

Request #: HUTRR96  
Title: Character Gesture UsageId Reassignment  
Spec Release: 1.12  
Requester: Matthew Williams  
Company: Microsoft

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Pages Affected: Digitizers (0x0D)  
Values checked: By chair (Matthew Williams)

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Current Status: Approved  
Priority: Normal

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Required Voter: Apple  
Required Voter: Wacom  
Required Voter: Intel

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Voting Begins: 11th May 2020  
Voting Ends: 18th May 2020  
Voting Result: 4-0-0

#### **Summary:**

Resolving UsageId:0x6A conflict between “Gesture Character Enable” and “Capacitive Heat Map Protocol Vendor ID” in Digitizers UsagePage (0x0D)

#### **Background:**

UsageId:0x60 was originally assigned to “Gesture Character Enable” (HUTRR76), then due to a conflict with HUTRR83, this was reassigned to UsageId:0x6A.

From recent investigation, this is now in conflict with “Capacitive Heat Map Protocol Vendor ID” (HUTRR87), where both Usages are UsageId:0x6A.

Reaching out to the original filer of HUTRR76, “Gesture Character Enable” has currently not been used. “Capacitive Heat Map Protocol Vendor ID” however has been included in recent products.

#### **Proposal:**

Reassign “Gesture Character Enable” UsageId from UsageId:0x6A to UsageId:0x6D.