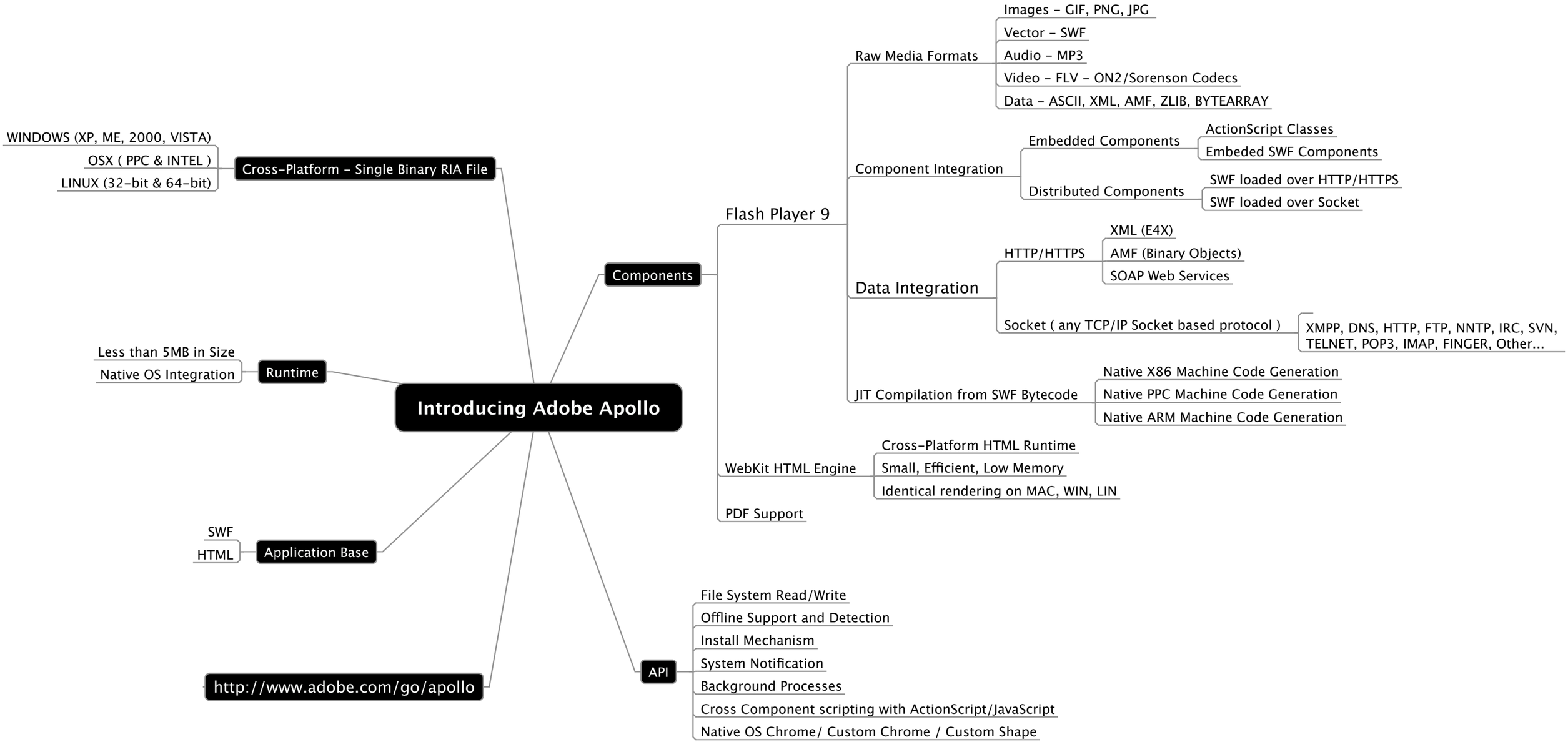
Introducing Adobe Apollo
Cross-Platform - Single Binary RIA File
WINDOWS (XP, ME, 2000, VISTA)
OSX (PPC & INTEL)
LINUX (32-bit & 64-bit)
Runtime
Less than 5MB in Size
Native OS Integration
Application Base
SWF
HTML
http://www.adobe.com/go/apollo
Components
Flash Player 9
Raw Media Formats
Images - GIF, PNG, JPG
Vector - SWF
Audio - MP3
Video - FLV - ON2/Sorenson Codecs
Data - ASCII, XML, AMF, ZLIB, BYTEARRAY
Component Integration
Embedded Components
ActionScript Classes
Embeded SWF Components
Distributed Components
SWF loaded over HTTP/HTTPS
SWF loaded over Socket
Data Integration
HTTP/HTTPS
XML (E4X)
AMF (Binary Objects)
SOAP Web Services
Socket (any TCP/IP Socket based protocol)
XMPP, DNS, HTTP, FTP, NNTP, IRC, SVN, TELNET, POP3, IMAP, FINGER, Other...
JIT Compilation from SWF Bytecode
Native X86 Machine Code Generation
Native PPC Machine Code Generation
Native ARM Machine Code Generation
WebKit HTML Engine
Cross-Platform HTML Runtime
Small, Efficient, Low Memory
Identical rendering on MAC, WIN, LIN
PDF Support
API
File System Read/Write
Offline Support and Detection
Install Mechanism
System Notification
Background Processes
Cross Component scripting with ActionScript/JavaScript
Native OS Chrome/ Custom Chrome / Custom Shape