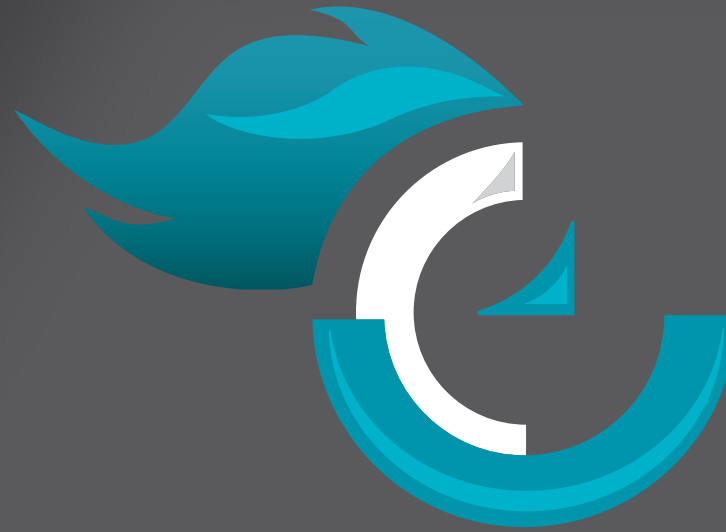




Erlang factory demo
March 2011



U.C. engine

[REAL TIME APPLICATION FRAMEWORK]

