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The XMP SDK Overview

This document gives an overview of the XMP Software Development Kit contents. It also contains information about compiling the SDK source.

1.1 Download files

There are two versions of the SDK:

- **XMP Metadata SDK.mac.sit, for Apple Macintosh users**
- **XMP Metadata SDK.win.zip, for Microsoft Windows users**

NOTE: The Macintosh and Windows downloads contain exactly the same files. The only difference is the line ending convention for plain text files such as program source.

1.2 Contents of SDK

The XMP SDK contains the following components:

- **XMP Toolkit**
Contains C++ source, headers, and project files. The Toolkit enables both reading and writing of XMP metadata. There are also sample C interfaces included.
- **PacketScanner**
Sample code implementing a Scanner which takes an arbitrary data stream and parses it, finding and recording all XML packets. There is also code for testing the Scanner and additional test cases.
- **Samples**
XAPDumper — A sample implementation which uses the Scanner and Toolkit to read a file, parse it, and dump out the internal representation of the XMP tree.
XML Samples — Examples of RDF using the predefined schema.
- **Documentation**
XMP SDK Overview — This document.

The XMP Specification — describes the Extensible Metadata Platform, which provides a standardized method for the creation, processing and interchange of metadata. Intended for all those requiring an understanding of the format and capabilities of XMP. This document describes the XMP Schemas, the RDF (Resource Description Format) interchange format, and the XML Packet format. It also explains how to extend the

standard schemas, integrate XMP support into your application, handle compound documents, and how to embed XML Packets into a wide variety of application files.

The XMP Toolkit — A guide to the XMP Toolkit source code, interfaces, and implementation details, intended for developers incorporating XMP metadata into their products.

License.txt — Legal statement about the open source license for the XMP toolkit.

1.3 Compilers

The following compilers were used at Adobe to build and validate the Toolkit:

- **Microsoft Windows** — **Visual C++**
- **Apple Macintosh** — **Metrowerks CodeWarrior**

The SDK contains the project files used for build and validation.