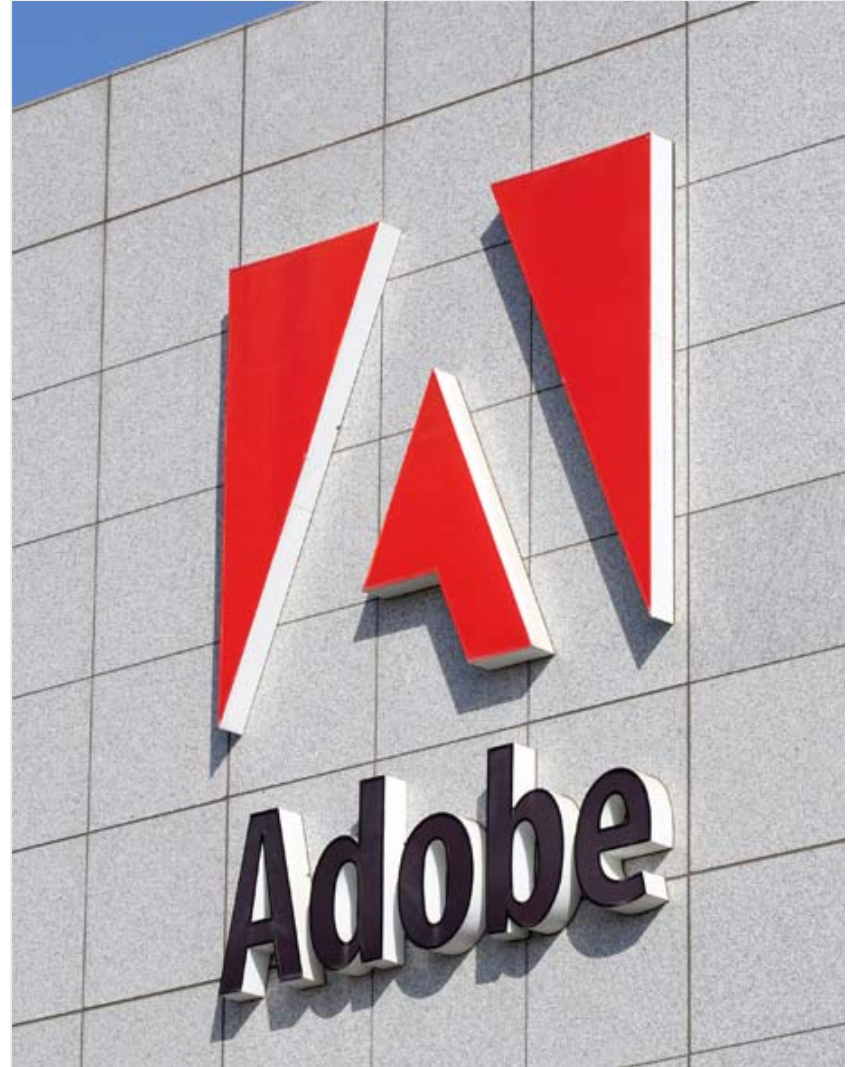


Apollo

Mike Chambers

Adobe Systems



Disclaimer

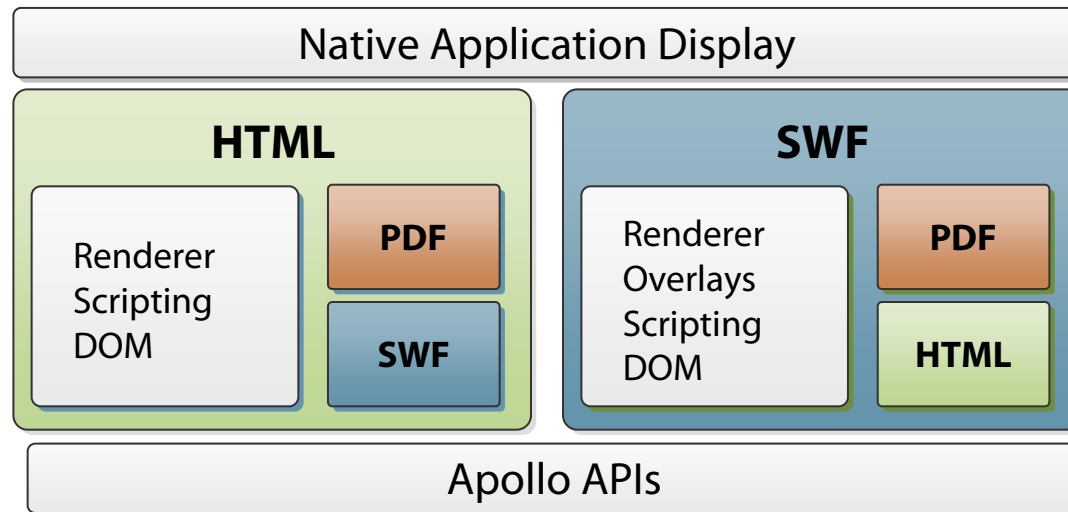
- Project is early in development process
- Individual items / features are subject to change
- Accurate as of June 2006

What is “Apollo”?

Apollo is a cross-OS runtime that allows developers to leverage their existing web development skills (Flash, Flex, HTML, Ajax) to build and deploy desktop RIA's.

How are Apollo Applications Composed?

- Applications can be built using the following technologies
 - Flash / Flex / ActionScript
 - HTML / JavaScript / CSS / AJAX
 - Combination of these technologies
 - PDF can be leveraged with any application



Apollo Functionality / APIs

- Offline / Occasionally Connected
- Applications can run in background
- Network
 - HTTP
 - XML-RPC / SOAP / Rest based web services
 - Binary and XML sockets
- File I/O
- Local storage / Settings API
- Custom Chrome
 - Shape
 - Alpha
- more