Huge variety of possibilities



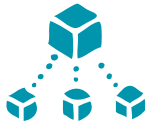
Meetings



Conferences



Live events



Project management



Idea generation



E-learning



Customer support



Medical diagnostic



Product demonstration



User research



Games

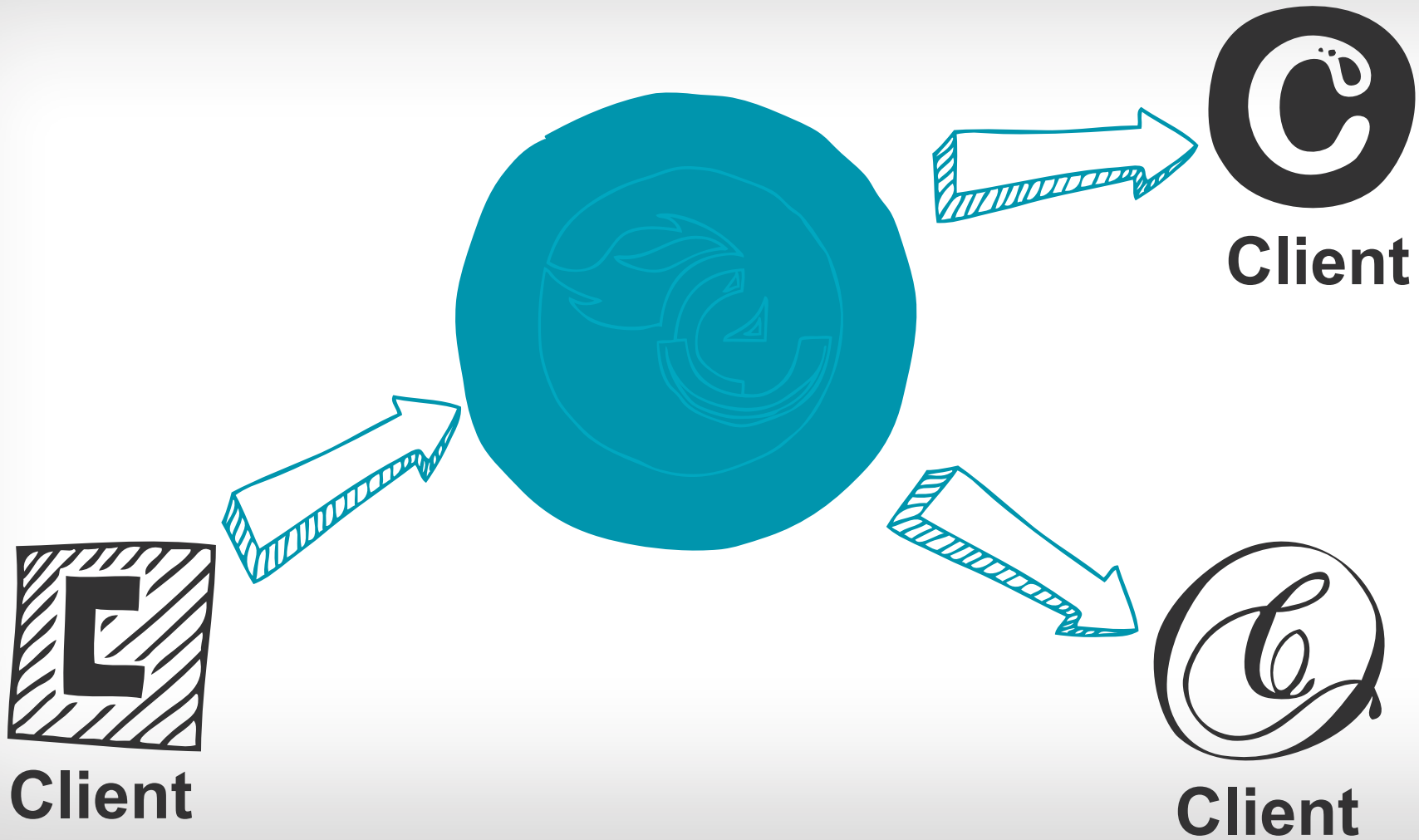


