eSOL's FAT File System is selected for Wii U

Tokyo, Japan. March 14, 2013 - eSOL, a leading developer of real-time embedded software solutions, announced today that eSOL's PrFILE2 FAT file system is used in Nintendo's Wii U™ game console. PrFILE2 provides file operation functions including data reading, and writing for the SD memory card attached to the Wii U.

The PrFILE2 FAT file system is part of eSOL's eCROS real-time OS-based software platform. eCROS consists of the eT-Kernel real-time OS, the eBinder integrated development environment, middleware software including PrFILE2, USB stacks, network protocols and GUI, and professional support services. PrFILE2 offers many functions for digital home appliances including a high-speed backward-seeking file pointer function and the ability to minimize data loss even when power is lost or media are unexpectedly ejected. Moreover, PrFILE2 supports the multi-language, dynamic character code conversion and UNICODE character modes necessary for use in products marketed overseas.

eSOL also offers the newly developed PrFILE2 FAT Safe as an option with applications using PrFILE2. PrFILE2 FAT Safe does not just minimize data destruction, but actually prevents data loss in the event of sudden power outages or an unexpected media ejection.

eCROS, a proven real-time OS-based software platform that ensures high reliability, has been widely used in many embedded products including the Wii™ (the predecessor of the Wii U), automotive information systems, digital home appliances, and office automation equipment. "We are honored to be selected once again by Nintendo." said Hiroaki Kamikura, General

Manager of the Embedded Products Division, eSOL. "I hope Nintendo likes our professional services and our ability to implement PrFILE2 effectively as much as they like PrFILE2 itself, The PrFILE series has been adopted in many digital consumer products and eSOL will continue its strong commitment to fully support embedded software application developers."

About eSOL

eSOL is a leading embedded software developer that enables customers to accelerate development of applications based on high-end embedded processors including multi-core. Our advanced, scalable, multi-profiled real-time operating systems are tightly integrated with development tools and middleware components to create flexible development platforms used by OEMs and ODMs worldwide in competitive vertical markets such as automotive, consumer electronics, industrial and medical equipment and aerospace. Founded in 1975, eSOL is based in Tokyo, Japan.

For more information, please visit http://www.esol.com/

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