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## **MÄK TECHNOLOGIES AND KYNOGON SA ANNOUNCE STRATEGIC ALLIANCE VR-Forces & Kynapse Plug-in Demonstrated at ITEC**

ITEC, LONDON- May16, 2006 - Kynogon, the leading supplier of A.I. middleware solutions, and MÄK Technologies, the world's leading supplier of distributed simulation software, have signed a partnership agreement to integrate the advanced AI capabilities of Kynapse into VR-Forces, MÄK's computer generated forces toolkit. Both companies will demonstrate a prototype of the new COTS plug-in at ITEC.

With this new plug in, VR-Forces users will be able to automatically generate path data and perform entity pathfinding using proven Kynapse technology. Users currently perform these tasks manually which can take hours or days. The plug-in uses proprietary algorithms developed by Kynogon to perform these tasks in minutes. Additional functionality in the plug-in includes scenario generation and scenario execution using standard Kynapse pathfinding and A.I. behaviors.

Pierre Pontevia C.E.O. of Kynogon commented, "Our first integrations of Kynapse SDK into VR-Forces convinced us that we could design an off-the-shelf solution, enabling VR-Forces clients to easily create and play scenarios in a few clicks of a mouse. With our automatic AI data generation fully integrated in VR-Forces production chain, it is a very efficient solution that we are proposing to simulation customers. And we found with MÄK a perfect environment for such a development."

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“Our customers have been asking for advanced AI features in VR-Forces and Kynogon is a recognized leader in the field who shares our customer centric culture,” said Marc Schlackman, vice president of sales and marketing at MÄK. “By combining the versatility of VR-Forces with Kynogon’s cutting edge AI technology, MÄK is responding to our customers with a leading solution that enhances the functionality and value of our product.”

The Kynapse plug-in to VR-Forces will be available in the fourth quarter of this year. Kynogon (#252) and MÄK (#400) are exhibiting at this year's ITEC, at the ExCel Centre, in London, from May 16<sup>th</sup> to 18<sup>th</sup>. Interested customers are invited to arrange a meeting at ITEC and should send an email to [olivier.pujoll@kynogon.com](mailto:olivier.pujoll@kynogon.com) or [dhilf@mak.com](mailto:dhilf@mak.com).

#### **About Kynogon**

Kynogon develops and markets A.I. software for real-time behavior simulation. Kynogon's technology is used by the world's leading game developers (Electronic Arts, Atari, Lionhead, Real Time Worlds, Ascaron, ...) as well as industry leaders ( EADS, British Aerospace, ...) Kynogon is offering Kynapse, a unique A.I. engine. With Kynapse, entities or “Non Player Characters” can move around in any 3D dynamic world, understand their environment, hide, communicate, cooperate, drive vehicles, etc. For more information please visit [www.kynogon.com](http://www.kynogon.com).

#### **About MÄK Technologies**

MÄK Technologies develops software to link, simulate and visualize the virtual world. We create tools and toolkits for distributed simulations, develop PC-based military tactical trainers, craft custom solutions, and research and develop the latest simulation technologies. We build commercial off the shelf simulation software that is flexible, portable and supported. Whether you choose our best-selling networking toolkit, VR-Link or our computer generated forces toolkit, VR-Forces, you have purchased a product backed by the industry’s leading distributed simulation experts. Our worldwide customers include ITT Industries, Boeing, Lockheed Martin, Raytheon, Thales, Tenix, Dassault and BAE. Please call 617.876.8085 or visit [www.mak.com](http://www.mak.com) for more information.