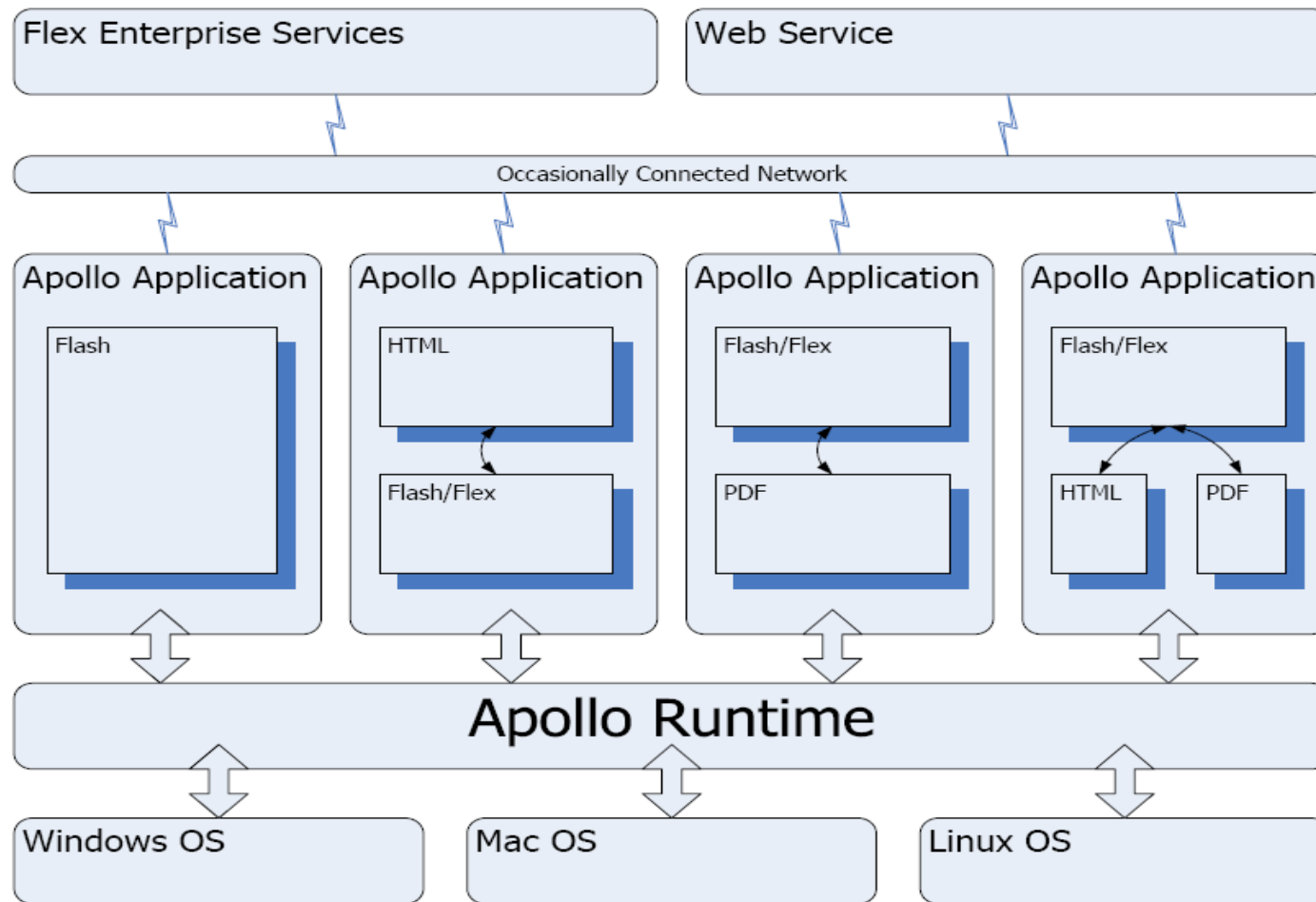
Apollo Desktop Integration

- Installation
- Application Shortcuts
- Drag and Drop
- Clipboard
- Launch Native Apps
- Cross Application communication
- Notifications
- more

Scripting Support

- Depends on container being used
- ActionScript 3 - Flash / Flex
- JavaScript - HTML / CSS / AJAX
- Cross environment communication and scripting will be possible
- Complete access to Flash Player and HTML DOMs and APIs

Apollo Applications Overview

