

## Why use EON SDK™?

Although EON Studio offers a wide range of features, sometimes there are unique requirements for more functionality. EON SDK, our most versatile tool, extends all the standard features of EON Studio and EON ICATCHER, by adding the ability to create new nodes, modules and applications for use with EON Applications.



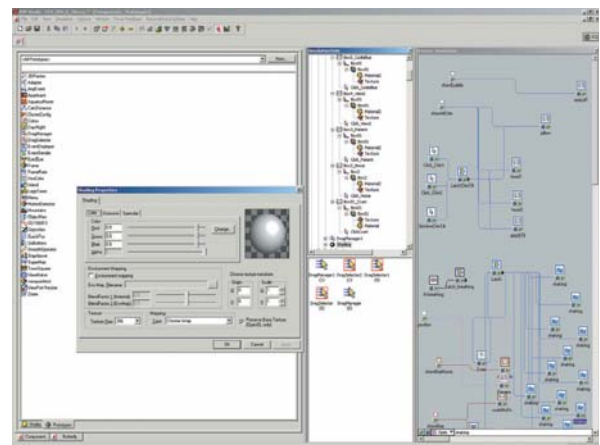
## What is EON SDK™?

EON SDK is a software development kit for constructing custom EON nodes and modules. This is the same tool used by EON Reality to create standard nodes and modules. EON SDK is used from within Microsoft Visual C++. EON SDK adds two wizards to Visual C++, a few base classes that connect your code to the EON framework, and a number of libraries. Modules—and even individual nodes—can be license-protected with EON SDK, permitting third-party developers to create specialized EON Studio plug-ins.

Using the SDK you can further enhance this system by creating and adding your own nodes to the system. These nodes can provide totally new functionality or just enhance or replace the standard ones. These nodes are deployed and used in the same way as the standard nodes that are shipped with EON. Hence, these plug-in components are truly integrated with the system.

## Key Advantages

- Access to EON Reality's distribution sales channel for software developed.
- Possible to extend the functionality of the EON system to suit custom application needs.
- The modules that you develop using EON SDK are plugged into the EON system seamlessly.
- Both the run-time and design-time (development tool) environments can be extended and customized.
- API documentation, header files, library files, and sample project source files are provided. If you are using Visual C++, there are even wizards that generate skeleton code and associated project files that are compile-ready.
- Using EON SDK, you can further customize and design your own EON module simply and easily. Several common and useful functions are available in the supplied function libraries to simplify your programming efforts.
- The SDK and the EON architecture in general are based on the Microsoft COM technology, offering a clean and universal interface for SDK developers of EON.





# EON SDK™

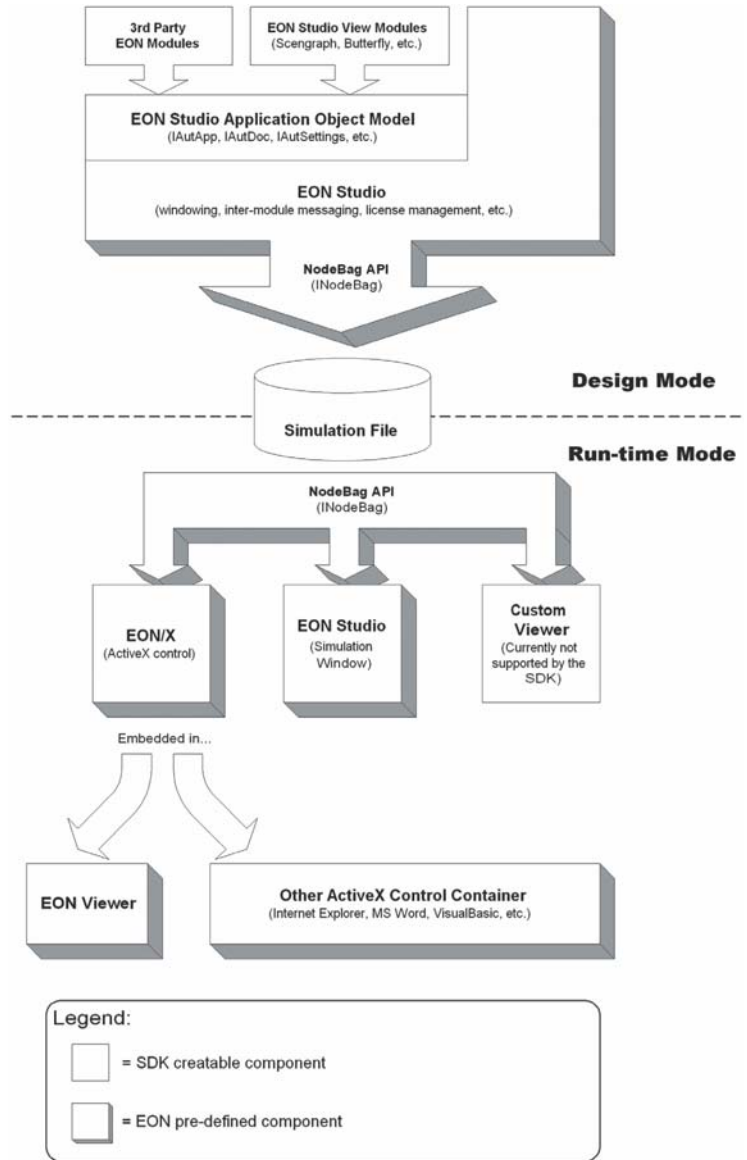
Professional 3D Software Development

## Features

Although EON Studio and EON ICATCHER offers a wide range of features, sometimes there are unique requirements for more functionality. EON SDK, our most versatile tool, extends all the standard features of EON Studio and EON ICATCHER (sold separately), by adding the ability to create new nodes, modules, and applications for use with EON Applications. EON nodes that are action-related, or initiate the operation of other nodes, are referred to as agents. EON SDK provides the advanced development environment required for the creation of EON agents and modules. This is the same development tool that EON Reality, Inc. developers use for creating EON's standard agents and modules.

EON SDK incorporates the programming power and versatility of Microsoft Visual C++, and requires a working knowledge of this language. EON SDK adds two wizards to Visual C++, several base classes to connect your code to the EON framework, and a number of libraries.

The EON modules you create are independent programs that add new functionality to EON. With EON SDK, third-party developers can create and license protect specialized EON plug-in modules.



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