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Press Release – For Immediate Release

Bedrock bring Mobile Apps to the Web with HTML5 & Flash

Metismo are very pleased to announce that they have extended support for their Bedrock cross-platform mobile technology to encompass web technologies in the shape of HTML5 and Flash.

A content developer is now able to develop an application and using the Bedrock technology convert and deploy that application across a full range of digital distribution channels from the web, to mobile devices and even handheld consoles.

“Support of web output has been a consideration since we first designed the Bedrock architecture – the first Flash based title cross-compiled using Bedrock was released at the end of 2007. However with the significant penetration of HTML5 now in the marketplace we feel the time is right to extend Bedrock beyond the mobile and handheld sectors into online as well. ” said John Chasey, CEO of Metismo.

“If you are a content developer you want to be able to get your content in front of as many users as possible – whatever digital environment they are using. Bedrock gives the developer the widest possible choice of distribution channels in the market.”

Bedrock operates on a site licence basis depending upon number of developers and platforms required but does not charge fees per application or number of units sold.

For more information please contact enquiries@metismo.com

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 Java source code to human readable C++, simultaneously deploying your product to Mobiles; Apple iPhone, Android, BREW, Symbian, Blackberry and Windows Mobile, Handhelds; Sony PSP and Nintendo DS and the web with HTML5 or Flash.

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 Java source code to human readable C++, simultaneously deploying your product to Mobiles; Apple iPhone, Android, BREW, Symbian, Blackberry and Windows Mobile, Handhelds; Sony PSP and Nintendo DS and the web with HTML5 and Flash.

For more information visit: www.metismo.com

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