Analytics

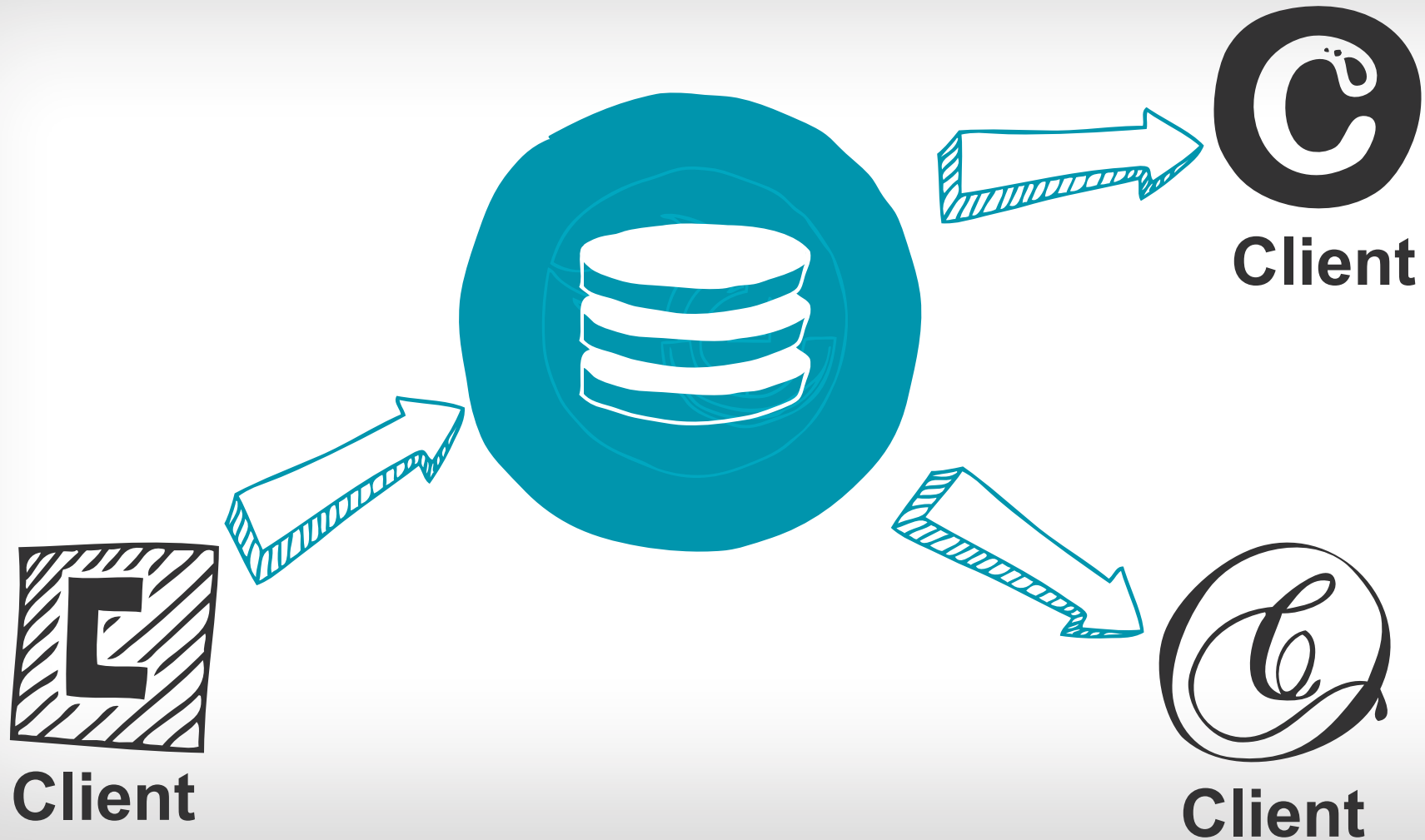


Interactive web TV or radios

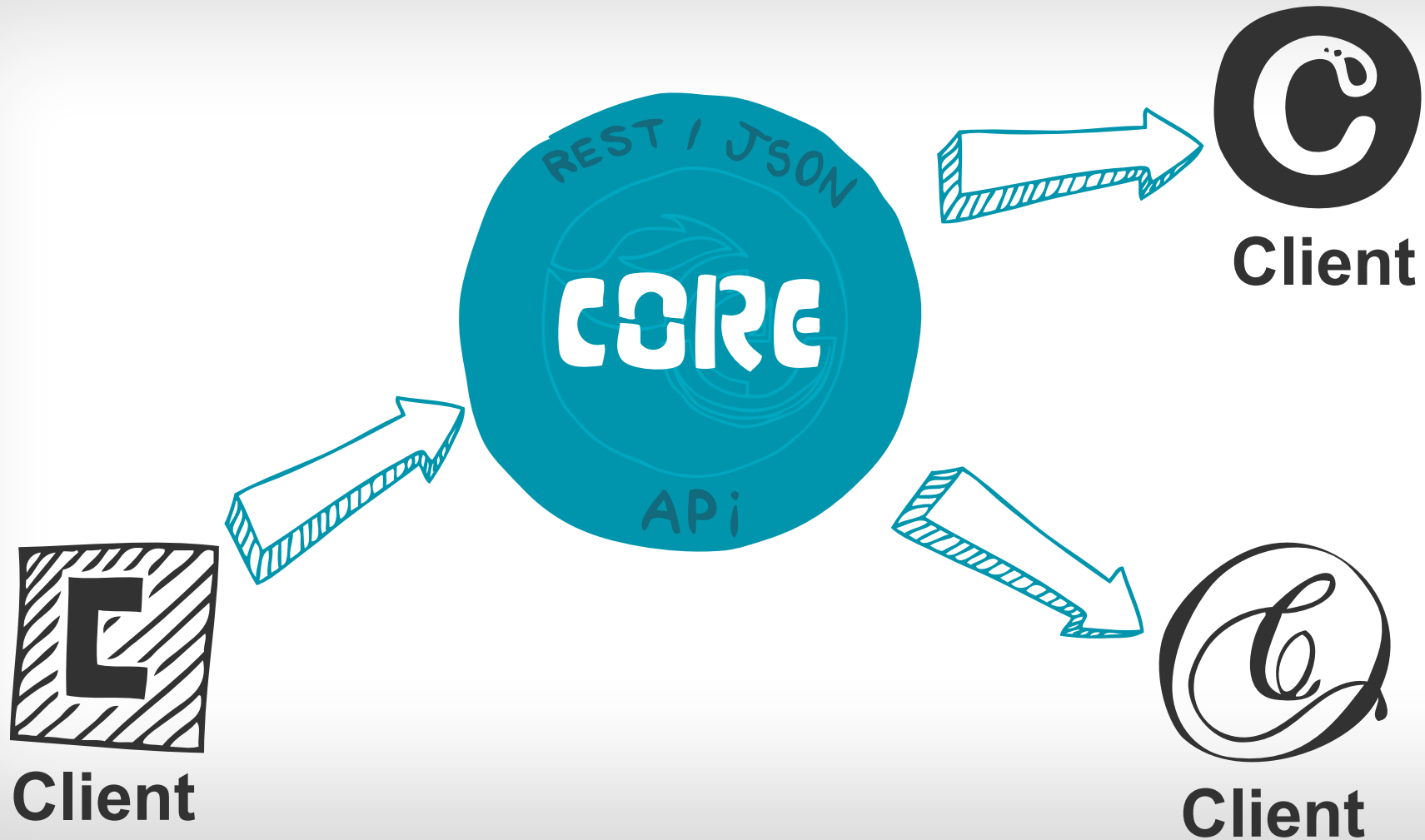
Publish Subscribe Server



