

BitFlash SVG Tiny Player brings SVG 1.2 to life!

Introducing our FAST, efficient multimedia player for mobile devices



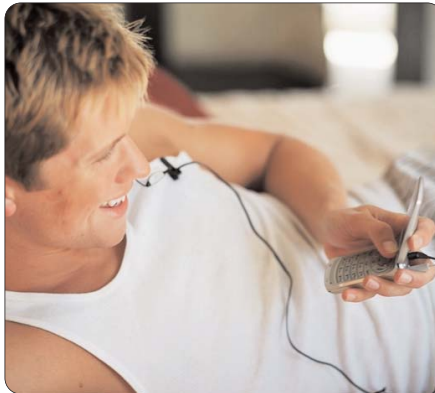
The promise of an open-standard SVG Tiny player based on the W3C's 1.2 specification has caught the attention of the world's largest and most influential mobile operators and handset manufacturers. Global organizations such as the 3GPP and Vodafone are leading the initiative to standardize the use of SVGT for all mobile graphics. If SVGT isn't already part of your mobile offering, your customers will soon insist on it!

The BitFlash SVG Tiny 1.2 Player—the most advanced, feature-rich implementation available on the market today—gives you the power to create and deploy exciting new wireless services, whether you're a device or platform vendor, a mobile operator, or a multi-media content creator.



Fast, efficient Real-Time rendering

With its patented graphics engine, the BitFlash SVG Tiny Player renders at blazing speed—instantly displaying static images, and running smooth animations in complex files. The speed of the engine allows animated content to be rendered in real time, eliminating the need to store heaps of cached or pre-rendered bitmaps in memory—an ideal solution for Graphical User Interfaces.



Powerful interactivity

SVG Tiny isn't limited to rendering static or animated vector content. In fact, it's perfectly suited for building rich mobile applications. With its powerful microDOM (uDOM) support, SVG Tiny is the ideal technology for creating interactive applications. BitFlash provides direct access to the uDOM through a C API, ECMAScript, or Java APIs (JSR226).



Rich graphic support

Offer your wireless customers uncompromised precision of graphic quality. The power and value of SVG lies in part in its ability to render high-quality graphics at any resolution. BitFlash has always understood this, and has made providing superior graphics its

utmost priority.



Full compliance with standards

The BitFlash SVG Tiny Player is fully compliant with the W3C's SVG Tiny 1.1 and 1.2 specifications. SVG 1.1 and 1.2 have been 3GPP requirements for next-generation Multimedia Messaging Service (MMS) devices since Rel 5. These specifications are also listed in most mobile operators' terminal specifications.

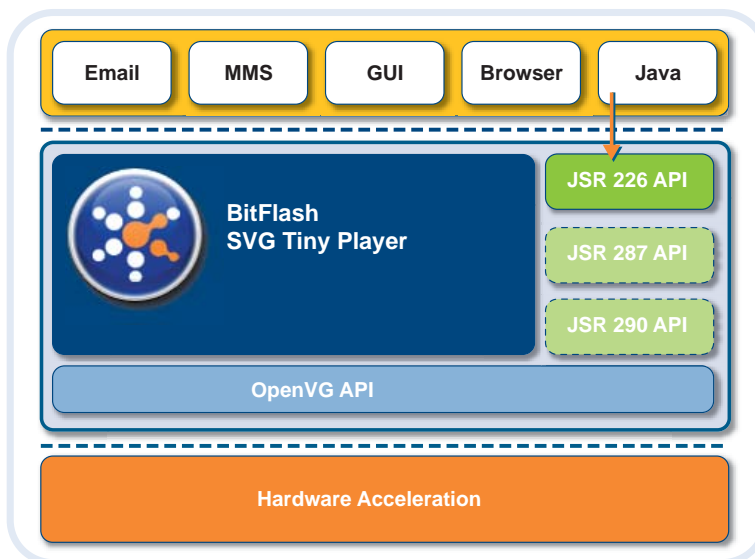


BitFlash delivers a complete embedded SVG solution!

With the world's most advanced SVG Tiny Player and multiple add-on products, BitFlash offers a complete Mobile SVG solution to help you satisfy your customers' most urgent demands.

The BitFlash SVG Tiny Player is rapidly becoming a core service on mobile handsets all over the world. BitFlash technology empowers a wide variety of services including games, Graphical User Interfaces, Location-Based-Service (LBS) applications, and client-server applications.

To succeed in today's mobile world, SVG must integrate seamlessly with existing wireless technologies and standards. BitFlash is committed to providing support for all intersecting technologies and standards, offering our customers a complete SVG solution.



Player Highlights

- Patented OS-independent graphics rendering technology delivers unparalleled performance and crisp visual quality, while limiting memory requirements
- Low ROM requirements for both static and interactive content due to our Real-Time rendering approach. BitFlash does not cache or pre-render images.
- Robust and extensible parser and DOM provide solid building blocks for the SVG Mobile roadmap
- Mature and powerful uDOM
- ECMAScript support
- OpenVG-ready (working with leading GPU providers)
- JSR 226-ready (integrated with the BitFlash JSR 226 API)
- Small footprint: 200Kb
- Pure, warning-free ANSI C code

Powerful SVG Tiny 1.2 features

- Multi-media: audio and video support
- microDOM (uDOM)
- XML events
- ECMAScript bindings
- opacity and gradient support
- progressive rendering
- constrained transforms
- 8-way focus and navigation
- background-fill / background-fill-opacity

Player Specifications

ROM: 200Kb
 RAM: 50Kb to initialize
 SVG Tiny 1.1 and 1.2 compliant

BitFlash SVG Tiny 1.2 Player SDK includes:

- Product source code or pre-compiled binaries for your Real-Time Operating System
- Complete product documentation
- Sample integration code for Windows, BREW and Symbian
- Sample Viewers for Windows, BREW and Symbian
- Other RTOS and platforms available upon request

Java (JSR 226)

Nokia, through the Java Community Process Program, led the specification that allows Mobile Java developers to render and manipulate SVG Tiny content within their wireless Java application.



JSR 226 is required by the Mobile Services Architecture for CLDC (JSR 248).

BitFlash offers a JSR 226 API pre-integrated with the BitFlash SVG Tiny Player and industry-standard Mobile Java Virtual Machines.

BitFlash will continue to provide SVG-specific JSRs, and our current product roadmap includes JSR 287 (SVG API 2.0) and JSR 290 (XML User Interface Markup).

specification will provide unparalleled rendering performance on constrained platforms through hardware acceleration. With the BitFlash OpenVG API, you have the key to unlock this potential.



The Web Integration Compound Document Specification put forth by the W3C is an important step toward standardizing the way XHTML, CSS and SVG behave in the same document.

The BitFlash Player API provides all the functionality you need to ensure that your application conforms to the WICD specification's wireless profile.



OpenVG

BitFlash is a proud member of the Khronos Group and supports the OpenVG specification. The Open Vector Graphics



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