# WritePad™ SDK 1.0 for MAC OS X Release Notes

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### Overview

WritePad is a natural, style, writer and lexicon independent handwriting recognition technology. WritePad SDK enables natural handwriting input in third party applications on pen-enabled mobile devices. The SDK includes:

* WritePad recognition engine in object code and dictionaries for English, French, German, and Spanish languages. Engine is compatible with the user-specified platform. The SDK can support the following platforms: MAC OS, Linux, iPhone, iPad, Android, Windows.
* C/C++ header files with definition of API calls and structures
* Developer's Guide in Microsoft Word format
* Sample source code that demonstrates how to use the WritePad API.

### WritePad SDK features

* Recognizes natural handwritten text in a variety of handwriting styles: cursive, PRINT and MIXed cursive/print.
* Recognizes dictionary words from its main or user-defined dictionary, as well as non-dictionary words, such as names, numbers and mixed alphanumeric combinations.
* Provides automatic segmentation of handwritten text into words and automatically differentiates between vocabulary and non-vocabulary words, and between words and arbitrary alphanumeric strings
* Does not require a user to train the software and allows for most users to achieve high accuracy right "out of the box".
* Reliably recognizes handwriting in Danish, Dutch, English (US, UK), French, German, Italian, Portuguese, Spanish, and Swedish languages.

### Directory structure

* **Dictionaries** – contains WritePad dictionaries for all supported languages
* **Documentation** – contains WritePad SDK documentation
* **Include** – contain SDK header files
* **Lib** – contains MAC OS X dynamic libraries for all supported languages. (compile for MAC OS X 10.5 or later).
* **MacRecoTest** – sample project that demonstrates usage of the SDK.

### Compiling the sample project

**MacRecoTest** sample project is included with the SDK. Before compiling the project, make sure that the correct recognition engine library is in the one of the system or $PATH folders, otherwise the sample application will not start. You can compile the application using library for each supported language, just select the appropriate build configuration.

When creating your own project using the WritePad SDK which does not contain any C or C++ files you may need to specify the additional linker flags in the project settings (*Other Linker Flags* filed): **-cclib -lstdc++**