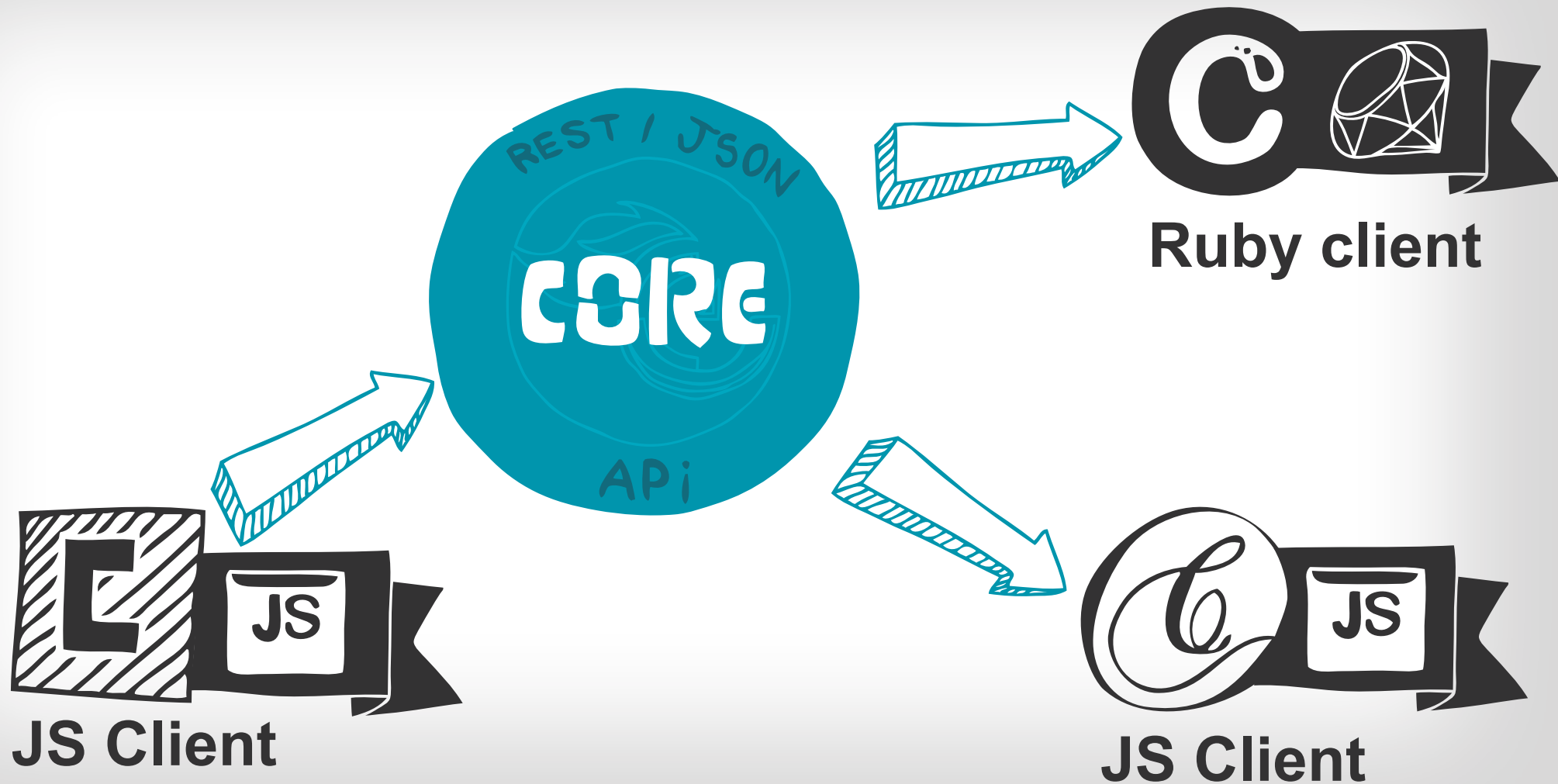
Persistent Publish Subscribe Server



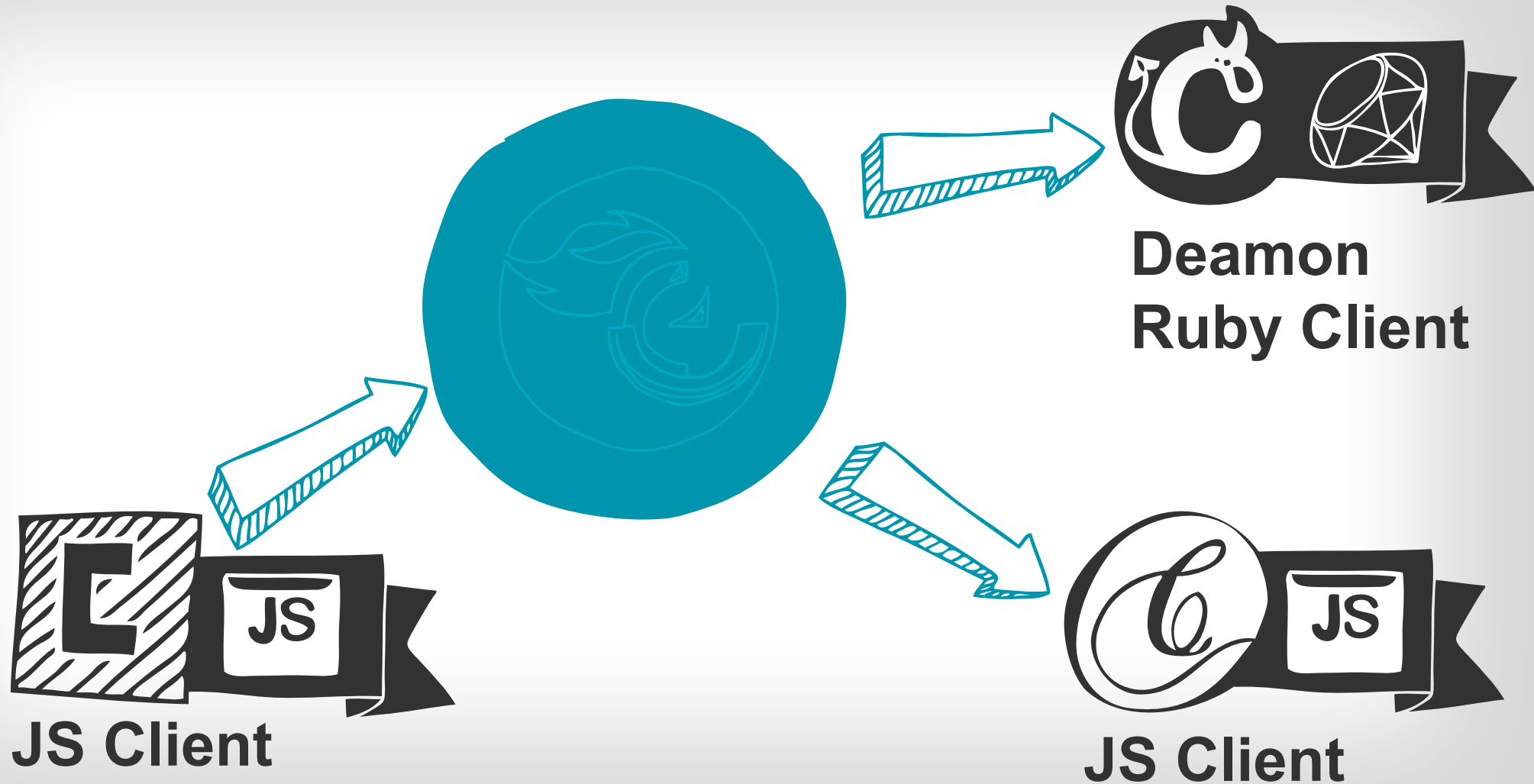
Keep things simple



