

Creative Markup Language

CreativeML (CML) is an XML-based open standard for defining object creation, management, and interaction within a multiuser / multitouch environment. It is the official markup language for authoring GestureWorks and Open Exhibits applications.

Document Definition:

Every CML based application requires a main document file. In HTML this is often referred to as the *index* page. The main CML document must adhere to the following structure:

```
<?xml version="1.0" encoding="UTF-8"?>
<GestureWorksApplication version="1.0.0" key="VERIFICATION KEY">
</GestureWorksApplication>
```

The first line is the XML declaration. It defines the XML version (1.0) and the encoding used (Unicode Transformation Format-8. character set). For more information on XML visit the *w3schools* website: www.w3schools.com/xml/default.asp

The next line describes the root element of the document. The tag name *GestureWorksApplication* indicates that this document is a GestureWorks application.

The *GestureWorksApplication* tag has two mandatory attributes:

1. version
2. key

The *version* attribute tells the CML parser which version of the CML specification the document is using. The *key* attribute holds your license verification code.

Two often used optional attributes of the *GestureWorksApplication* tag are:

1. gml
2. css

The *gml* attribute will load an external gestureML file.

The *css* attribute will load an external cascading style sheet.

The content of CML-based applications will be authored between the opening and closing root *GestureWorksApplication* tag. The following example will load and display an external image file:

```
<?xml version="1.0" encoding="UTF-8"?>
<GestureWorksApplication version="1.0.0" key="VERIFICATION KEY">
  <ImageElement id="img1" src="myImage.png" />
</GestureWorksApplication>
```

For more information on CML visit the official website : creativeml.org