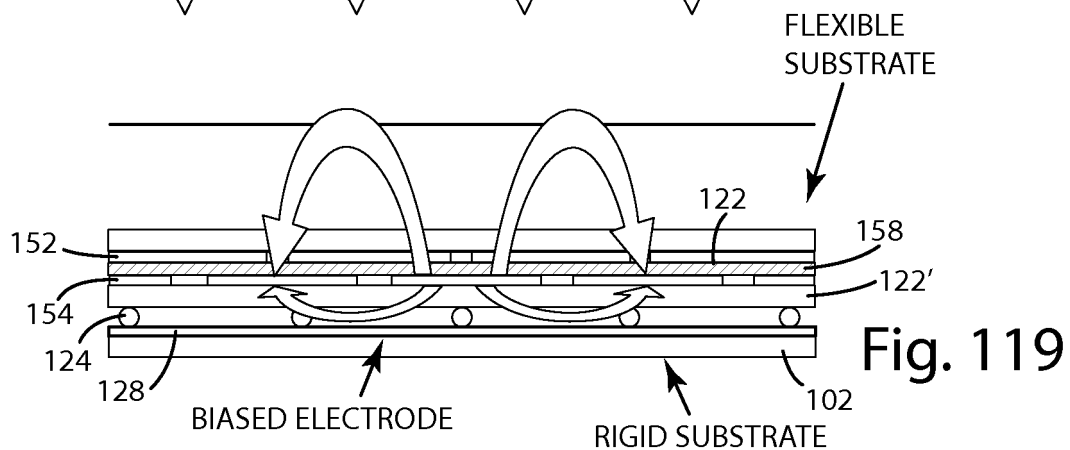
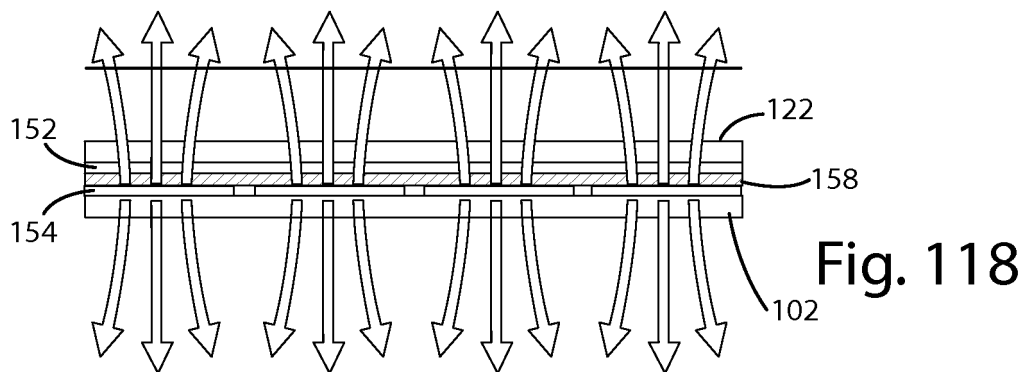
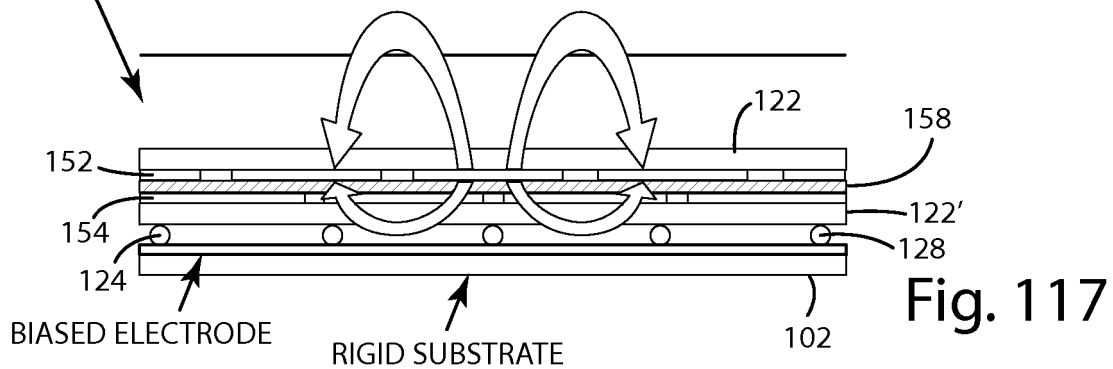
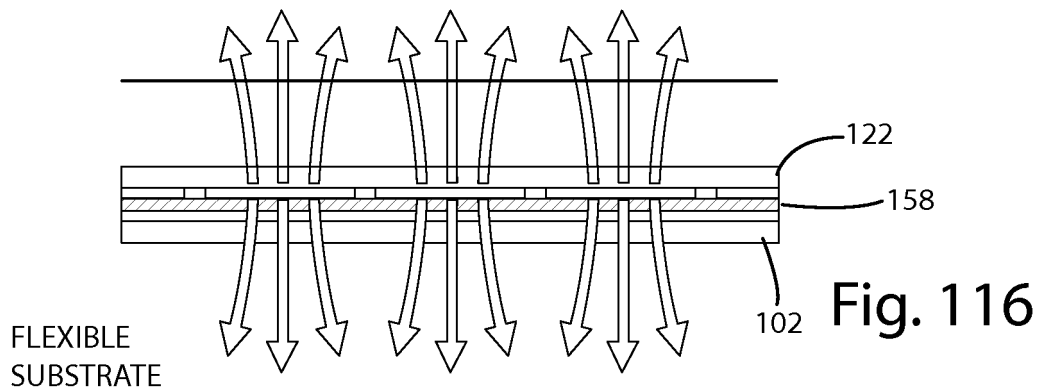


