

Ergodex DX1 is Game Developer Front Line Finalist

Mountain View, CA - 2 February 2006. Game Developer, a CMP Media magazine, announced that the Ergodex DX1, the first in a new category of input device that features movable programmable keys, was a finalist in the 2005 Front Line Awards, for providing excellence and innovation in hardware tools for development. The DX1 consists of a Pad on which you place Keys anywhere you want, and then you tell the computer what you want the Keys to do.



DX1 Keys can be assigned to match a single keyboard key, such as the letter "a", or to perform a more complex macro containing a series of keystrokes. The Keys are also "application" aware, so that as the user changes from, say, email to Photoshop, the Keys automatically change to the macros for Photoshop. Even though the keys contain advanced electronics, they have no batteries and no wires; they communicate wirelessly with the DX1 pad.

DX1 Keys attach to the DX1 Pad with Ergodex' "Molecular Velcro", an inexhaustible adhesive that allows a key, once set on the Pad, to adhere tightly. A slight twist loosens the Key from the Pad so that the Key can be moved or micro-positioned for optimal placement.

"Innovation is still alive. Developers are not only very demanding professionals but also great gamers, and they understand the power, convenience and competitive advantage of the DX1," said Ergodex CEO Larry Kelly. "For Game Developer to place the DX1 in the same league as Autodesk's 3D Studio Max 8, NVIDIA's Quadro FX 4500 and Epic Games' Unreal Engine 3, among others, is indicative of the impact that the DX1 delivers for developers and users."

"The Front Line Awards were established to acknowledge the companies that are pushing the envelope to help create better games," Simon Carless, editor of *Game Developer*, said. "These companies, along with the game developers themselves, are behind the evolution of the industry."

The Front Line Awards honor the most innovative and exciting new products each year," said Scott Rix, Ergodex CTO. Industry professionals in game development nominated new products that provide the greatest impact in the field. The finalists were carefully selected by leading game developers who specialized in each of the competition's categories. All products were judged on the level of utility, innovation, value and ease of use.

The DX1 has already found its way into four markets: knowledge workers, such as Photoshop or CAD users, who use complex software for several hours a day to turn ideas into new products or services; "fast twitch" applications, such as PC gaming and financial securities trading, where speed and reaction time are important along with having complex functionality available on a single keypress; IT applications, e.g., SAP or Oracle applications, where difficult or hard-to-remember or repetitive operations can be combined on a single key; and health care and

assistive technology where, for physical or neurological reasons, use of a standard keyboard is cumbersome, or even painful.



About Ergodex

Founded in 2000, Ergodex provides people with dramatically improved ways of interacting with computers and other equipment. Ergodex technology helps people gain the upper hand in controlling increasingly complex software. The new Ergodex Sensor Platform (ESP) technology is the next logical step in the keyboard-mouse continuum. ESP technology allows people to interact with computers in ways that are more intuitive, dynamic and powerful. Ergodex, DX1, and Ergodex Sensor Platform are trademarks of Ergodex. Ergodex is privately held. www.ergodex.com

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