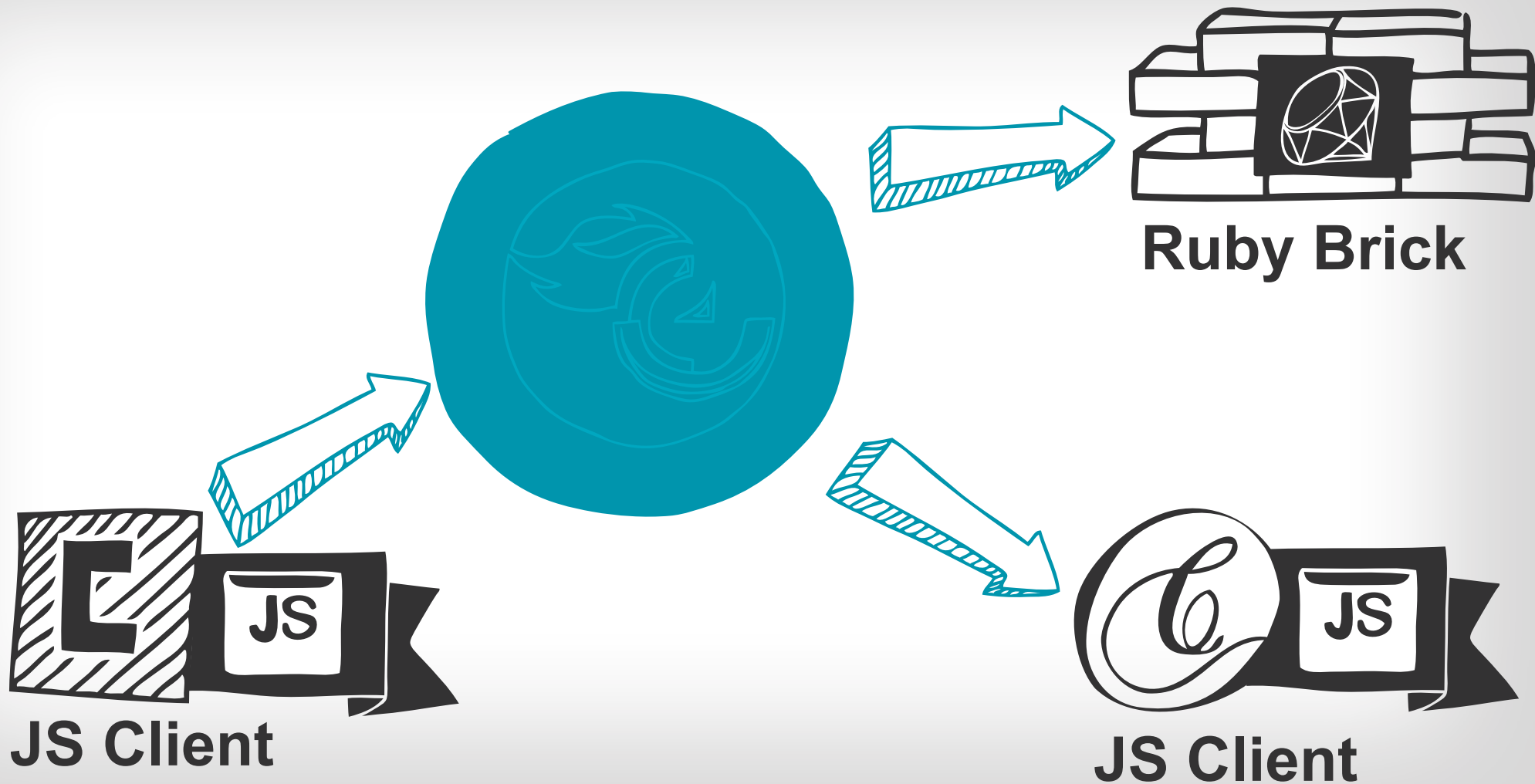
Technology agnostic



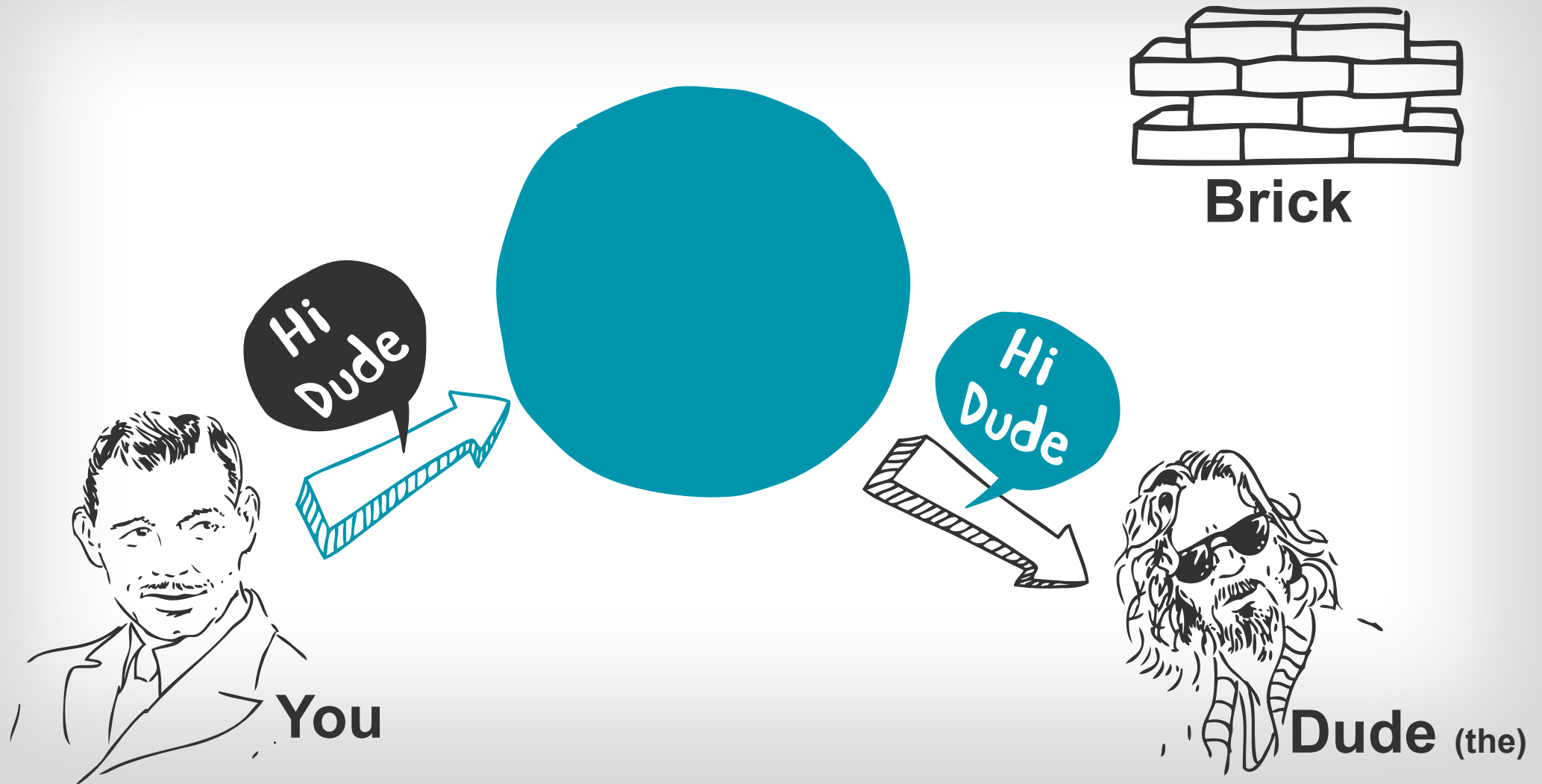
Need some server side logic? ...



