

FOR IMMEDIATE RELEASE**OSE Systems and PragmaDev Partner for Best-in-Class Tools
Based on the SDL-RT and UML Graphical Languages**

First Commercially Available, Off-the-Shelf Development Studio Based on the
SDL-RT Design Language for Telecommunication Systems Accelerates Software
Development with the OSE Real-Time Operating System

Stockholm, Sweden, and Paris, France, July 9th, 2003 – OSE Systems, the leading vendor of real-time operating system technology for the communications market, and PragmaDev, a French provider of tool sets for real-time embedded system development, have announced the integration of PragmaDev's Real Time Developer Studio with the OSE real-time operating system (RTOS). This makes it possible to generate OSE code out of SDL-RT and UML diagrams for OSE-based embedded projects.

Real Time Developer Studio is the first commercially available, off-the-shelf tool based on the SDL-RT concept. SDL-RT is a real-time extension for the popular SDL (Specification and Description Language), an object-oriented, formal, and graphical design language defined by the ITU (International Telecommunication Union). Leading vendors in the telecommunication industry have been using SDL for years.

"The integration process with the OSE RTOS was the easiest we have ever had, because OSE was definitely designed for telecommunication systems," commented PragmaDev Director Emmanuel Gaudin. "Real Time Developer Studio generates the OSE signal files and makes the SDL-RT graphical abstraction visible within OSE's Illuminator debugging tool. Combining these two tools creates the most consistent graphical development tool chain."

"PragmaDev has a novel approach for combining Real Time Operating Systems and UML/SDL based tools," said Anders Flodin, Director of Strategic Alliances at

OSE Systems. “The traditional approach based on the UML/SDL model can lead to considerable productivity gains in the development phase. In many cases, these gains are neutralized by the significant efforts required to adapt to all the real-time requirements in the actual target system. With the integration, the programmer can now benefit from working with a graphical language. Since contact with the OSE characteristics is never lost, there is no problem with targeting. Furthermore, the PragmaDev approach does not require a specific SDL/UML run-time system, and allows the user to benefit from all of OSE’s unique features.”

Real Time Developer Studio adds such concepts as semaphores and embedded C language to SDL. This makes it possible to better meet the needs of real-time developers without losing the benefits of the original language. Recently, support for the Unified Modeling Language (UML) has been added to Version 2.0 of the Real Time Developer Studio with the implementation of three UML diagrams: class, deployment, and use case. Real Time Developer Studio for OSE generates full C or C++ code with embedded RTOS system calls from the SDL-RT description at the push of a button. Integration with cross-debuggers allows graphical debugging at the SDL-RT level with live graphical traces.

The memory-protected OSE RTOS, optimized for high-availability communications applications, provides an advanced API and facilities such as its direct message-passing programming model, that map very closely with the SDL-RT language. By integrating the OSE RTOS, Real Time Developer Studio has become the best-in-class tool set to develop embedded systems for telecommunications. Real Time Developer Studio runs on physical OSE targets as well as on OSE Soft Kernel, a host-based simulation solution for the OSE RTOS.

Pricing and Availability:

Real Time Developer Studio for OSE is available now for Windows, Solaris, and Linux hosts for less than 10,000 EUR.

About SDL-RT

SDL-RT (Specification and Description Language – Real Time) is the real-time extension to the well-known SDL (Specification and Description Language), which was standardized by the ITU (International Telecommunication Union). The RT extension introduces features that SDL lacked, such as semaphore manipulations and embedded C language, and combines them with the benefits of the original language: Graphical representations, Object orientation, Precision. Version 2.0 introduces UML (Unified Modeling Language) support. SDL-RT is free and available for download at <http://www.sdl-rt.org>

About PragmaDev

PragmaDev is a privately held company based in Paris, France. It provides Real Time Developer Studio, a set of tools for developing real-time and embedded software. Real Time Developer Studio technology was one of the winners of the 2001 edition of the national competition on innovative technologies organized by the French Ministry of Research. PragmaDev actively partners with Altium, Atos Origin, CMX Systems, OSE, OSS Nokalva, Mentor Graphics, Sun Microsystems, and Wind River Systems. For more information on PragmaDev, please visit www.pragmadev.com.

About OSE Systems

OSE Systems is the technological leader in the area of real-time operating systems software and services for the communications market. OSE is also employed in safety-critical, high-availability, distributed, and fault-tolerant applications used in such areas as avionics, medical equipment, automotive technology, and industrial control. Customers include industry leaders, such as Ericsson, Lockheed Martin, Samsung, Agere Systems, Sony, and Boeing. OSE is a subsidiary of Enea Data (SAXESS: ENEA). Enea markets and sells services, products, and training in specialized technical arenas, including real-time application development and support for embedded systems as well as IT and e-business solutions. Located in Stockholm, Sweden, Enea employs approximately 600 people worldwide. For more information on OSE, please visit www.ose.com. For more information on Enea Data, please visit www.enea.com.

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