Fig. 115

TOUCH #1 - PROXIMITY POINT (ZONE)
 TOUCH #2 - TOUCH SURFACE
 TOUCH #3 - MECHANICAL DEFLECTION

CAN BE EXTENDED TO NORMAL GRAPHICS NON-
 TRANSPARENT TOUCH INPUT APPLICATIONS

"THREE TOUCH" MOUSE GESTURE DEVICE



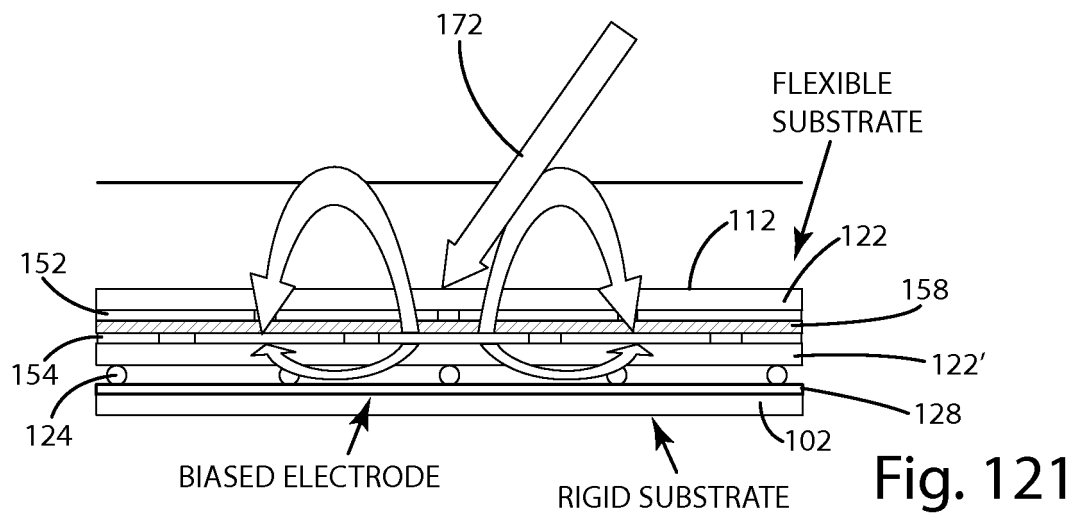
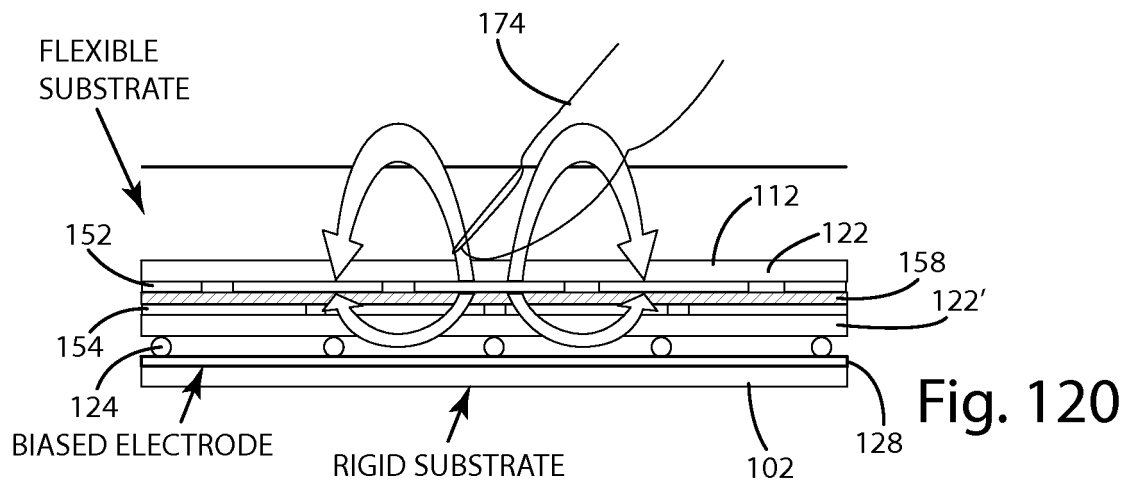
TOUCH #1 - PROXIMITY POINT (ZONE)

