

## **Coderus Limited Unveils “MacDX” for Mac OS X**

### **“The DirectX® API comes to Mac OS X”**

Great Britain (April 17th 2002) Coderus Ltd today announced MacDX for Mac OS X. This product will change the way Software Houses, Publishers and Mac OS Porting Houses bring Direct-X based products to the Mac OS Platform.

"The MacDX for Mac OS allows you to bring Direct-X orientated products to the Mac® OS platform without the need to re-develop the product. As the DirectX® interface is one of the most popular interfaces with a vast amount of information and published documentation, why spend resources on bringing your product to Mac® OS when your team can be developing new features or that next killer product" said Mark Thomas, CEO/Technical Director of Coderus Ltd.

The MacDX API has the following features

- \* Fully Supports the DirectX® interfaces the same as those Microsoft versions.
- \* Supports Mac OS X and Classic environments natively.
- \* ATI & Nvidia 3D Video cards support.
- \* Support C/C++ interfaces.
- \* Easily Integrated into your development environment.
- \* Debug Libraries for extra programmatic debug support.

The MacDX API is a licensable product from Coderus Ltd, and the license is customizable to your requirements from what you required from DirectX API. For more information, please visit our web site <http://www.coderus.com/>.

About Coderus Ltd

Coderus Ltd was founded in 1998 and has established itself as a pioneer in porting Mac® OS Solutions for DirectX® oriented products. Coderus has over ten years of experience of cross-platform solutions, and has assisted many companies in getting their products available for Mac OS and Microsoft Windows®.

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