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## NEOLOGIC ANNOUNCES NEOACCESS FOR BeOS

*BeOS release of the high-performance, cross-platform object database runs 300 to 500% faster than on MacOS.*

SANTA CLARA, Calif. (May 10, 1997) - NeoLogic Systems, Inc. today announced the release of NeoAccess® 5.0 for the Be Operating System (BeOS™.) NeoAccess is NeoLogic's cross-platform object database engine. NeoAccess is used by developers as the database foundation for building advanced software applications running on Be, Windows, Macintosh and/or Unix platforms.

Utilizing the BeOS's new high-performance file system and extensive multithreading capabilities, benchmarks show that NeoAccess performs three to five times faster than under MacOS on similar PowerMacintosh hardware, making NeoAccess the highest performance object database engine available for PowerPC-based applications. Since NeoAccess is a cross-platform framework, developers can use it to build both BeOS and MacOS applications.

"We're extremely pleased that NeoLogic has brought the high-performance database capabilities of NeoAccess to the BeOS platform," said Jean-Louis Gassée, president and CEO of Be, Inc. "That NeoLogic's customer list includes a large number of media and Internet oriented developers did not escape our attention. The combination of NeoAccess and the digital media oriented design of the BeOS provides a high-performance foundation for a new generation of digital content creation tools. We're looking forward to this."

The NeoAccess database engine allows professional developers to build data-intensive applications that use very little memory and perform efficiently on a broad range of machines, including those with limited resources. NeoAccess reduces development time by offering an extensible, easy-to-use framework that works in concert with a developer's existing tool set. It provides additional cost savings to the developer through its "no runtime" licensing structure and its affordable pricing schedule. Applications currently using the NeoAccess engine include Netscape Communicator (for mail and news services) and NetObjects Fusion web site construction tool. Now NeoAccess is available for BeOS development as well.

"We're delighted to be able to offer our products to the BeOS developer community," said NeoLogic President Bob Krause. "In bringing NeoAccess' performance to the BeOS, NeoLogic extends its commitment to serving the needs of professional developers building complex media-driven applications, particularly those designed for the Internet. Our technology base and distinct business model make NeoAccess the ideal solution for organizations looking to develop sophisticated object-oriented applications for either in-house or commercial distribution."

### About NeoAccess

NeoAccess uses an object-oriented framework approach toward database technology, which integrates well with the object-oriented BeOS API. In much the same way that application frameworks are used to construct the front-end of an application, NeoAccess is the framework developers use to build an application's database back-end. This simplifies application development, and allows developers to focus on the value-added portion of their product.

## **Pricing and Availability**

The NeoAccess Developer's ToolKit for BeOS is available today for \$749. Each toolkit includes source code, numerous sample applications, 600+ pages of documentation, and 30 days of online technical support. NeoAccess is the only commercially available object database engine available for use without runtime licensing fees. Site licenses, as well as educational and volume discounts, are also available.

Representatives from NeoLogic are attending the Be Developer Conference this week in Santa Clara ([http://www.be.com/developers/may\\_dev\\_conf/](http://www.be.com/developers/may_dev_conf/)) where they will be on hand to demonstrate NeoAccess and speak with BeOS developers. The NeoAccess Developer's ToolKit will also be available for license at the conference. An architectural overview and ready-built sample applications (with source code) can be downloaded from NeoLogic's web site at <http://www.neologic.com/>.

## **About NeoLogic**

Formed in 1987, NeoLogic Systems, Inc. is a leading provider of object-oriented technology. With NeoAccess, NeoLogic provides a cross-platform object database engine used in the construction of sophisticated applications for all major platforms, including Be, Windows, Macintosh and UNIX. NeoShare is the latest addition to the NeoLogic continuum of object-oriented development tools. It extends NeoAccess by providing developers with a feature-rich framework for distributing and managing objects across collaborative computing environments. From commercial software developers to in-house custom application specialists, customers worldwide have successfully used NeoLogic object-oriented tools for thousands of advanced software applications. NeoAccess and NeoShare are affordable core technologies for the professional developer. NeoLogic customers include Netscape, America Online, NetObjects, Broderbund and Corel, among others. NeoLogic Systems, Inc. is located in Berkeley, California. Additional information about NeoLogic and its products may be obtained via the web at <http://www.neologic.com>.

## **About Be, Inc.**

Be, Inc., founded in 1990 by Jean-Louis Gassée, is a software company focusing on building new foundations for the next generation of digital content and media design tools. With a team of industry-leading engineers and business executives in the United States and Europe, the company is dedicated to removing the limitations of existing computer architectures and delivering a new level of price performance. In 1997, Be is publishing the first public releases of the Be Operating System (BeOS™), the core product of this strategy. Be, Inc. is headquartered in Menlo Park, California.

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