



FOR IMMEDIATE RELEASE

New iPad App for Legal Deposition & Questioning

LLM Offers free iPad App for Attorneys

AUSTIN, TX (January 10, 2012) – Liquid Litigation Management Inc.’s team of developers just released a new iPad app, which conforms to the way attorneys create and utilize outlines for deposition and hearings. With all available documents and spreadsheets in one place, it makes legal work more efficient and keeps legal staff organized, in a mobile environment. Helping attorneys to save time, stay organized and always be prepared, it can be used in the courtroom and the boardroom.

LLM’s new legal deposition and questioning iPad app features the ability to sync documents from a Liquid Lit Manager case to the app, store multiple outlines, have access to full documents that link to outline bullet points and eliminates the need for heavy binders. It features a split screen view, allowing users to keep track of outlines and exhibits and makes use of color codes for quick identification of similar points.

It also has the ability to bookmark certain phrases or sections that need to be discussed, which allows users to quickly jump to the next salient point. While a user is following a line of questioning, they can highlight points on the outline to come back to.

The new iPad app from Liquid Litigation Management is available in the Apple iTunes store and at www.llminc.com.

About LLM, Inc.

Liquid Litigation Management, Inc. (LLM) provides essential litigation tools to firms and corporations nationwide. LLM offers a powerful set of Web-based tools that enable firms to review discovery, and produce and manage related daily case materials through a single interface. LLM products are favored by many AmLaw 100 & 200 law firms, Global 100 firms and Fortune 100 companies. For more information about LLM, please visit www.llminc.com, follow us on Twitter at twitter.com/llminc, or subscribe to our BLLAWG at blog.liquidlitigation.com.

MEDIA CONTACT: Miró Cassetta
LLM, Inc./210.757.4881
mcassetta@llminc.com