

MacDX availability for Universal Binary Developments

Ipswich, England (25 May 2006)

Coderus Ltd are pleased to announce the availability of the MacDX SDK for universal binary developments which allows developers using MacDX to generate INTEL accelerated versions of any of their existing and/or future titles.

As part of this announcement, we will be making the new universal MacDX SDK available at no extra cost in licensing fee for the next 30 days from this press release. Existing MacDX licensee's can qualify for this offer and need to contact their support representative confirming which titles they want to use with this offer.

Using the MacDX product from Coderus Ltd, developers can continue to move source code, which uses the DirectX API to both INTEL and PowerPC Macintosh platforms. Most source code, which uses the DirectX APIs can simply be recompiled and linked with the MacDX libraries using Apple's Xcode to generate a universal binary.

Mark Thomas, CEO/Technical Director Coderus Ltd, said:

"I'm pleased that we will be able to make our INTEL optimizations available at no extra cost. While we weren't part of the initial "We are universal too" announcements when Apple released the new INTEL hardware, it has taken some time to get our optimizations tuned for the new INTEL hardware."

"I can see a bright future in Mac gaming only if we develop in collaboration and stop repeated innovation."

For further information on MacDX please visit the Coderus website:

<http://macdx.coderus.com>

Information on universal development:

<http://developer.apple.com/transition/index.html>

Coderus Ltd was founded in 1998 and is based in Ipswich, England. It provides unique solutions to common development problems with minimal loss of performance, as well as cross-platform porting and consultancy services. Further information on MacDX and services can be found on the company's web site <http://www.coderus.com>.