

# GestureWorks Flash 4 / Open Exhibits SDK

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The GestureWorks Flash / Open Exhibits software development kit is an authoring tool for creating digital collection-based applications in ActionScript 3 and XML. It provides media and UX components that allow you to display digital collections through a variety of user interactions including multitouch and Leap Motion.

The Open Exhibits SDK is the non-commercial version of GestureWorks Flash.

GestureWorks Flash / Open Exhibits SDK is divided into three libraries:

1. GestureWorksGML.swc
2. GestureWorksCML.swc
3. GestureWorksAway3D.swc

The GestureWorks **GML** library is a markup driven gesture analysis engine and is required for all projects. The GestureWorks **CML** library is an open source UX library that is compatible with the GML. It is *not* required. The GestureWorks Flash **Away3D** library is an open source GML and CML extension of the Away3D framework. It is *not* required.

## Features

- Multimodal gesture library editable using the Gesture Markup Language (GML)
- Application development using AS3, Creative Markup Language (CML), and CSS
- Development of CML components and elements using ActionScript
- Pre-built templates, components, and UI elements

## Getting Started

The best place to get started with the SDK is through the GestureWorks Flash Wiki page. It has several tutorials including a Getting Started tutorial for Flash, Flash Builder, and FlashDevelop: [wiki tutorials](#)

You can also browse the included examples folder found in the installation directory. Here you will find many example project that you can mix and match to create your own applications. All of our example projects have been created using FlashDevelop, a free open-source development environment for AS3. If you use Flash, Flash Builder, or something else then you can still use these examples, you'll simply have to create and set up a new project within the desired examples folder.

## Documentation and Resources

API: [files.gestureworks.com/flash-api/](http://files.gestureworks.com/flash-api/)

Wiki: [wiki.gestureworks.com](http://wiki.gestureworks.com)

GestureWorks: [gestureworks.com](http://gestureworks.com)

Open Exhibits: [openexhibits.org](http://openexhibits.org)

Ticket Support: [forums-flash.gestureworks.com/entries/23137151-Ticketed-Support](http://forums-flash.gestureworks.com/entries/23137151-Ticketed-Support)

GestureWorks Forums: [forums-flash.gestureworks.com/home](http://forums-flash.gestureworks.com/home)

Open Exhibits: <http://openexhibits.org/community/groups/oe-software-support/forum/>

## Third Party Libraries

All third party libraries are subject to own license restrictions.

GestureWorks Flash users are allowed to use the GreenSock library files as a part of the GestureWorks Flash product including commercial use, but usage outside of the product is subject to the standard Greensock "no charge" license: [greensock.com/terms\\_of\\_use.html](http://greensock.com/terms_of_use.html).