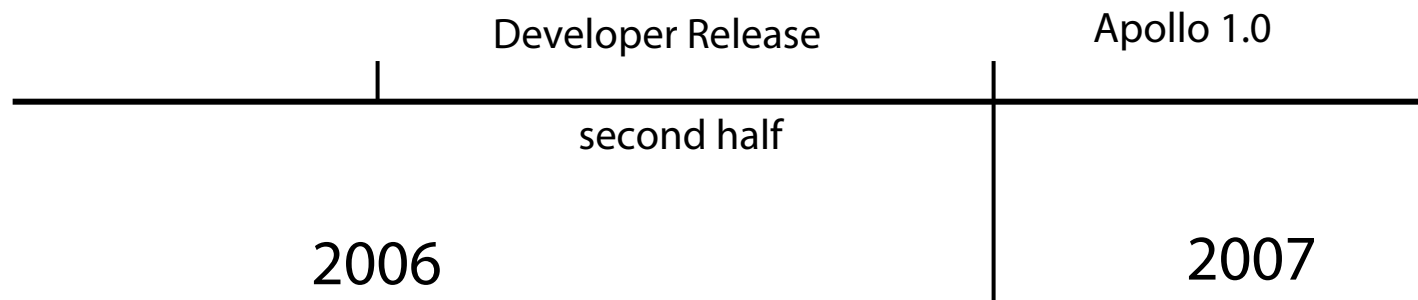


Component Development

- Apollo Framework is built on top of Flex Framework
- Building Flex based Apollo components is same as building Flex components, except that you have access to Apollo specific APIs
- Ability to also create HTML / JavaScript based Apollo components.

Tentative Timeline

- -Developer Release on Labs
 - Second half of 2006
 - <http://labs.adobe.com>
- Apollo 1.0
 - 2007



*A 10 point footnote can go here, if necessary