

OpenLaszlo - What is OpenLaszlo?

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OpenLaszlo is an open source platform for creating zero-install web applications with the user interface capabilities of desktop client software.

OpenLaszlo programs are written in XML and JavaScript and transparently compiled to Flash and, with OpenLaszlo 4, DHTML. The OpenLaszlo APIs provide animation, layout, data binding, server communication, and declarative UI. An OpenLaszlo application can be as short as a single source file, or factored into multiple files that define reusable classes and libraries.

OpenLaszlo is "write once, run everywhere." An OpenLaszlo application developed on one machine will run on all leading Web browsers on all leading desktop operating systems.

What is OpenLaszlo?

OpenLaszlo 4.0 provides a single application environment that supports multiple deployment runtimes. OpenLaszlo 3.x supports Flash 7 and 8 and 9 now; OpenLaszlo 4 extends that reach to include DHTML. With the necessary infrastructure in place, we anticipate further runtimes will be developed by the OpenLaszlo community as well as by the Platform Team at Laszlo Systems. Sun Microsystems's "Orbit" project will provide compilation to the Java 2 ME environment, and a future release of OpenLaszlo will provide optimizations for Flash 9.

The OpenLaszlo 4 project, (formerly code named "Legals") began at the start of 2006. The official release was announced on March 20, 2007. Developers interested in helping to improve the quality of OpenLaszlo 4 are invited to contact us. Developers can get a head start on porting their applications by moving to OL4. However, some features of 3.x have not yet migrated to OL4, so not all applications can be ported. Please see the Release Notes for details. We expect the next release, OL4.0.1, to be fully-featured.

See [OpenLaszlo 4 FAQ](#) for commonly asked questions and answers about OpenLaszlo 4.