

# Open Exhibits 2 SDK

The Open Exhibits Software Development Kit is an authoring tool for creating digital collection-based applications. It provides media and user interface components that allow you to display digital media collections through a variety of user interactions including multitouch and computer vision.

## Features:

- Multitouch gesture library editable using the Gesture Markup Language (GML)
- Application development using the Creative Markup Language (CML) and CSS
- Development of CML components and elements using ActionScript 3
- Pre-built Templates, Components, and UI Elements

## Getting Started:

1. Open the *apps* folder in the Open Exhibits installation directory (*user/OpenExhibits2*)
2. Open the *example* folder.
3. Open *Example.html* to run the example app in your web browser.
4. You should see an image of the Open Exhibits logo in the browser window.
5. If you have a supported multitouch screen you can move, flick, and scale the image.
6. Read the *Getting Started* tutorials online: [openexhibits.org/support/tutorials](http://openexhibits.org/support/tutorials)

## License and Verification:

New users receive a 30-day trial license. Eligible users will receive a permanent key within the 30-day trial period. During installation, a verification key is created and stored in the installation directory within the file: *key.txt*. This key must be present in every Open Exhibits application whether in run or compile-time.

## Entering Your Verification Key:

Your verification key is automatically written into the installed CML files. If the example app is not working or you want to insert a different key follow these steps:

1. Open the *apps* folder in the Open Exhibits installation directory.
2. Open the *example* folder.
3. Open the *library* folder.
4. Open the *my\_application.cml* file using a text editor. It should look something like this:

```
<?xml version="1.0" encoding="UTF-8"?>
<GestureWorksApplication version="1.0.0" key="VERIFICATION KEY" xmlns:cml="http://gestureworks.com/cml/version/1.0"/>
```

Replace the *VERIFICATION KEY* string (or whatever is in that field) with your own key. During installation, a verification key was created and stored in the installation directory within the file: *key.txt*. If you have problems with your verification key contact us: [support@openexhibits.org](mailto:support@openexhibits.org)

## Creating Applications:

The Open Exhibits 2 SDK allows you to create applications though:

- XML based markup languages (GML and CML)
- Cascading Style Sheets (CSS)
- ActionScript (AS3)

For more information read the *CML-readme.pdf* and *GML-readme.pdf* files located in the *readme* folder of the installation directory and see the *Getting Started* tutorials online: [openexhibits.org/support/tutorials](http://openexhibits.org/support/tutorials)