TOUCH #2 - TOUCH SURFACE

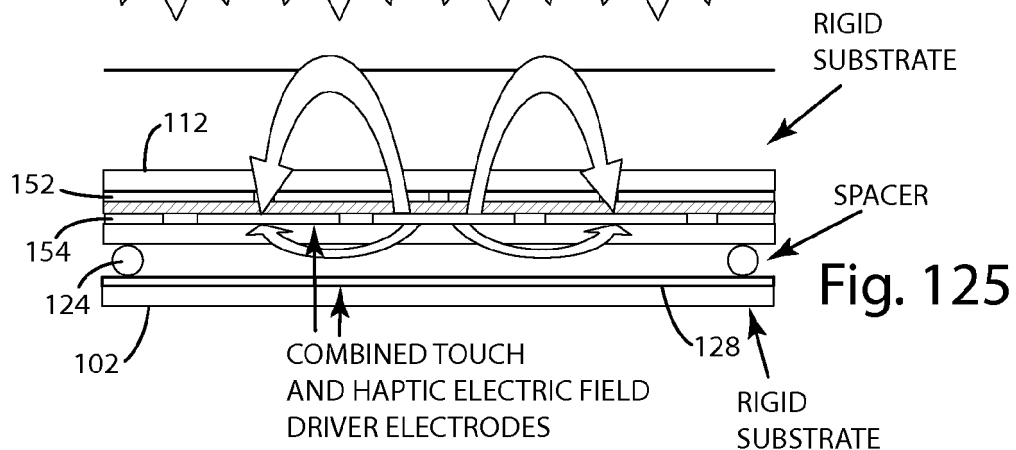
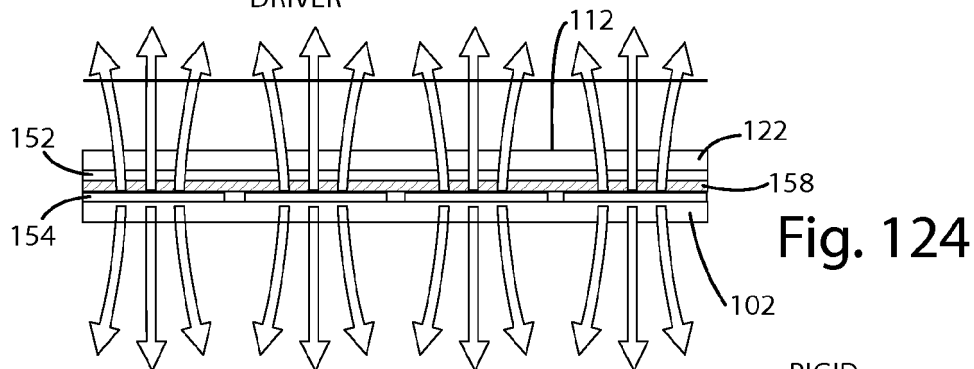
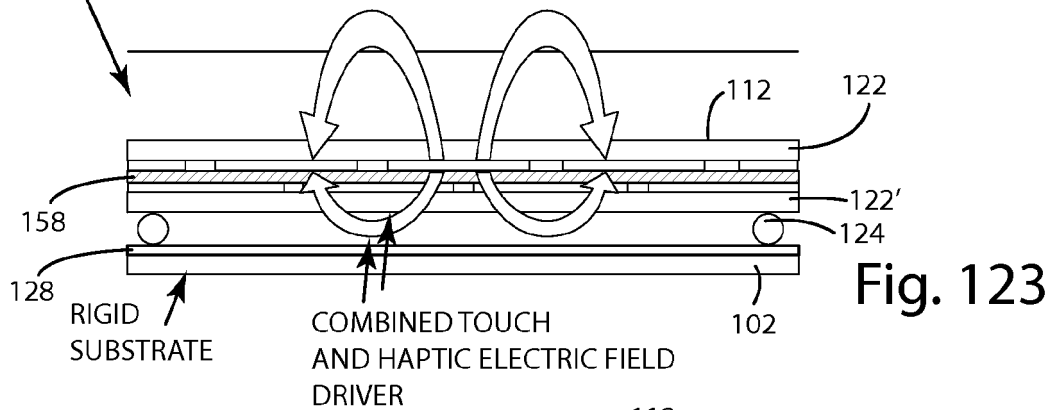
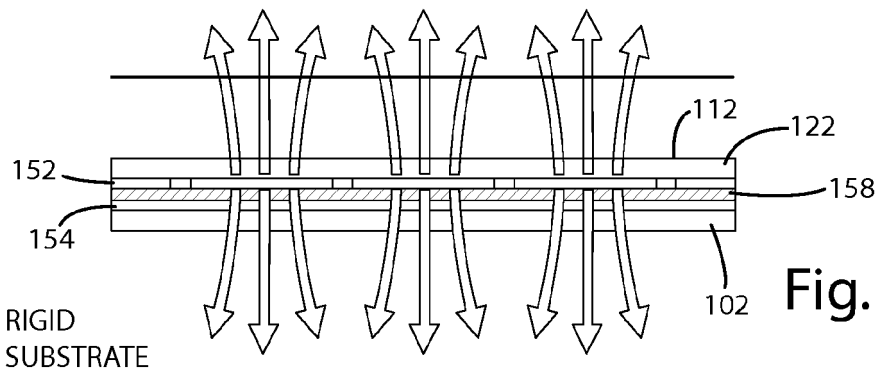
TOUCH #3 - MECHANICAL DEFLECTION

CAN BE EXTENDED TO NORMAL GRAPHICS NON-
TRANSPARENT TOUCH INPUT APPLICATIONS

"THREE TOUCH" MOUSE GESTURE DEVICE



TOUCH #1 - PROXIMITY POINT (ZONE)
 TOUCH #2 - TOUCH SURFACE
 TOUCH #3 - MECHANICAL DEFLECTION
 CAN BE EXTENDED TO NORMAL GRAPHICS NON-
 TRANSPARENT TOUCH INPUT APPLICATIONS
 "THREE TOUCH" MOUSE GESTURE DEVICE



TOUCH #1 - PROXIMITY POINT (ZONE)

