Alternative Windows phone stack to support vector graphics

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Intrinsyc has announced what appears to be another major design win for its Windows CE-based phone software stack. A "leading Japan-based OEM of consumer electronics products" will adopt the Soleus platform for a "new generation of connected consumer electronics and wireless devices," the company said.

The Soleus platform, which was posted to Windows CE 6.0 in May, has predominantly been billed as a development platform for "feature phones." In November, however, Intrinsync announced a deal with Quanta, under the terms of which Soleus would be used to create a 3G HSDPA-enabled (high-speed downlink packet access) mobile device, "expected to be a breakthrough in design concept."

The latest memorandum of understanding calls for Intrinsyc to extend the Soleus platform to use open standards-based programming languages, such as W3C Scalable Vector Graphics (SVG) and SVG-Tiny (SVG-T)." Intrisync said in its statement, "SVG's powerful features enable scalable, graphically rich animated applications and interactive mobile content such as device GUIs, 2D games, and panable/zoomable document viewing."

Glenda Dorchak, chairman and CEO of Intrinsyc, said, "today's announcement validates both Intrinsyc's technology and the increasing value of the software-enabled user interface in wired and wireless digital devices. This alliance will enable us to maintain our leadership with our next generation user interface technology."

Joint development of the Soleus extension by Intrinsyc and the unnamed OEM will commence immediately, and definitive agreements will be executed by April 2008, according to the company.

The new Soleus agreement is at least the fifth to be announced during 2007. In addition to the Quanta deal mentioned above, plus other unnamed licensees, Intrinsyc has made deals with Taiwanese ODM Wistron, plus Ginwave Technologies and Cellon International of Shenzen, China.