



C++Builder® XE6

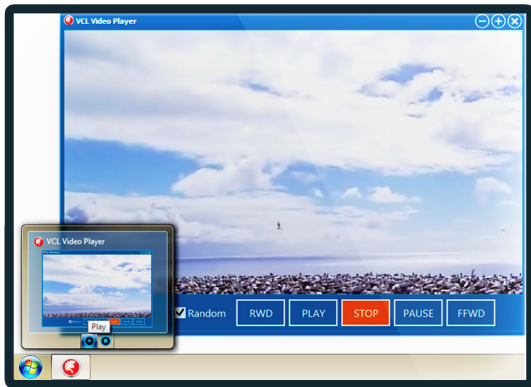
Multi-device C++ development
for Windows, Mac, iOS and Android



Embarcadero® C++Builder® XE6 is the first multi-device, standards-based C++ solution for rapidly building high performance, natively compiled apps for Windows, Mac, iOS and Android. Deliver modern apps faster by targeting mobile, desktop and server platforms from a single development project with the full power of the Standard C++ language.

Create fast, native applications for Windows, Mac, and iOS

With C++Builder XE6, you develop your app in the standard C++ language, then build to target multiple platforms with the same source codebase. Looking for performance? With C++Builder, you're creating true native apps that run full-speed directly on the device CPU, not in a script engine or VM giving you direct platform access and delivering the best user experience.



Modernize your Windows applications

Bring your Windows applications forward by applying an updated Windows 7 or 8.1 custom look with new VCL styles and Windows Taskbar component. Access device sensors with new VCL components. Extend your existing Windows VCL applications to mobile by easily creating connected mobile and wearable companion apps with new app tethering components.

Here's what you can do with C++Builder XE6



Develop apps for Windows, Mac, iOS and Android using the tools and C++ language you know and trust.



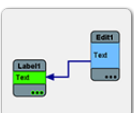
Push the envelope of performance with 64-bit Windows to take advantage of the latest hardware and more memory.



Get FireDAC high performance enterprise database connectivity and make database app development fun again.



Connect with popular cloud services with REST as well as BaaS providers for push notifications, authentication, storage and more!



Bind any UI control to other objects or datasets. With LiveBindings, every component is data aware.



Develop enterprise applications with DataSnap integrated multi-tier architecture.



Features	Product Editions				
	Architect	Ultimate	Enterprise	Pro	Starter
MULTI-DEVICE APPLICATION DEVELOPMENT					
High productivity integrated visual development environment (IDE) with UI designers, code editor, Code Insight, build and debugging tools	X	X	X	X	X
Develop true native apps for 32-bit Windows	X	X	X	X	X
Develop true native apps for 64-bit Windows and for Mac OS X	X	X	X	X	
Develop true native apps for Android and iOS	X	X	X	Optional	
LIBRARIES AND COMPONENTS					
VCL framework with hundreds of visual components for creating user interfaces, database access and more (components vary by edition)	X	X	X	X	X
VCL source code to modify and customize the included components	X	X	X	X	
FMX framework for Windows	X	X	X	X	X
OS X Mavericks and Mountain Lion deployment support including Retina and Mac AppStore	X	X	X	X	
Mobile app development for Android and iOS with the FMX framework	X	X	X	Optional	
MULTI-DEVICE APPLICATION PLATFORM					
Local database connectivity to InterBase, SQLite, MySQL and more	X	X	X	X	
Client/Server database connectivity for leading database servers including Microsoft SQL Server, Oracle, Sybase, DB2, Informix, InterBase, ODBC and more	X	X	X	Optional	
DataSnap n-tier middleware for building application and data services	X	X	X		
IBLite embedded database for Android and iOS with free unlimited deployment	X	X	X	Optional	
Back-end as a Service Components for Parse and Kinvey	X	X	X	Optional	
Cloud computing with Amazon Web Services and Microsoft Azure	X	X	X	X	
Fast SQL database development, change management, SQL profiling and SQL tuning with DB PowerStudio® Developer Edition	X				
Database modeling and design with ER/Studio Developer Edition	X				
LICENSING					
Indie license for hobbyists and getting started					X
Full commercial development and deployment license	X	X	X	X	
Earlier version access to licenses for C++Builder 6 and 2007-XE5	X	X	X	X	

C++Builder XE6 System Requirements

- 1 GB RAM (2 GB+ recommended)
- 3-27 GB free hard disk space depending on edition and configuration
- DVD-ROM drive (if installing from a Media Kit DVD)
- Basic GPU – Any vendor DirectX 9.0 class or better (Pixel Shader Level 2)
- Intel® Pentium® or compatible, 1.6 GHz minimum (2GHz+ recommended)
- 1024x768 or higher-resolution monitor
- Mouse or other pointing device
- Microsoft® Windows 8 or 8.1 (32-bit and 64-bit)
- Microsoft® Windows 7 SP1 (32-bit and 64-bit)
- Microsoft® Windows Vista™ SP2 (32-bit and 64-bit) requires administrator rights
- Microsoft® Windows Server® 2008 and 2012 (32-bit and 64-bit)
- C++Builder can also be run on Mac OS X by using a virtual machine (VM) such as VMware Fusion or Parallels hosting Windows Vista, 7 or 8

For developing 64-bit Windows applications	For developing Mac OS X applications	For developing iOS applications	Supported Deployment Platforms
PC running a 64-bit version of Windows or a 32-bit development PC connected with a PC running a 64-bit version of Windows	PC running Windows connected with an Intel-based Mac or a Mac running Windows in a VM, with 2 GB RAM or more, running OS X 10.9 (Mavericks) or 10.8 (Mountain Lion)	PC running Windows connected with an Intel-based Mac or a Mac running Windows in a VM, with 2 GB RAM or more, running OS X 10.9 or 10.8 with the latest version of Xcode that supports iOS 6.x or later. An Apple Developer account is required to deploy iOS apps to physical devices.	PCs and tablets with Intel/AMD processors running Windows Vista, 7, 8.x or later. Macs running OS X 10.8 or later. iPhone 3GS or later, iPad, or iPod Touch 4th Generation or later running iOS 6.0 or later. Android phones and tablets: ARMv7 devices with NEON support, running Android Gingerbread (2.3.3-2.7), Ice Cream Sandwich (4.0.3, 4.0.4), Jelly Bean (4.1.x, 4.2.x, 4.3.x), KitKat (4.4x) or later.

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