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CRI Middleware, Co., LTD

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CRI Middleware delivers CRI ADX™ and CRI Sofdec™ for Windows PC version

CRI Middleware Co., LTD. (Central office: Minato-ku, Tokyo; COO: Takashi Nozawa) will start delivering “CRI ADX™” for PC and “CRI Sofdec™” for PC.



“CRI ADX™” is a multi-stream sound system equipped with a powerful multi-stream control feature. Playing back audio from disc media has been limited to a single tune at a time so far. Now playing back multiple audio at the same time is possible by using CRI ADX™, that has an original buffer control technology. Not only sound data, but also graphics data or program data can be read in parallel, independently and asynchronously. Refer to <http://www.cri-mw.co.jp/> for more details of “CRI ADX™”.

“CRI Sofdec™” is a high video and sound quality system especially developed for games. It enables PCs to maximize their ability and brings fusion of movie playback and game play to fruition. It provides “Multi-stream Playback”, playing back multiple video streams in parallel, independently and asynchronously in addition to simple movie playback function and “Seamless Playback”, playing back multiple video streams seamlessly as if it were a single video stream. “Seamless Branch Playback” and “Seamless Loop Playback” are also available. Refer to <http://www.cri-mw.co.jp/> for more details of “CRI Sofdec™”.



Multi-stream Sound System
CRI ADX™



Video system for games
CRI Sofdec™

All of the above middleware products have been available for the use of consumer game systems such as NINTENDO GAMUCUBE, PlayStation2, and Xbox, and used in over 550 titles of game application worldwide. We are now providing the middleware for Windows, as requested by game publishers and developers.

(1)

NEWS RELEASE



Since universal API (application program interface) is used for all platforms, you will find unimpeded introduction of middleware for Windows if you have used our middleware for any platforms.

With delivering middleware for Windows, for “TRIFORCE™” and for “Chihiro™”, (next generation of all-purpose arcade CG boards,) a transarchitectural development environment will be facilitated for all direction multi-platforms such as consumer games, arcade games, and Windows PCs. Herewith, we will support game publishers’ more speedy expansion of their strategic titles as well as software development efficiency improvement and a serious cost reduction.

Currently, middleware for Windows version is available only for game publishers and developers. We will start download service of the middleware freeware version on our web site shortly. The freeware version can be used only for evaluation use and for personal use at free of charge. Details for freeware version release will be informed separately.

We guarantee fruition of an environment that software publishers and developers dedicate themselves to creation and development of their application contents with our wide array of middleware products.

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Inquiries to be forwarded to:



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