



C++ Builder XE7

The fastest way to build connected C++ apps for Windows, Mac, iOS, Android, gadgets, and wearables



Embarcadero® C++ Builder® XE7 is the C++ solution for rapidly building highly connected apps for Windows, Mac, iOS, Android, gadgets, and wearables. Deliver high performance, compiled native applications that easily connect with enterprise data, cloud services, devices, sensors, and gadgets with the full power of the Standard C++ language.

Deliver Highly Connected Apps

The number and types of devices people interact with on a daily basis have been expanding at an amazing rate. We now have phones, tablets, wearables, and more in the ever-growing "Internet of Things". C++ Builder gives developers the solutions to keep up. Build high performance, compiled native applications that easily connect with enterprise data, cloud services, devices, sensors, gadgets...and more!



FireUI, Revolutionary UI development

C++ Builder XE7 multiplies developer productivity again with FireUI, enabling your team to deliver your apps natively for PCs, tablets, smartphones, and even wearables like Google Glass, from a fully single codebase, in record time. Get connected apps to market faster by developing for multiple platforms and device form factors simultaneously, with one shared master form and device specific views as needed. Maintain one shared codebase without sacrificing native platform fidelity.

Mobilize with Enterprise Mobility Services

Use the new Enterprise Mobility Services (EMS), a turnkey middleware server, to connect users and apps to managed APIs, Enterprise databases and services hosted on-premises or in a private cloud. With its user management and authentication plus user and API analytics, Enterprise Mobility Services is ideal for enabling secure access from mobile and desktop apps to Enterprise SQL Databases such as Oracle, DB2, Microsoft SQL Server, Informix, Sybase, and many more.



Here's what you can do with C++ Builder XE7



Use the new FireUI Multi-Device Designer to build user interfaces once for multiple device form factors and OSs with native fidelity, capabilities, and uniqueness.



Extend your existing Windows applications with tethered mobile companion apps using WiFi and Bluetooth connectivity.



Quickly deploy the new Enterprise Mobility Services (EMS) to publish and manage custom APIs, Enterprise data, services, and analytics.



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



Significantly enhance performance with the new Parallel Programming Library.



Multiply your team's output with a single tool, programming language and framework.

Features	Architect	Ultimate	Enterprise	Pro	Starter
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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 natively compiled apps for 32-bit Windows	X	X	X	X	X
Develop natively compiled apps for 64-bit Windows and for Mac OS X	X	X	X	X	
Develop natively compiled 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	
FireMonkey 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 FireMonkey framework	X	X	X	Optional	
RTL with file system access, sensors, Bluetooth, App tethering, parallel threading library (features vary by edition)	X	X	X	X	X

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	
IBLite embedded database for Android and iOS with free unlimited deployment	X	X	X	Optional	
DataSnap n-tier middleware for building application and data services	X	X	X		
Enterprise Mobility Services	X	X	X	Optional	
REST client library and 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-XE6	X	X	X	X	

C++Builder XE7 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)
- C++Builder can also be run on Mac OS X by using a virtual machine (VM) such as VMware Fusion or Parallels hosting Windows 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 Xcode 5.0 or 5.1.1. An Apple Developer account is required to deploy iOS apps to physical devices.	PCs and tablets with Intel/AMD processors running Windows 7, 8, 8.1, Server 2008, or Server 2012. Macs running OS X 10.8 or 10.9. iPhone, iPad, or iPod Touch running iOS 7. 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) or KitKat (4.4.x).

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