

Infineon and Comneon demonstrates its A-GPS solution with the location based mobile game 'SpaceRace'

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Infineon presents at the 3GSM World Congress its Multimedia Platform 1 (MP1) which also can be extended by Globale Locate's Assisted GPS (A-GPS) chipset. For demonstration purposes one of the world's first A-GPS based mobile games, *SpaceRace*, was developed by Infineon's 100% subsidiary Comneon Linz/Austria.

Basically, *SpaceRace* is a team game, where one has got the GPS enabled phone and the other one assists him on a regular computer. The goal of the game is to collect as many as possible crystals, which appear and disappear at the playfield. While the player with the phone only sees the distance to the crystals on his phone display, the navigator on the computer sees the whole playfield and the positions of the player and the crystals. The major fun factor is the communication between them as none of them has the complete information, e.g.: "You have to go east, quick!" - "I can't go east, there's a wall".

SpaceRace demonstrates the capability of Infineon and Comneon to support Location Based Services. Our A-GPS solution supports an accuracy of approx. 10 m and a very rapid first time to fix below 16 seconds outdoors. Additionally, it also works indoors, in which the performance depends on the specific environment.

Comneon's APOXI® is an object-oriented application framework for rapid development of man machine interfaces and integration of various applications for mobile communication products. APOXI® has been designed to meet the special requirements of mobile, embedded devices and provides specific APIs.

More information on APOXI®: www.apoxi.com

More information on Comneon: www.comneon.com

More information on Infineon: www.infineon.com

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