TOUCH #2 - TOUCH SURFACE

TOUCH #3 - MECHANICAL DEFLECTION

CAN BE EXTENDED TO NORMAL GRAPHICS NON-
TRANSPARENT TOUCH INPUT APPLICATIONS

"THREE TOUCH WITH HAPTIC MOUSE" APPLICATIONS

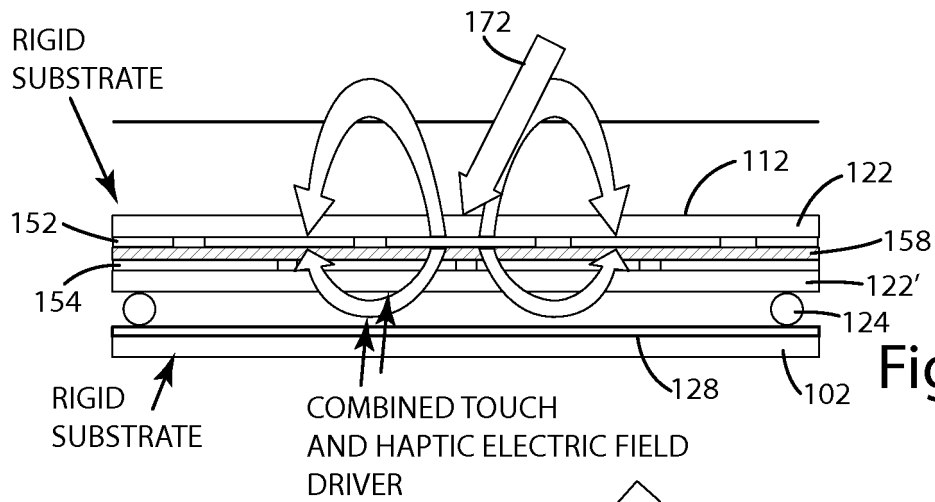


Fig. 126

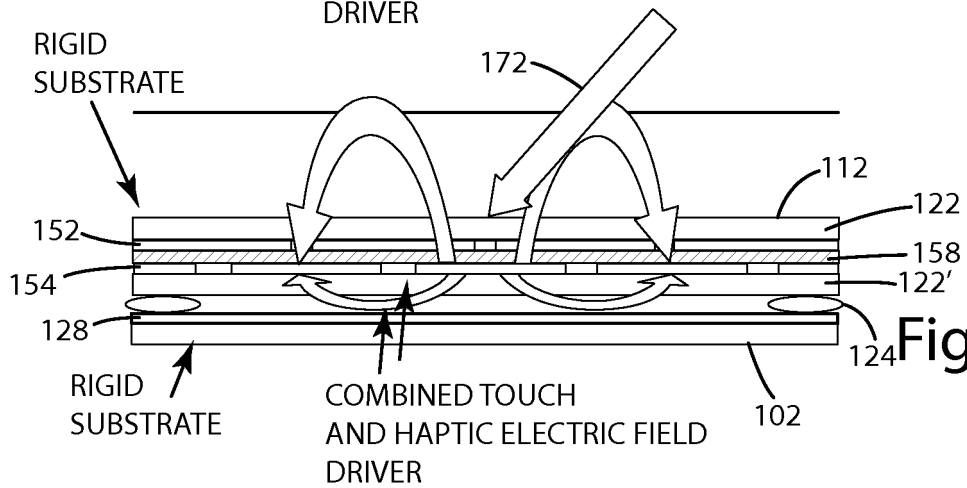


