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[Full-Screen Mac OS X Multitouch Magic](#)

Christian Moore's open framework enables true multitouch interaction in Mac OS X

All Windows fans still hoping their favorite OS can stand tall when this thing comes out better bring some solid proof because I can see this shaping up the industry like nobody's business. Developed by Christian Moore, not Apple, the Full-Screen Multitouch [Mac OS X](#) is alive and kicking. An interview with the man himself has revealed it can actually work under any OS, and even a web browser, but I get the feeling the Mac is going to be using its true potential first, and best. Scroll down for the full-screen multitouch Mac OS X video demonstration. Christian Moore told Gizmodo that his Lux free open framework enables true multitouch interaction in Mac OS X, with complex user interfaces and object manipulation. The video, (made on a MacBook, by the way) is actually "all AS3 running in Flash 9 over Mac OS X," Moore claims, "but you can integrate it with any development system and platform," as he puts it. Moore has been working on this open source framework "for experimenting with user interfaces." "It's more a general framework than targeting one main deployment platform," he revealed to the publication. Naturally, Moore used Flash "because it's fast to prototype in." Still, he had to break the software into several segments. Moore explains: "One C application that tracks hands that talks to Flash... WPF... or another C app... and basically everything you can imagine. You can enable multitouch in any environment, like Cocoa... Using Flash for this demo was the fastest way for us at the moment," he said. And while Christian Moore did the core system, he only required help from a handful of people from the NUI Group to deliver demos. Care to know what Christian developed most of the Lux framework on? A cardboard box with a webcam stuck to the bottom of it. The full Christian Moore interview is available at gizmodo.com. **Full-Screen Multitouch Mac OS X demonstration:**