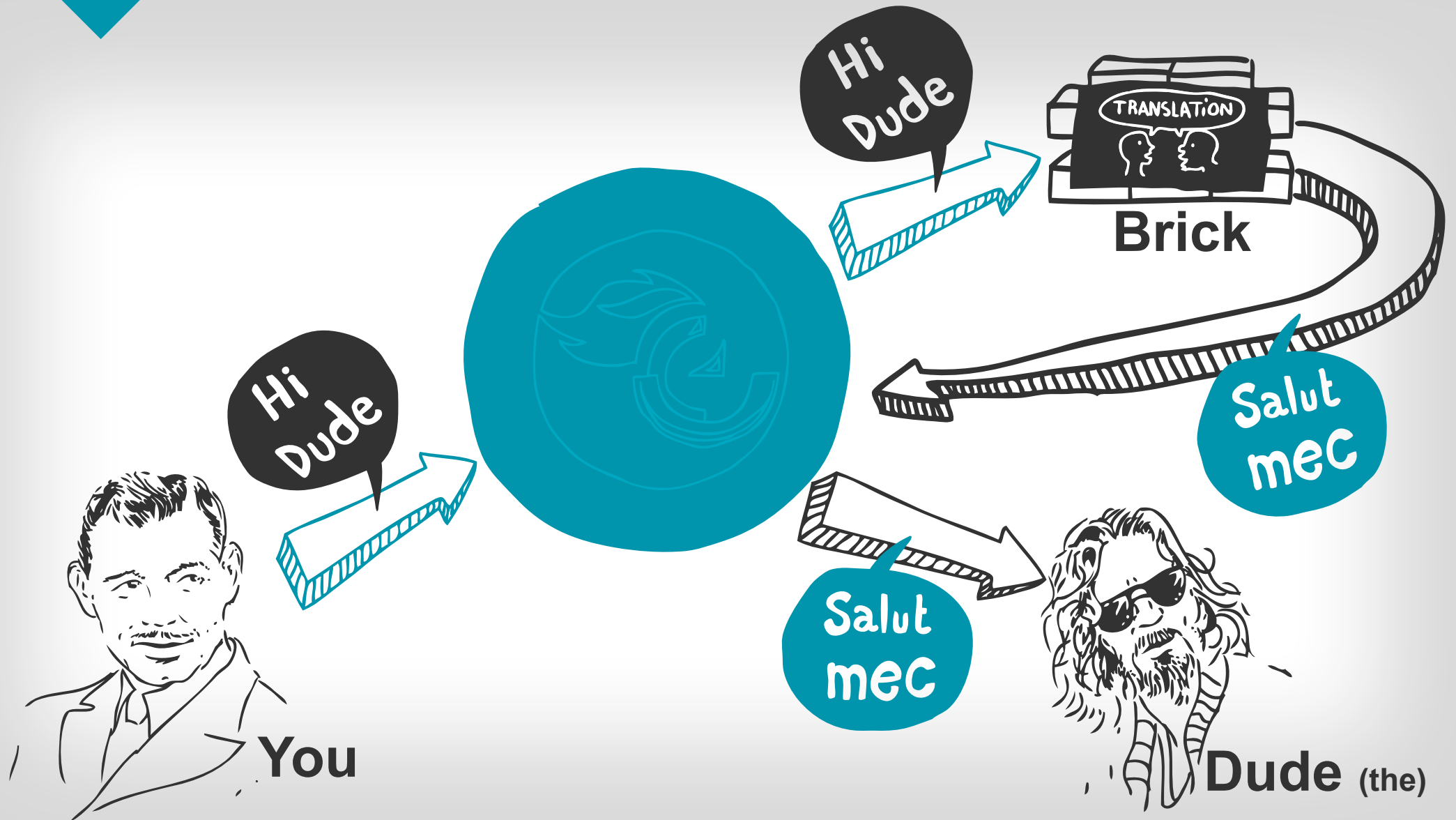
... Bricks are made for that!



