

JavaFX support

Starting with JavaFX 2.2, users can interact with JavaFX applications using touches and gestures on touch-enabled devices. Touches and gestures can involve a single point or multiple points of contact. The type of event that is generated is determined by the touch or type of gesture that the user makes. This [link](#) describes working with events from Touch-enabled devices. We have compiled and tested the [Gesture Events example program](#) with our Mac OS X gesture implementation and found it all to work as expected therefore any JavaFX touch event driven applications should work as expected.

Touch-Base Support

<http://support.touch-base.com/Documentation/50214/JavaFX-support>