

MacDX helps Disney/Pixar Cars And Paradox Series come to Mac OS X.

Ipswich, England (29 Sept 2006)

Coderus are excited to announce the availability of 2 new case studies showing how two different clients have brought their products to Mac OS X successfully using MacDX. Each client's developers had different development backgrounds one with Mac OS only experience and the other client's developer only Windows & DirectX experience with no prior Mac OS X experience.

We hope releasing these case studies re-iterates our message of how using MacDX reduces development times and can assist products wanting to be released both on PC and Mac products at the same time. Whilst giving you the confidence that your products will perform and have the widest coverage of 3D graphics hardware and processor architectures currently available in the Mac OS market place using a proven technology.

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

“I'm pleased working with our licensee's that we can show publicly how MacDX can help both Mac OS and Windows game developers in bringing DirectX orientated product to the Mac OS X platform”

“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>

Case studies are available to download from

<http://www.coderus.com/macdx/casestudies.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>.