WritePad® SDK 3.5 for iOS
Release Notes

Overview

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

- WritePad recognition engine in object code and dictionaries for English, French, German, Dutch, Danish, Italian, Portuguese, Norwegian, Finish, Swedish, and Spanish languages. Engine is compatible with the user-specified platform. This SDK can supports iOS 4.0 or later.
- 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 SDK in an iOS application.

WritePad SDK features

- Recognizes natural handwritten text in a variety of handwriting styles: *cursive (script),* **PRINT**, and MIX*ed* (*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 11 languages, including English (US, UK), French, Finnish, German, Italian, Dutch, Danish, Norwegian, Portuguese (Brazil and Portugal), Swedish, and Spanish languages.

Directory structure

- **Dictionaries** – contains WritePad dictionaries for all supported languages
- **Documentation** – contains WritePad SDK documentation and licensing agreements

- **include** – contain SDK header files
- **lib-iphoneos** – contains WritePad static libraries compiled for the device (iPad, iPhone, iPod Touch, iOS 4.0+)
- **lib-iphoesimulator** – contains WritePad static libraries compiled for the simulator (iOS simulator, i386, iOS 4.0+)
- **WritePadInputPanel** – sample project that demonstrates usage of the SDK. This project uses iOS SDK 5.0, however it can be compiled for older or newer versions of iOS. It has been also tested on iOS 6.

Compiling the sample project

WritePadInputPanel sample project is included with the SDK. This is a universal app, which targets iPad and iPhone devices. By default, it links with the simulator WritePad library.

Before compiling the project, make sure that the correct recognition engine library is used (emulator or device).

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++**

You can use the sample source code in your project when integrating with WritePad SDK. The sample source code is provided "AS-IS" without any warranties. For more information, see the license and warranty disclaimer at the beginning of each source file.

The sample code also demonstrates how to implement in-app purchase for all supported languages. In-app purchase dialog appears when switching between languages in the Options view. Note that when implementing in-app purchase in your application you must provide the correct application bundle ID in the WritePadStoreManager.m file. You also must configure the in-app purchase section for your app on iTunes Connect web site.

Please note that a use the SDK sample code, or any portion of it, in an application that is not integrated with the WritePad SDK is stickily prohibited and will constitute violation of the WritePad SDK License Agreement.