



# C++Builder® XE2

Rapid visual C++ development environment



Embarcadero® C++Builder® XE2, now with FireMonkey™, is the only true visual C++ development environment – designed for ultra-fast, component-based creation of highly-maintainable, visually stunning GUI applications for Windows and Mac OS X.

C++Builder's RAD environment allows developers to visually design user interfaces and connect to data and services, yet code in ANSI/ISO compatible C++. Developers get the power of C++ with the productivity of rapid development delivering up to 5x the productivity of other "visual" development environments.



## DELIVER FAST NATIVE APPLICATIONS ACROSS WINDOWS AND MAC

C++Builder includes VCL for building native Windows applications, and FireMonkey for developing native Windows and Mac OS X applications. C++Builder enables you to write a FireMonkey app once and compile it for either platform. Your real native applications take advantage of the power and speed of the CPU and GPU. And it's all done with the power and speed of component-based visual development that saves you time while still giving you full access to source code and hardware when you need it.

## CREATE VISUALLY STUNNING AND INTERACTIVE APPLICATIONS USING FIREMONKEY

C++Builder is the premiere C++ development environment for the FireMonkey application platform. Quickly build applications that are visually spectacular, highly interactive and data rich for PC and Mac. Build stunning HD and 3D user interfaces powered by GPU scalable vector graphics with programmable animation and effects.



## BUILD APPLICATIONS THAT CONNECT EVERYWHERE

When you use C++Builder, your applications get built-in high-speed connectivity to all popular databases. C++Builder's RAD Cloud data and application services connect to all popular client platforms, frameworks, languages, and devices today. Connect iOS, Android, Blackberry and Windows Phone 7 mobile applications to your DataSnap applications and database services.



## DATA-AWARE UIs AND BEYOND – VISUALIZE LIVE DATA

C++Builder's new LiveBindings let you connect any data source to any VCL or FireMonkey user interface or graphic element. LiveBindings give you the power and creative freedom to present data to users in more intuitive and interactive ways. LiveBindings also include expressions giving you incredible power and flexibility to build "dynamically" calculated and updated bindings.



## New in C++Builder XE2



- Cross-platform application development for Mac and Windows
- Build 100% CPU and GPU native apps using the FireMonkey application platform
- DataSnap connectors for mobile platforms
- LiveBindings to connect any UI element, vector or 3D object to any data source
- Customizable VCL styles
- Over 40 C++ code audits
- FastReport reporting tool
- Updated versions of bundled tools including InterBase, InstallAware, AQtime, TeeChart, IntraWeb, CodeSite, and IP\*Works

## Key Product Features

- Integrated native Windows and Mac C++ compilers
- "RAD C++" extensions for increasing C++ coding productivity up to 5x
- RAD visual IDE with fast drag-and-drop UI design
- ANSI/ISO C++ compatible with draft C++0x support
- Integrated Boost and TR1 libraries
- Hundreds of visual controls
- Touch and gesture support
- dbExpress with support for major databases
- DataSnap n-tier middleware servers with JSON, REST, HTTP, HTTPS, COM, and XML
- Cloud deployment to Amazon EC2 and work with Windows Azure and Amazon cloud data storage
- Access to previous C++Builder versions (6, 2007-XE) included

## CONNECTS WITH



### Stunning HD and 3D business applications

- Rich GPU-based HD scalable vector UIs
- Maximum resolution on any device
- GPU powered 3D graphics and effects



### No-code hardware effects

- Over 50 built-in GPU powered effects in FireMonkey
- Apply multiple simultaneous effects
- Non-destructive



### Easily control UI styling

- Stylized VCL and FireMonkey UIs without coding
- Customize included styles or create your own



### Put your data and logic in the cloud

- Run your business logic and data access in your own private cloud or Amazon EC2
- Works with Amazon and Azure cloud data



Features	Architect	Ultimate	Enterprise	Pro	Starter
<b>INTEGRATED DEVELOPMENT ENVIRONMENT AND COMPILERS</b>					
High productivity Integrated Development Environment (IDE) with code editor, Code Insight coding tools, and integrated debugging	X	X	X	X	X
Embarcadero RAD C++ Compiler (bcc32) 6.40 for Windows	X	X	X	X	X
New! Embarcadero RAD C++ Compiler (bcc32) 6.40 for Mac OS X	X	X	X	X	
Advanced IDE features including refactoring, unit testing, remote debugging	X	X	X	X	
Bundled tools for reporting, logging, source control, web, installs	X	X	X	X	
Bundled FinalBuilder special edition for build automation	X	X	X		
<b>LIBRARIES AND COMPONENTS</b>					
New! FireMonkey rich HD and 3D application platform for Windows with visual components for creating user interfaces, database access and more	X	X	X	X	X
New! FireMonkey rich HD and 3D application platform for Mac OS X with visual components for creating user interfaces, database access and more	X	X	X	X	
VCL Win32 based framework with hundreds of visual components for creating user interfaces, database access and more (components vary by edition)	X	X	X	X	X
Advanced components for reporting, charting, internet	X	X	X	X	
VCL source code to modify and customize the included components	X	X	X	X	
Dinkumware STL, Boost C++ libraries, TR1 support	X	X	X	X	X
<b>DATABASE, CLOUD AND MULTI-TIER ARCHITECTURE</b>					
Local connectivity to InterBase via dbExpress and InterBase Express	X	X	X	X	X
Local database connectivity to MySQL via dbExpress	X	X	X	X	
Database drivers with remote server connectivity for leading databases and ODBC	X	X	X		
DataSnap middleware for building multi-tier applications and mobile connectors	X	X	X		
Cloud computing with Amazon and Microsoft Windows Azure	X	X	X		
Full two-way UML modeling and full set of code audits	X	X	X		
Fast SQL database development, database change management, SQL profiling, and SQL tuning with DB PowerStudio®, Developer Edition		X			
Database modeling and design with ER/Studio Developer Edition	X				
<b>LICENSING</b>					
Indie license for hobbyists and getting started					X
Full commercial development and deployment license	X	X	X	X	
AppWave network licenses available	X	X	X	X	
Earlier version access to licenses for C++Builder 6 and 2007-XE	X	X	X	X	

C++Builder® XE2 System Requirements	For developing OS X applications
<ul style="list-style-type: none"> <li>• 1 GB RAM (2 GB+ recommended)</li> <li>• Between 3 - 9 GB free hard disk space depending on edition and configuration</li> <li>• DVD-ROM drive (if installing from a Media Kit DVD)</li> <li>• Basic GPU – Any vendor DirectX 9.0 class or better (Pixel Shader Level 2)</li> </ul>	<ul style="list-style-type: none"> <li>• PC running Windows connected with an Intel-based Mac, with 2 GB RAM or more, running OS X 10.6 (Snow Leopard) or OS X 10.7 (Lion) over a local area network using a SSH, VNC or Windows file sharing solution</li> </ul>

Download a Free Trial at [www.embarcadero.com](http://www.embarcadero.com)

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