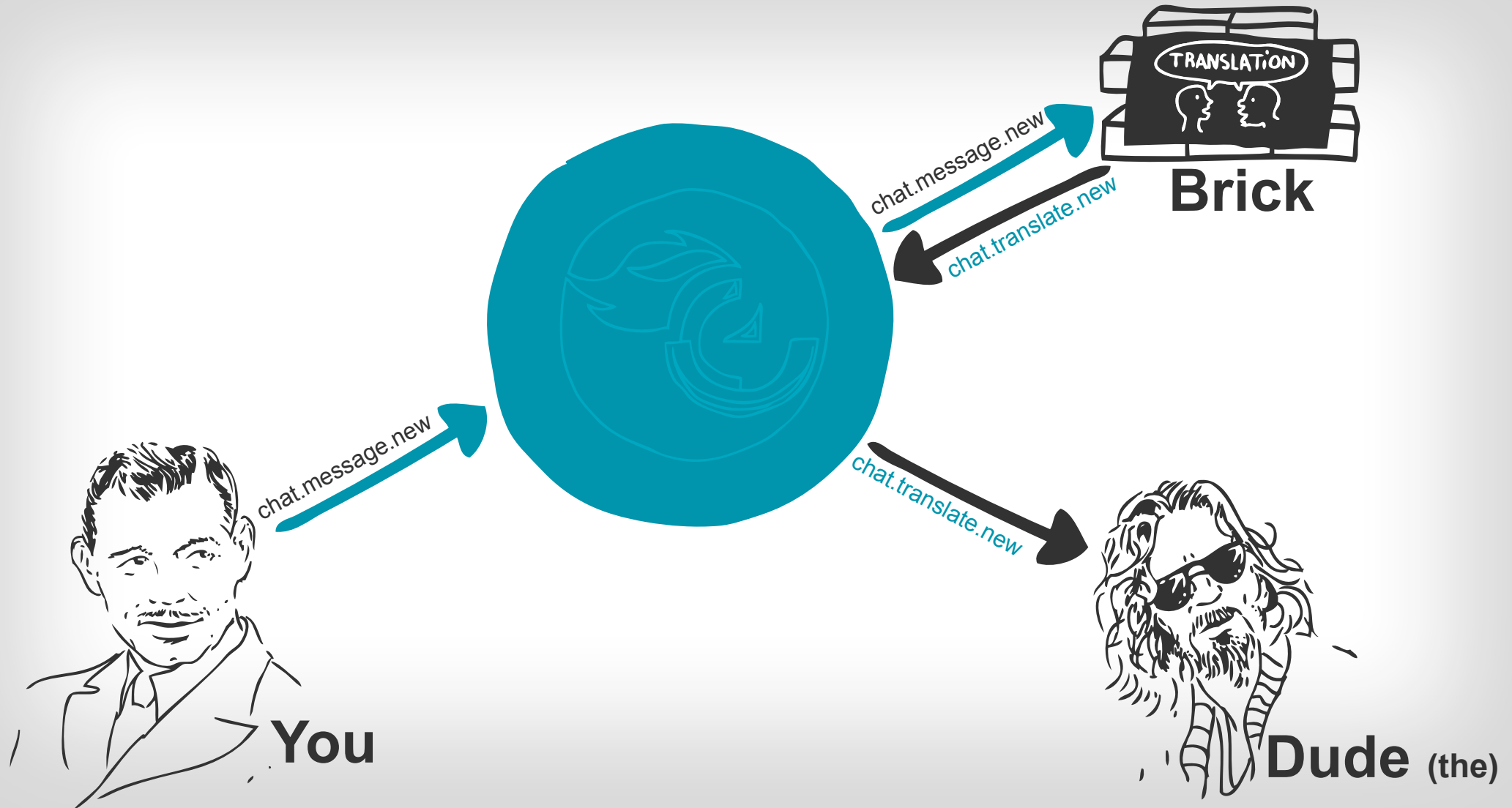
The (not so original) chat example



Bricks are services



Protocols, Protocols, Protocols...



Our home:

<http://www.ucengine.org/>

- **Fork the code:**

<https://github.com/AF83/ucengine>

- **Find documentation:**

<http://docs.ucengine.org/>

- **Discuss and propose:**

<http://groups.google.com/group/ucengine>



This is just the
beginning...

