

V-One Mobile, Peer-To-Peer Communication Session Initiation In Mobile Devices

The subject technology, V-One Mobile peer-to-peer communication session initiation in mobile devices is a middleware platform created developed with the end-consumers in mind, allowing individuals to create an interface between two specific "smart phone" (Internet capable) handsets allowing for real-time, interactive gaming to occur without the use of a third party hosting site. The software platform creates opportunity for peer-to-peer communication and provides developers the ability to build games specifically for the interfacing platform. Thus, these software platforms are essential for games to be published and downloaded.

Salient features

- V-One Mobile allows mobile phone users to use applications (Developed using V-One mobile API) that can communicate with similar applications running on other mobile phones.
- V-One mobile allows mobile phone applications to communicate with mobile/desktop/server applications.

End users

- Mobile gaming industry
- Users of enterprise applications (like Document Management System, CRM applications, federated applications, industry automations, data warehousing, transaction processing etc) that involve huge number of computations and/or data management.