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DiSTI's Safety Critical Embedded C++ Broadens OpenGL Support Base

OpenGL ES 1.1 and 2.0 Now Compatible with SCEC++ Runtime Libraries

For the Award-Winning GL Studio Toolkit

Orlando, FL (April 26, 2010) – DiSTI, a global leader in Empowering the Human Machine Interface (HMI), has announced the availability of OpenGL ES v1.1 and v2.0 support for GL Studio's Safety Critical Embedded C++ (SCEC++) run-time library. This new expansion of capability enables users of the GL Studio Embedded C++ Code Generator to rapidly target compliant hardware display systems with industry leading interface graphic designs.

The GL Studio SCEC++ run-time library provides an unrivaled solution for portability of high fidelity interactive 2D and 3D display content. With a compact memory footprint, strict operating system abstraction, efficient rendering capabilities, and expandable support to allow use of custom OpenGL shaders; GL Studio's SCEC++ run-time delivers an extremely optimized and portable embedded solution for executing digital human machine interfaces.

In addition, the streamlined GL Studio Development environment enables the rapid creation and modification of interface content in a WYSIWYG environment. The ability to produce the

interface designs in human readable C++ ensures a streamlined integration into any user's unique development environment. These characteristics set GL Studio apart from competitors and have solidified its industry leading status.

“Offering support for OpenGL ES 1.1 and 2.0 opens significant doorways for users of the GL Studio EC++ code generator,” said DiSTI Chief Technology Officer Darren Humphrey. “Our customers chose our solution because of the level of portability it offers and efficiency of the development cycle. This new capability broadens what developers can now do with our tools.” Adoption of the library is evident from its proliferation through a wide variety of application areas including the aviation, aerospace, medical, and automotive communities.

About DiSTI

DiSTI is a global leader in the development of Human Machine Interface software for businesses, governments and the military. The company's flagship product, GL Studio, enables programmers and developers to build high-fidelity graphics, 3D simulations and fully interactive controls into their models, enhancing the level of realism and sophistication, while improving learning and retention.

More than 400 customers worldwide, including BAE, Boeing, Dassault, FedEx, Lockheed Martin, Honeywell, Raytheon and Thales, use DiSTI solutions to build maintenance trainers, create PC and Internet-based courseware and to develop components for safety-critical applications. As a full service provider, DiSTI offers a complement of customer programming and development services, and is the recognized leader in training solutions for the global simulation and training community. For more information, visit www.disticom.com.