

## Innaworks Contact

Stephen Cheng  
+64 4 9787328  
scheng@innaworks.com

### **Innaworks Alleviates Mobile Platform Fragmentation with alcheMo Java ME-to-BREW Porting Solution**

*Technology Automates Process, Reduces Time-to-Market and Slashes Cost of Porting  
Java ME Applications to BREW*

SAN DIEGO, CA – June 19, 2007 – Innaworks™, a premier provider of development tools for the mobile game and application industry, today announced the commercial availability of alcheMo™, an automated Java™ ME-to-BREW® porting solution. alcheMo is fully automated and designed to instantly port a standard Java Platform, Micro Edition (Java ME) application to BREW without further manual adjustments. Innaworks will showcase its products in booth #32 at the BREW 2007 Conference, being held June 20 - 22 in San Diego. Innaworks also announced that Hands-On and Superscape, both ranked in the top 10 US mobile game publishers, are licensing alcheMo and are committed to alcheMo as their preferred Java ME to BREW porting solution.

To maximize market availability, mobile application publishers and developers must make their content available on both Java ME and BREW. Traditional methods to port from Java ME to BREW devices add weeks to an application's time-to-market, often with costs as much as the original development. alcheMo's cost-effective automated process minimizes time-to-market, while enabling developers to maintain a single code base to target both Java ME and BREW.

alcheMo incorporates an advanced optimizing translator to convert Java ME application source code to equivalent BREW C++ application source code. Compiled using a standard BREW C++ tool-chain and linked with alcheMo's optimized run-time library, a native BREW application is produced. alcheMo is capable of porting Java ME applications utilizing a commonly used subset of Java ME CLDC 1.1 and MIDP 2.0, and fully supports the use of Java-style exception handling, multithreading, synchronization, interfaces, inner classes and other advanced Java language features. alcheMo's run-time library incorporates a garbage collector for automatic memory management.

"alcheMo is technically very impressive. It is the first automated J2ME to BREW porting solution I know of that works on standard unmodified J2ME games. alcheMo has every potential of revolutionizing the way the industry tackles platform fragmentation," said David Brittain, VP Technology, Superscape. "On the *Spring Break: Wild Waves* project, alcheMo shows that a single code base is a reality and simultaneous J2ME and BREW development is no longer an expensive luxury. Equally impressive is the quality of Innaworks' relentless customer service. I enjoyed working with their dedicated and talented team who helped make *Spring Break: Wild Waves* a success."

"With *Fantastic Four: Rise of the Silver Surfer*, alcheMo produced a high quality port in a significantly shorter period of time resulting in a compressed QA cycle and reduced time to market," said Michael Temkin, CTO and SVP of Product Development of Hands-On Mobile. "Our total cost of delivering the game on BREW was dramatically reduced. The automated porting approach is fundamentally changing the game; with alcheMo it is now profitable and indeed straight-forward to take advantage of the niche opportunities with the second and third tier operators."

“For mobile game and application publishers and developers working with Java who need a way to showcase their products on the BREW solution, the Innaworks alcheMo solution provides a simple and time-efficient conversion,” said Christophe Bernard, staff manager, developer relations for QUALCOMM Internet Services. “The ability to extend applications to BREW opens up great new opportunities for publishers and developers to deliver their products to BREW operators globally.”

alcheMo is now immediately available for licensing. Additional information is available at [www.innaworks.com](http://www.innaworks.com).

#### **alcheMo benefits:**

##### *One code base, one team*

alcheMo makes it practical to have a single source base to target both Java ME and BREW devices. The same developers can now develop for both platforms, allowing development processes and human resource management to be streamlined.

##### *Reduced time to market*

By eliminating a separate Java ME-to-BREW porting process, the time to market can be reduced by six weeks or more. alcheMo provides the benefits of simultaneous Java ME and BREW development without the cost of running two development teams.

##### *Leverage Java ME investments*

With alcheMo, developers can take full advantage of existing investments in the Java ME tool-chain. Java ME game engines, libraries, frameworks and tools are now available in BREW.

##### *Reduced quality assurance cost*

By sharing a common code base between Java ME and BREW, functional tests need be performed only once to cover both platforms. Furthermore, Java is an intrinsically safer language, eliminating entire classes of common programming errors.

#### **About Innaworks**

Innaworks Development Limited (trading as Innaworks) is a premier supplier of mobile development tools, providing automated solutions for porting and optimization. Innaworks' other offerings include mBooster, the de-facto industry standard for optimizing Java ME applications. Innaworks' customers include I-play, Superscape, Hands-On Mobile and other Tier 1 mobile game and application publishers. Founded in 2002, Innaworks is a privately held company with its headquarters in Wellington, New Zealand. Additional information is available at [www.innaworks.com](http://www.innaworks.com).

#### **About BREW solutions**

BREW solutions change the way people relate to wireless data services. By enabling discovery and delivery of high-value content, BREW creates opportunities for the wireless industry to enhance consumers' mobile data experience. QUALCOMM's comprehensive and targeted BREW Signature Solutions offer reduced time to market and lower capital investment for companies providing mobile products and services. Customers can also benefit from several modular BREW offerings, including uiOne™, deliveryOne™ and QPoint™, which provide the foundation for customer-differentiated wireless data capabilities.

###

Innaworks, mBooster and alcheMo are trademarks of Innaworks Development Limited. Sun, Sun Microsystems, Java and Java ME are trademarks or registered trademarks of Sun Microsystems, Inc. QUALCOMM and BREW are registered trademarks of QUALCOMM Incorporated. uiOne, deliveryOne and

QPoint are trademarks of QUALCOMM Incorporated. All other company and product names may be trademarks of their respective owners. All Rights Reserved.