

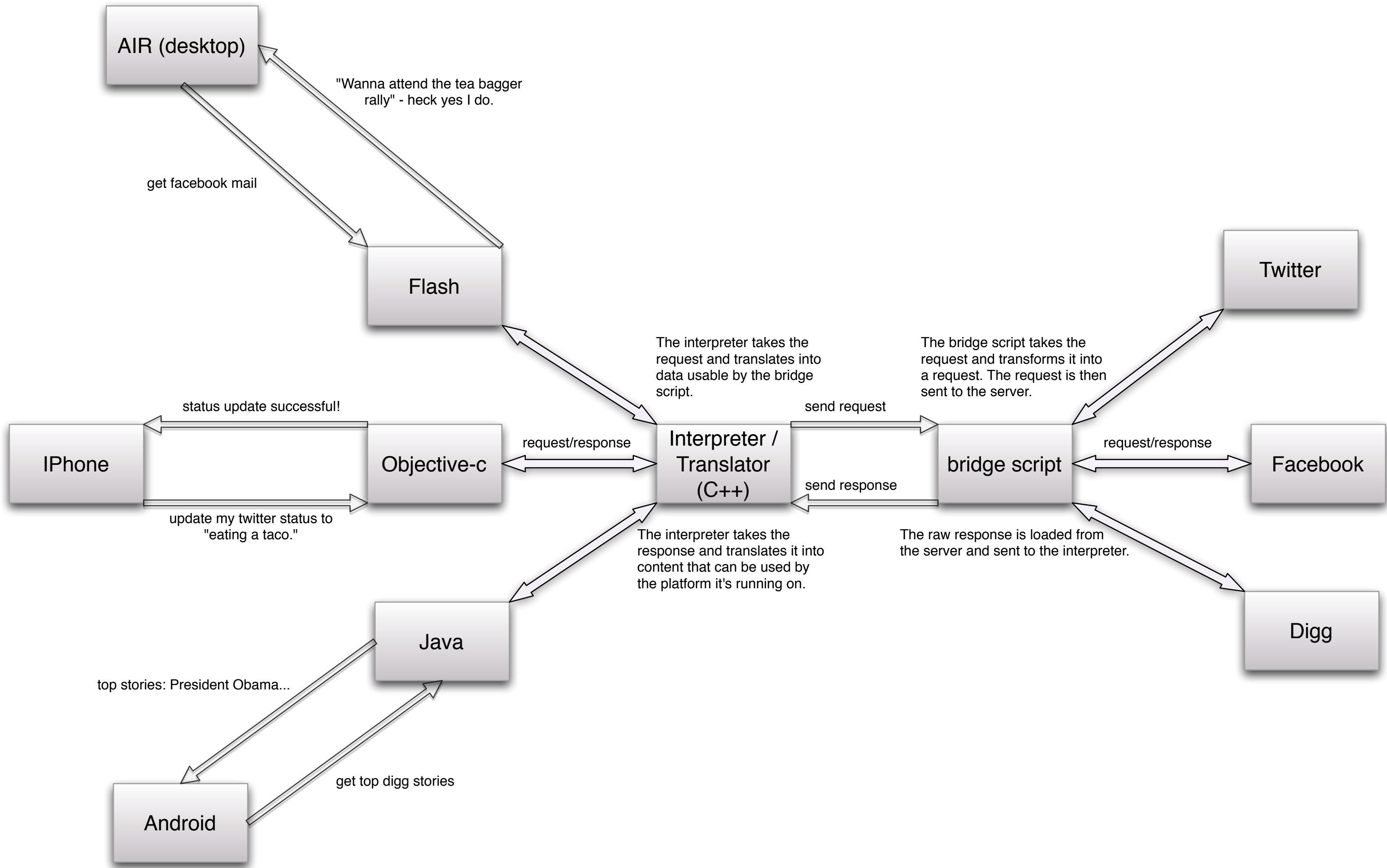
Summary:
Clove will use a markup based language to provide a "bridge" to social networks across multiple devices **without any added code**.
The Language is interpreted using C++, and it will be loaded as a module for the target platform. Here is a list of languages it can run on:

1. PHP - loaded as a C++ module
2. Iphone - loaded in Objective-c as an obj/c++ library
3. Flash - loaded using Alchemy (LLVM)
4. Android - using native c++ dev kit

The language, Bridge, will use an ECMA parser to provide developers with the means of handling loaded data, but most of the utilities provided will be in C++ for speed, and low RAM consumption.

We hope that by providing this utility, developers who create a plugin for their target device, whether it's Iphone, Android, web, or desktop, also have the ability to use their plugin for any other platform, without any added code.

Below is a diagram that shows the flow of how content is transformed. Though, it does not give the *exact* representation of how data is handled, it gives the best understanding of it.



Additionally, since the interpreter will be used across multiple platforms, we can provided extended features such as watching content (Similar to how google reader watches RSS) , without writing code for all of the target languages.

