Exhibit 31



From:

erling@rbi.com on behalf of Erling Wold [erling@musclefish.com]

Sent: Thursday, February 03, 2000 2:40 PM

To:

jschrempp@flashcom.net; Erling Wold; Doug Keislar

Subject: Re: a

Attachments:

release.2000.2.3.zip

I've attached a zip file with the current API implementation. I need to leave now, so if you have questions, ask doug.

If you unzip the file, you will get a fish and an aumTest directory.

The fish directory has an include and lib which are the low-level Muscle Fish includes and an NT .lib file. The debug and release dlls are in the aumTest/Debug and aumTest/Release directories, respectively, along with a command-line test program aumTest.exe.

The sources to the api are in the aumTest directory. MF_api.h and MF_api.c are the two main files. aumTest.c and the getopt* files are just used in the command-line test program. The .dsw file is a Visual Studio 6.0 file you can use to rebuild the test program.

You will notice that some of the naming has changed, mostly to be more consistent with our other API calls. If you don't like it, we can change it easily. There are also some new calls - there should be reasonable documentation in the .h and .c files if you want to take a look.

If you don't call MFDatabaseIndex, no index will be created and a brute force implementation of MFDatabaseLookup will be used for searching. If you do call MFDatabaseIndex, a new tree-based faster lookup will be used. It actually isn't quite done (i.e., it isn't optimal), but it is much faster and works fine. There is a half-baked implementation of a faster comparison algorithm - ignore that.

If you uncomment the PERFORMANCE #define, MFDatabaseLookup will print out some timing & computational complexity information.

The aumTest.c test program is pretty good documentation of how to use the API. If you run it without any arguments, it will print out a usage statement. If you have questions, doug knows how to run it.

I'm sure there are other things I've forgotten, but I need to go, so I'll be back in touch later.

Erling



