

**NAME**

libinput-analyze-touch-down-state - analyze the touch states

**SYNOPSIS**

**libinput analyze touch-down-state** [--help] [options] *recording.yml*

**DESCRIPTION**

The **libinput analyze touch-downstate** tool analyzes a recording made with **libinput record** and prints "down" state of each touch. This tool aids with the detection of stuck touches.

This is a debugging tool only, its output may change at any time. Do not rely on the output.

**OPTIONS**

**--help** Print help

**--use-st** Use the single-touch `BTN_TOOL_` bits instead of the slot state. The output will only show the "highest" finger down at any time. For examples, where two fingers are down, only the second slot will be marked as down.

**OUTPUT**

An example output for a two-finger alternating sequence below.

```
6.140281 +1062ms: x | x
7.410377 +1257ms:  | x
7.420200  +9ms:   |
11.233108 +3812ms: x | x
11.245721 +12ms:  x | x
11.850206 +604ms: |
13.827740 +1977ms: x |
13.839723 +11ms:  x |
14.704027 +864ms: x | x
14.716691 +12ms:  x | x
```

**LIBINPUT**

Part of the **libinput(1)** suite