



Seaweed Systems, Inc. stands behind launch of OpenGL ES SC at Siggraph 2005

Seaweed Systems, Inc. announces availability of COTS DO-178B certifiable embedded graphics driver compliant with the OpenGL ES SC 1.0 profile announced at Siggraph 2005

Los Angeles, CA and Woodinville, WA: August 2nd 2005: Seaweed Systems, Inc. (Seaweed), a leading developer and supplier of OpenGL[®] and X Window System embedded graphics solutions, throws its weight behind the launch at Siggraph 2005 of the OpenGL ES SC 1.0 profile, which specifically addresses the need for an open standard, small footprint OpenGL subset definition ideally suited to embedded applications that have safety or security requirements.

The OpenGL ES Common profile was the first profile released to address a specific market need for a subset of the full OpenGL API. OpenGL ES Common and Common Lite profiles have gained considerable momentum in the graphics community following their release in 2003. OpenGL ES SC 1.0 is now being launched at Siggraph 2005 to address the needs of embedded graphics communities for whom safety is a primary concern including aerospace and defense; medical device; automotive; and industrial process control communities.

“Seaweed has been fully behind the need for OpenGL ES SC and has taken a leading role in the working group that has defined the profile from day one,” said Robert Schulman, President of Seaweed. “There has been an explosion in the number of companies relying on the richness and flexibility of the OpenGL API for embedded graphics development, but until now there has not been a consensus in the industry on how to subset OpenGL

for use in safe systems. Seaweed believes that OpenGL ES SC provides this consensus and represents the embedded graphics standard that will be adopted by companies that develop applications that have safety requirements long into future. Since safety-related applications are the cornerstone of Seaweed's business strategy, Seaweed has devoted considerable key technical resources to ensuring that it has an OpenGL ES SC compliant version of its market-leading SeaWind/178 driver solution available to coincide with the profile launch at Siggraph 2005. We will continue to contribute to OpenGL ES SC as it evolves and will continue to ensure that our own products keep pace with this evolution”

“I have personally put a great deal of effort into the definition of OpenGL ES SC 1.0 since starting as Chairperson of the working group back in 2003,” said Chris Hall, Co-editor of the OpenGL ES SC 1.0 specification, and Vice President, Engineering at Seaweed Systems. “Seaweed was invited to participate in the working group activities as the first contributing member from the outset, because we had a great deal of relevant experience implementing safe subsets of the OpenGL API for our avionics customers. Our work with SeaWind/178, Seaweed's own DO-178B certifiable product based upon a subset of the OpenGL API, and the overwhelming avionics industry acceptance of our product provided the working group with initial impetus and enabled the group to garner support and input from avionics industry leaders. This was incredibly important to ensure that the profile would be readily accepted and supported by the community it was aimed at”

“I was delighted that the Safety Critical workgroup selected me as chair to help steer the release of version 1.0 towards ratification,” said Bruce Stockwell, SeaWind/178 Lead Software Developer at Seaweed and Chairperson of the OpenGL ES SC working group. “The release of OpenGL ES SC version 1.0 at Siggraph is a milestone for us, but it is just the first step. The working group continues to evaluate safe and practical expansions to the profile as users demand them and as OpenGL itself continues to evolve.”

Suitability of product for use in the most advanced aerospace applications is key to Seaweed's success and to the adoption of OpenGL ES SC as a standard for the world of

embedded graphics. Today, Digital Map applications set the high water mark in terms of the demands placed upon the graphics system.

"As a supplier of robust and highly acclaimed airborne map and image processing products, Harris is excited about the release of Seaweed's OpenGL ES SC driver. This release is directly in line with our situational awareness product roadmap and will be employed as Harris continues to provide highly efficient image processing products," said Doug Williams, Advanced Programs Engineer, Harris Corporation.

About Seaweed Systems

Seaweed Systems is a software house specializing in X Window System and OpenGL® products and services for embedded graphics applications. The company's COTS software products are geared for the realtime/embedded marketplace and offer aggressive performance, feature set, support, and implementation schedules. To serve the ever-increasing number of embedded graphics programs that require safety-critical certification, Seaweed successfully developed and delivered its Seawind/178B family of DO-178B certifiable OpenGL® subset API products. More information can be found at www.seaweed.com.

About Harris

Harris Corporation (NYSE: HRS) is an international communications equipment company focused on providing product, system, and service solutions for commercial and government customers. The company's four operating divisions serve markets for microwave, broadcast, secure tactical radio, and government communications systems. With more than 10,000 employees, including 5,000 engineers and scientists, Harris is a technology powerhouse. More information can be found at www.harris.com.

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