Fig. 127

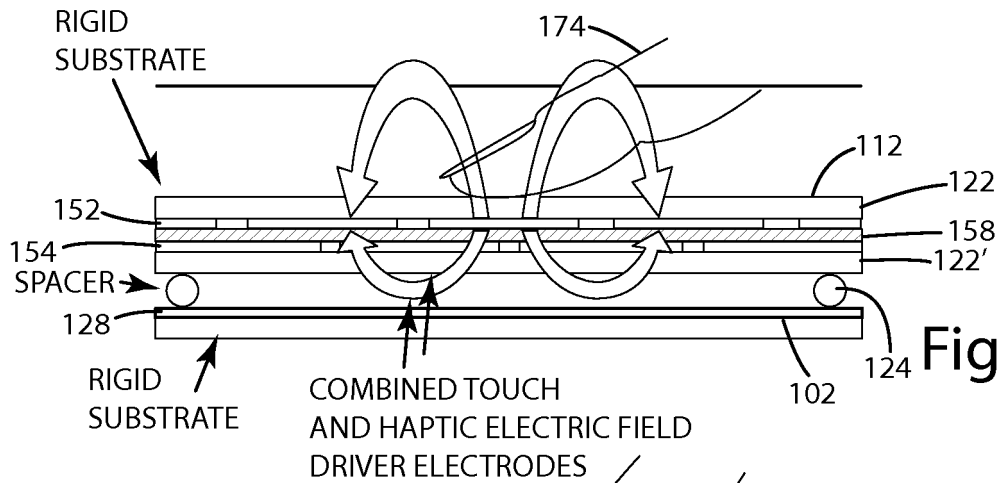


Fig. 128

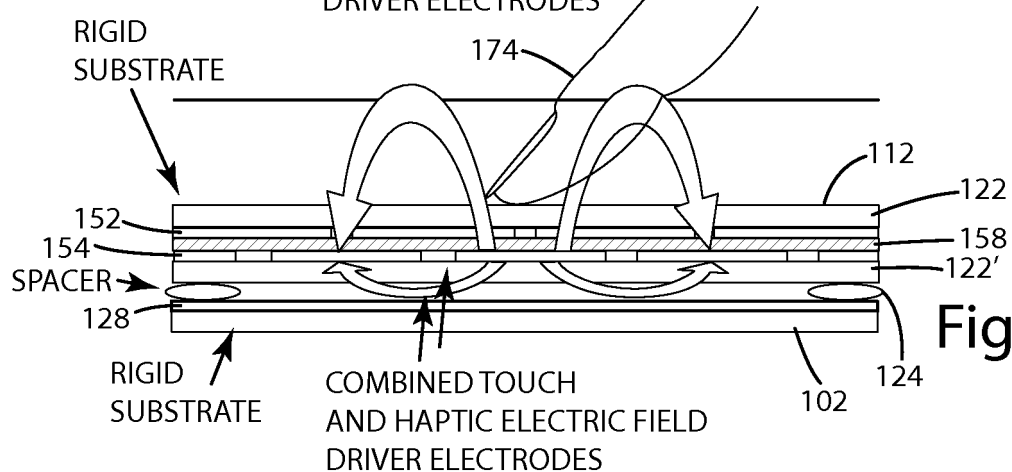


Fig. 129

