



Wessex House, Upper Market Street, Eastleigh, Hampshire England SO50 9FD
www.metismo.com

Press Release – For Immediate Release

Bedrock goes 3D with Imagination

London, July 28th 2008

Metismo are proud to announce the availability of 3D support within Bedrock in conjunction with Imagination Technologies.

The range of solutions for 3D within mobile is wide and fragmented, the Bedrock solution is a step towards consolidating this for the developer or publisher.

The Bedrock solution allows a J2ME title utilizing JSR239 to be developed, including full support for 3D within Phoney – the handset emulator provided with Bedrock – including source level debugging.

Bedrock's Cross Compiler can then be used to translate the J2ME to native C++ and OpenGL ES calls on a range of handsets including Brew, Apple iPhone, Antix Game Player, Windows Mobile and Symbian.

Bedrock uses the Imagination Technologies PowerVR OpenGL ES SDK to support 3D on Windows, Linux, Windows Mobile & Symbian.

"With growing fragmentation a clean solution built upon open standards is a huge benefit to developers," said John Chasey, CEO Metismo. "Imagination have a long heritage in 3D with their PowerVR technology and they are the ideal partner to provide a trusted OpenGL implementation."

"Application development on mobiles holds so much potential, but is in reality marred by developing for countless SKUs. Bedrock from Metismo is an important step in the direction of massively simplifying that development process. Our 3D acceleration technology, POWERVR MBX, is the de facto standard in high end phones, and with Metismo's support for MBX in Bedrock, you no longer have to choose between ease of use with Java or 3D accelerated performance with C++. Things are looking good for users of Bedrock," said Marque Pierre Søndergaard, 3rd Party Relations, Imagination Technologies.



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Bedrock's rapid production environment and device database enable you to prototype, develop and target your application to hundreds of handsets quickly and easily. Its cross compiler converts your J2ME or DoJa source to native C++, with OpenGL ES support, simultaneously deploying your product to BREW, Symbian, Apple iPhone, Windows Mobile and more.

About Metismo

Metismo is a privately owned mobile middleware company creating robust tools and systems for mobile application development and deployment.

Bedrock's rapid production environment and device database enable you to prototype, develop and target your application to hundreds of handsets quickly and easily. Its cross compiler converts your J2ME or DoJa source to native C++, simultaneously deploying your product to BREW, Symbian, Apple iPhone, Windows Mobile and more.

For more information visit: www.metismo.com

Contact:

John Chasey, CEO

Tel: 07967 656952

john.chasey@metismo.com