

PRESS RELEASE

For Immediate Release

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iPhone interface experience now available on Java Phones

New York, NY - August 27, 2007 – A new milestone has been reached in the mobile industry with the release of a new technology called "CM3" that allows publishers to easily produce iPhone style rich media mobile applications for everyday Java cell phones. While menus swish and slide across the screen of the smaller java phones, it's hard not to be blown away by the the smoothness of the experience and the fact we're talking about any 99 dollar cell phone that can run basic java.

With the Uber successful launch of Apples iPhone, companies, design houses and indie developers have been scrambling to find a way to keep up with the direction Apple iPhone has pushed the mobile industry, which is towards rich media end-user experiences. Till now, mobile applications were good if they had some graphics and a midi player. Even phones like the blackberry and the treo have survived without giving very much in terms of bells and whistles for the in-hand experience. Now with the over the top response to iPhone, mobile publishers are looking to offer some fun on the handset making the simple use of the application an activity to enjoy along with the experience of the actual service.

"This reality of giving the small business and sub prime consumer the ability to have what is now so often even called an "iPhone Experience" to use, sell, market and promote themselves is a triumph for small business in America. The idea is to be innovative enough to make it more and more difficult for 800 pound gorillas like Apple, Adobe and Many others to control the timeline of innovation and commerce in America. Demystifying the "iPhone Experience" this quickly and placing the technology within reach of hungry developers and in the hands of everyday people (end-users), is our way of aggressively pushing innovation forward. and maybe faster than some

big wigs would like." Says Moses Johnson, Lead Architect and Creator of CM3. "I think that's what is making CM3 so successful."

What is CM3?

CM3 is an affordable way to create animated rich media mobile applications for Java Mobile Phones. It is the fastest way to get to market with a mobile application that harnesses the design-driven user experience that makes the iPhone so popular: Swooshing Menus, attractive motion graphics: A sense of style for your custom Java Applications.

CM3 hosts a developer community for CM3 users where members can share code, ideas and resources in a "Closed Source" environment. Create your own original program from CM3 source code such as mobile storefronts, mobile media manager, mobile TV, video on demand, media search applications, chat, etc. Then get resources, development assistance, hints and hook-ups from the CM3 Developer network. The CM3 Developer Group promotes an environment where innovation can flourish and companies and independent developers can safely participate and develop applications together while keeping all intellectual property proprietary.

Key features

- * Data-enabled channels of engaging content
- * Multi-platform support across open and closed operating system platforms
- * On-device catalog for easy discovery and management of content and services
- * Support for rich media, including inline video, and native codecs
- * Over-the-air updates of branded user interfaces
- * Powerful mobile authoring capabilities

CornerSpace is a growing New York and Philadelphia based technology company specializing in advanced software engineering and design.

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Videos and Images Available For Download: <http://cornerspace.com/press.html>



**Your Java phone has
never looked so sexy.**

Introducing

CM3

**Create iPhone style
user experiences
for J2ME.**

<http://cornerspace.com>