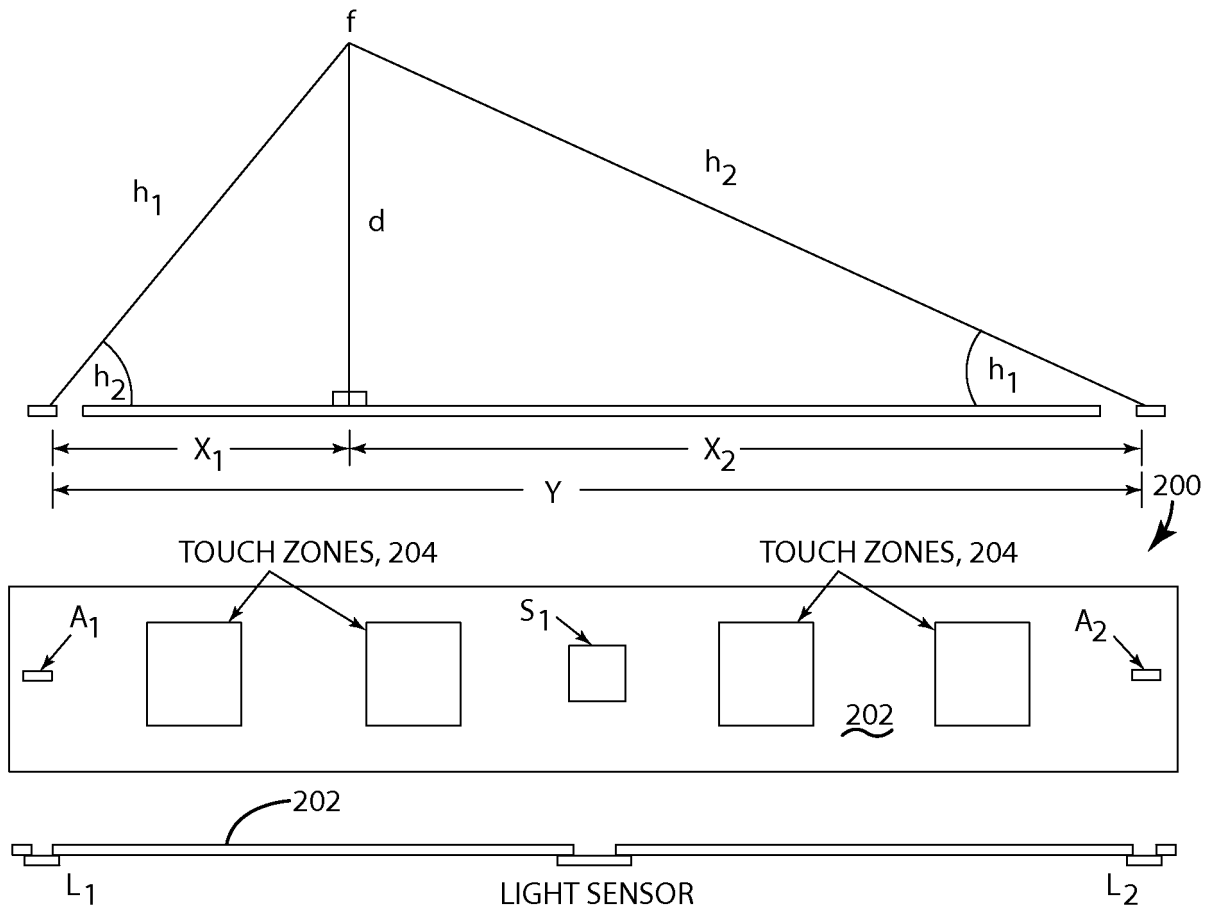


Fig. 130

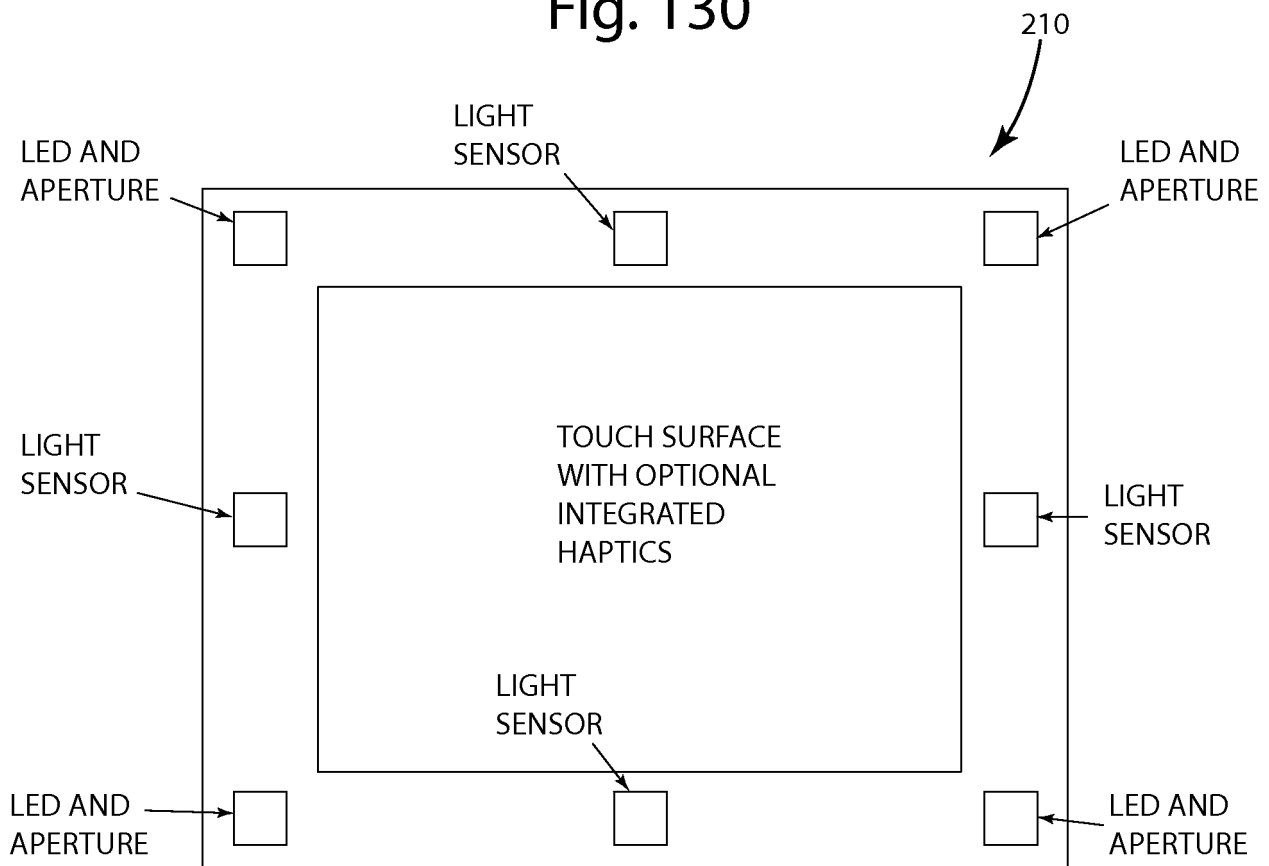


Fig. 131

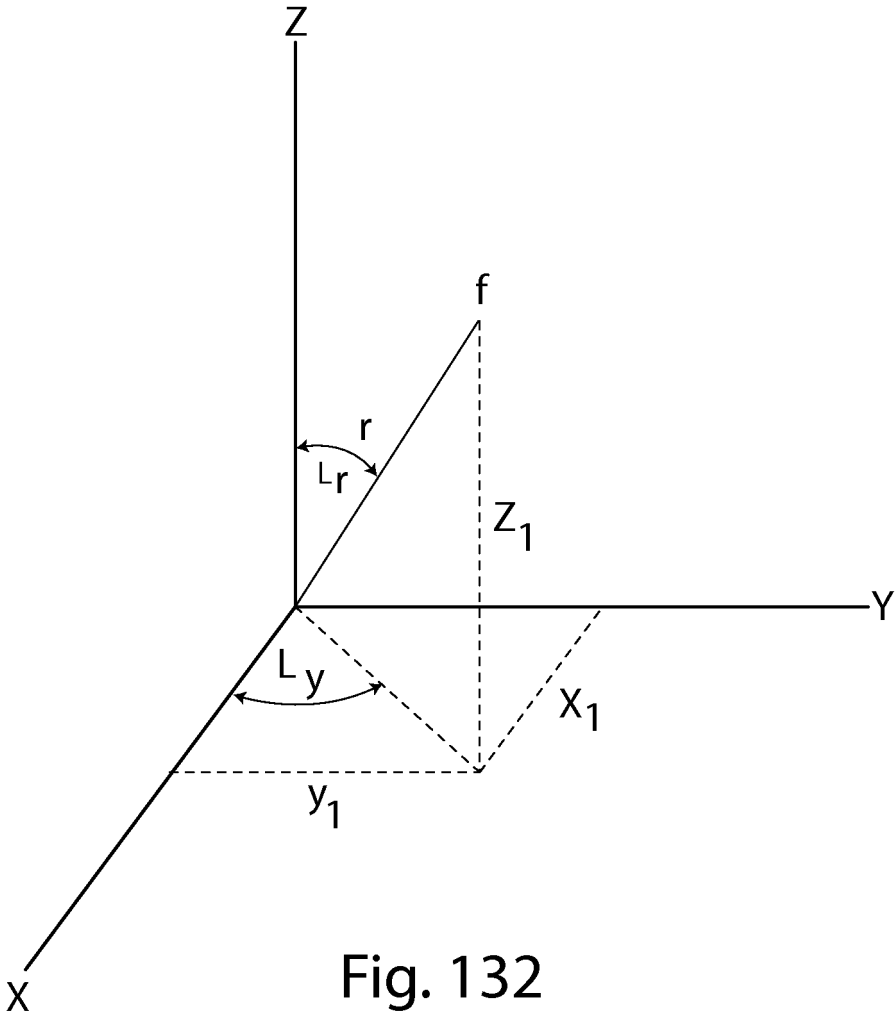


Fig. 132