

Futuremark Strengthens Its Java Benchmark Offerings

3DMarkMobile JSR 184 and SPMarkJava Web enable accurate comparisons between Java and OpenGL ES 3D performance.

3GSM World Conference 2007, Barcelona, Spain – February 13, 2007 - The world's leading developer of system performance analysis software and services for cell phones, handhelds and PCs, Futuremark Corporation, released today two new benchmark products targeted for performance measurement of devices supporting Java ME. 3DMarkMobile JSR 184 and SPMarkJava Web workloads were developed in cooperation with their Handheld Benchmark Development Program (BDP) members, a group comprised of the world's most influential handheld industry companies. Futuremark's new benchmarks are the first industry sanctioned, professional testing tools that enable valid comparisons between Java M3G and native OpenGL ES 3D Graphics performance.

Futuremark has established a strong position as provider of industry standard testing workloads for native application performance measurement, supplying the mobile industry with the following benchmarks: 3DMarkMobile ES 1.1(* for OpenGL ES 1.0/1.1 3D graphics, VGMark 1.0(** for OpenVG 1.0 vector graphics and SimulationMark ES 2.0 for OpenGL ES 2.0 pre-silicon chip designs. Futuremark's SPMarkJava JSR 184(***) uses common Java APIs on devices compatible with MIDP 2.0, CLDC 1.0 & 1.1, JSR 184 (M3G), and JSR 135. With their expansion into the Java Mobile environment with 3DMarkMobile JSR 184 and SPMarkJava Web, Futuremark offers the world's widest array of carrier grade mobile performance measurement tools and services.

"Java is fundamental to the mobile industry today and will continue to be so." said Petri Talala, Futuremark's VP Mobile Business. "Java is well suited for today's consumer mobile applications and mobile devices. To further the development of tomorrow's rich media mobile devices, and to ensure that mobile network operators, cell phone manufacturers and their suppliers will have proper tools available to them, Futuremark is committed to delivering world leading performance measurement tools and services for all relevant APIs and platforms."

Workloads via Industry Cooperation

To assure the benchmarks fulfill mobile industry requirements and provide consistent, unbiased and trustworthy performance data, Futuremark developed the workloads in close cooperation with mobile industry leaders via Futuremark's Handheld BDP. The program's membership includes AMD, ARM, Broadcom, DMP, Freescale Semiconductor, GiQuila, Imagination Technologies, Intel, Marvell, Mtekvision, NexusChips, NVIDIA, Renesas, Samsung, Symbian and Texas Instruments. The new products are essential performance evaluation tools for mobile network operators, handset manufacturers, ODMs, and semiconductor companies.

Java vs. OpenGL ES Performance Comparisons

3DMarkMobile JSR 184 is Futuremark's port of their industry standard 3DMarkMobile ES 1.1 benchmark to the Java Mobile 3D Graphics (M3G) environment. 3DMarkMobile

ES 1.1 and 3DMarkMobile JSR 184 share identical test workloads, which are deployed through Futuremark's OpenGL ES 1.1 engine in the former, and the company's JSR 184 engine in the latter. This design enables reliable comparisons between native OpenGL ES and Java Mobile 3D performance. Test suites feature high detail 3D game workloads and pixel processing, vertex processing and CPU processing feature tests, plus image quality tests. Futuremark's professional benchmarks are designed to assist with product development, design evaluation and objective cross platform performance comparisons of cell phones, handhelds and other embedded applications.

From the Volume to Top of the Line Models

With SPMarkJava Web, customers are able to execute Java workloads in a piece-meal fashion. This enables customers to use the workloads in virtually any level of device, from entry level models with extremely constrained memory and processing capabilities all the way to the highest end models. SPMarkJava Web includes SPMarkJava JSR 184 game tests and all 3DMarkMobile JSR 184 tests, in an easy to use web-based interface, with a modular architecture and a centralized web-based database for tracking results. With customized test and benchmark selections, supporting low-end to high end mobile devices, test results can be compared between any devices' submitted data. SPMarkJava Web enables mobile network operators, cell phone manufacturers, semiconductor companies, consumers and media to evaluate and compare mobile devices at ease.

Availability

3DMarkMobile JSR 184 is available immediately via compiled version and source-code licensing to Futuremark's Handheld BDP members and via license to any interested operator, mobile industry manufacturer, chipmaker or developer. SPMarkJava Web will be available in February, 2007 to industry media and via license to any interested network/mobile operators or consumers. Pricing for both products is available from Futuremark on request by contacting sales@futuremark.com.

About Futuremark® Corporation

Futuremark® Corporation is the leading provider of performance analysis software and services for PCs and smartphones. Futuremark® is known around the world for its benchmark products, including the 3DMark® and PCMark® Series, SPMark™ and VGMark™ (with more than 30 million copies distributed worldwide) and value-added services powered by a database of over 13 million real life benchmarking results. Futuremark® maintains offices in Saratoga, California and Helsinki, Finland. For more information, please visit <http://www.futuremark.com>

(* 3DMarkMobile ES 1.1 was previously known as 3DMarkMobile06

(** VGMark 1.0 was previously known as VGMark07

(*** SPMarkJava JSR 184 was previously known as SPMarkJava06

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