

A sneak preview of PlanetJ's new...

# WOWFUSION1.0



Web Object Wizard's (WOW) highly anticipated, Macromedia Flash-based, animated charting package, **WOWFUSION1.0**.

WOWFUSION1.0 makes full use of the fluid beauty of Macromedia Flash to create compact, interactive and visually-arresting charts. Imagine your data being morphed into beautiful shapes un-bounded by the limits of time, space and the web. Imagine the essence of your presentations with life infused in them. WOWFUSION1.0 just helps you realize all your charting imaginations.

## Why **WOWFUSION1.0**?

*Just a few of many reasons...*

- **The WOW Factor:** WOWFUSION1.0 charts integrate seamlessly with your WOW applications to create slick dynamic dashboards and other visual presentations of your data that will undoubtedly "WOW" your users.
- **Efficiency Factor:** With WOWFUSION1.0's flash based charts, there are no bulky Active-X objects loading into memory and putting tremendous strain on your server.
- **Versatile and Flexible:** Do you get sleek looking animated and interactive charts with other solutions? Do they offer you options like hover captions, animation patterns, hot spots and a lot more?
- **Dynamic Charts:** Whenever you need to show a new chart to your visitors, you need to refresh the page and reload the entire chart. Is it sensible to have the user wait so much and reload the entire page just to refresh a chart?
- **Small Sized Component and therefore suitable for narrow bands:** The file size of the component is very small and therefore it is very suitable for the narrow band connections also.
- **Many Additional features over other charts:** WOWFUSION1.0 offers you a plethora of customization options like setting transparency, color themes, hotspots, hover captions etc.

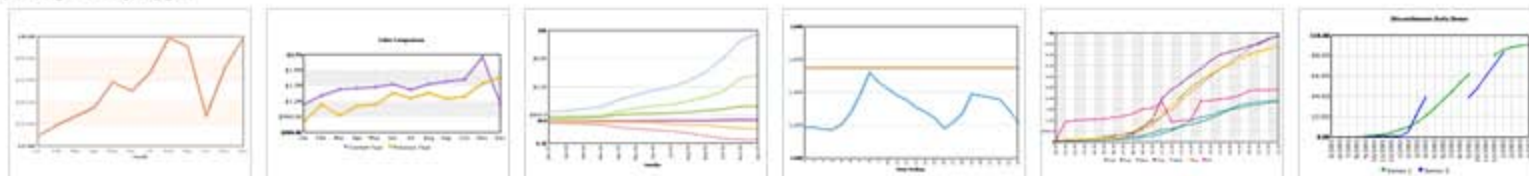
*(see the next page for a listing of available chart types)*

# Chart Types Available In WOWFUSION1.0

## 2D/3D Column Charts:



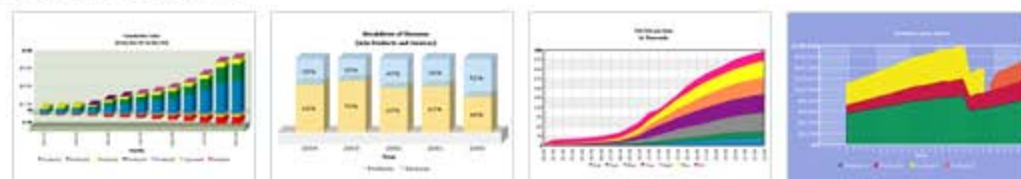
## Line Charts:



## 3D/2D Pie and Doughnut Charts:



## Stacked Charts:



## Instrumentation & Gauges:



**...and many, many more!**