

GestureWorks 3 SDK

The GestureWorks Software Development Kit for ActionScript provides streamlined multitouch authoring for touch-tables and walls, kiosks, desktop computers, tablets, and embedded devices. It features the world's first markup language for multitouch, GestureML.

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 *Templates* folder in the GestureWorks installation directory (*user/GestureWorks3*)
2. Open the *Flash/bin* folder.
3. Open *Flash.html* to run the example.
4. You should see an image of the GestureWorks logo in the browser window.
5. If you have a supported multi-touch screen you can move, flick, and scale the image.
6. Read the *Getting Started* tutorials online: gestureworks.com/flash-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 GestureWorks 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 GestureWorks3 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@gestureworks.com

Creating Applications:

The GestureWorks 3 SDK allows you to create applications through:

- 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: gestureworks.com/flash-tutorials