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FOR IMMEDIATE RELEASE

Adobe Announces Open Source Technologies for Enterprise RIAs

BlazeDS Enables Developers to Productively Build Real-Time Data-Driven Applications

SAN JOSE, Calif. — Dec. 13, 2007 — Adobe Systems Incorporated (Nasdaq: ADBE) today announced plans to release source code for its remoting and messaging technologies under a new open source product named BlazeDS. Now, developers can easily connect to back-end distributed data, as well as push data in real-time to Adobe® Flex™ and Adobe AIR™ applications, for more responsive rich Internet application (RIA) experiences. Previously available only as part of Adobe LiveCycle® Data Services ES, the technologies included in BlazeDS, along with the Action Message Format (AMF) protocol specification, are being contributed to open source under the Lesser General Public License (LGPL v3), and are available immediately as public betas on Adobe Labs.

With BlazeDS, developers can add data connectivity to RIAs for real-time collaboration and data-push capabilities that enable better decision-making and more engaging user experiences, including guided self-service, live help, performance monitoring, and incident tracking. Also, developers can productively connect rich clients to existing server applications, including Java™ and Adobe ColdFusion® components.

For added support, Adobe will offer Adobe LiveCycle Data Services, Community Edition, a subscription offering that includes certified builds of BlazeDS, access to Adobe enterprise support resources and additional benefits, such as product warranty and infringement indemnity, as well as additional developer support. The commercial version of the product, LiveCycle Data Services ES, includes enterprise class capabilities for building advanced customer engagement applications that require massive messaging scalability, advanced client-server data synchronization, conflict detection/resolution, offline data management services for Adobe AIR applications, and RIA-to-PDF generation.

“The combination of BlazeDS with Flex and Adobe AIR helps reduce the time it takes for developers to build responsive and highly innovative RIAs that deliver rich, dynamic, branded content and applications across all major browsers and operating systems,” said David Mendels, senior vice president, Business Productivity Business Unit at Adobe. “Contributing these technologies, including the AMF specification, to the open source community opens them up for other non-Java backends, helping to rapidly advance this important RIA feature set.”

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“While there are open source projects and technologies that offer remoting and messaging to Adobe Flash® and Flex client applications, the contribution of these technologies and the AMF protocol specification represents a huge step forward for standardizing implementations across multiple platforms,” said Wade Arnold with AMFPHP. “Working with Adobe, we can create a common programming model that enables RIA developers to extend the reach of their applications across different server technologies in a compatible and consistent approach. The AMFPHP project is ecstatic to be able to work directly with Adobe in order to better leverage the AMF protocol in LAMP applications.”

This announcement builds on Adobe’s commitment to open technology initiatives and its support for a vibrant developer community. Similar to open source Adobe Flex, announced in April 2007, BlazeDS source code, builds and licensing will be hosted by Adobe, along with an open planning process that includes the publication of specifications for review and comment by the community. Contribution to the BlazeDS technologies will be encouraged initially through the public bug database, including feature requests and a community voting system. Over time, Adobe plans to promote external contributors to “committer” status, allowing them to contribute code to the source tree.

BlazeDS and the AMF binary data protocol specification are supported by Adobe Flash Player, installed on more than 98 percent of Internet-connected desktops, and are available immediately as public betas at labs.adobe.com. Adobe will offer annual subscriptions for Adobe LiveCycle Data Services, Community Edition, which includes access to trusted, certified builds, patches, enterprise support and additional benefits such as product warranty and infringement indemnity. Subscription pricing will be announced at the time of general release of BlazeDS under the LGPL v3, currently scheduled for early 2008. For more information, visit labs.adobe.com/technologies/blazeds. Information on the commercial version of the product, LiveCycle Data Services ES, is available at www.adobe.com/products/livecycle/dataservices. Additionally, new beta versions of Adobe AIR, Adobe Flex Builder™ 3 and Adobe Flex 3 are available today. The public beta versions are available immediately as free downloads from labs.adobe.com.

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