# C++Builder XE4

## Multi-device, true native app development with C++

**embarcadero®**

Embarcadero® C++Builder® XE4 is the multi-device, standards-based app development solution for Windows and Mac using a single C++ codebase. Code once and create a high performance app that runs on 32-bit and 64-bit PCs and tablets. Your true native app gives you more control and your users a better experience.

## Multi-Device, True Native C++ Apps

Create your app using C++11 standards-compliant code and then use that same codebase to target multiple platforms. Develop one app for both Windows and Mac.
Worried about performance? Don't be. Your true native apps run directly on the device for more control, tighter security, and a better user experience.
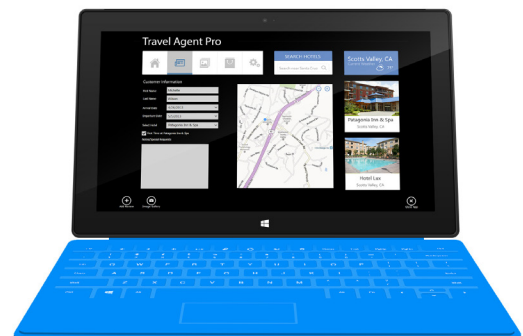
## C++11

### C++11 Standards Compliance

C++Builder XE4 complies with the latest C++11 standards, so your apps are easier to build, migrate, maintain, and extend where required.

### Fastest Path to Windows 8

With C++Builder's Metropolis UI, you can easily create apps with new Windows 8 Modern UI, including touch enablement, live tile support, tablet sensor components, and more.

## 64 bit

### 64-bit for Higher Speed, Power and Capacity

C++Builder's 64-bit compiler architecture for Windows lets you access 64-bit APIs, device drivers, and system services directly for greater control, higher performance, and a fantastic user experience.

## Connects With

Microsoft® SQL Server®

IBM DB2.

MySQL

ORACLE

SYBASE

powered by amazon web services

Informix SOFTWARE

| Features | Product Editions | | | | |
|---|---|---|---|---|---|
| | Architect | Ultimate | Enterprise | Pro | Starter |
| DATABASE ARCHITECTURES | Client/Server & n-Tier DB | | | Local DB | XML |
| INTEGRATED DEVELOPMENT ENVIRONMENT AND COMPILERS | | | | | |
| 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) for Windows | X | X | X | X | X |
| Embarcadero RAD C++ Compiler (bcc32) for Mac OS X and (bcc64) for Windows | X | X | X | X | |
| Advanced IDE features and additional bundled tools | X | X | X | X | |
| LIBRARIES AND COMPONENTS | | | | | |
| FireMonkey rich application platform for Windows with Metropolis UI, visual components for creating user interfaces, database access and more | 32/64-bit | 32/64-bit | 32/64-bit | 32/64-bit | 32-bit only |
| Mac OS X Lion and Mountain Lion deployment support including Retina and AppStore | X | X | X | X | |
| VCL framework with hundreds of visual components for creating user interfaces, database access and more (components vary by edition) | 32/64-bit | 32/64-bit | 32/64-bit | 32/64-bit | 32-bit only |
| 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 |
| DATABASE, CLOUD AND MULTI-TIER ARCHITECTURE | | | | | |
| New! Visual LiveBindings designer, wizard and components | X | X | X | X | |
| Cloud computing with Amazon and Microsoft Windows Azure | X | X | X | X | |
| Local/embedded database connectivity to InterBase and MySQL | X | X | X | X | |
| Client/Server database server 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 distributed application and data services | 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-XE3 | X | X | X | X | |

| C++Builder® XE4 System Requirements | | For developing 64-bit Windows applications | For developing OS X applications | Supported deployment platforms |
|---|---|---|---|---|
| • 1 GB RAM (2 GB+ recommended)<br>• 3-20 GB free hard disk space depending on edition and configuration<br>• DVD-ROM drive (if installing from a Media Kit DVD)<br>• Basic GPU – Any vendor DirectX 9.0 class or better (Pixel Shader Level 2)<br>• 1024x768 or higher-resolution monitor<br>• Intel® Pentium® or compatible, 1.6 GHz minimum (2GHz+ recommended) | • Mouse or other pointing device<br>• Microsoft® Windows 8 (32-bit and 64-bit)<br>• Microsoft® Windows 7 SP1 (32-bit and 64-bit)<br>• Microsoft® Windows Vista™ SP2 (32-bit and 64-bit) requires administrator rights<br>• Microsoft® Windows Server® 2008 (32-bit and 64-bit) | • 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 for 64-bit running and debugging. | • PC running Windows connected with an Intel-based Mac, with 2 GB RAM or more, running OS X 10.8 (Mountain Lion) or 10.7 (Lion) over a local area network using SSH, VNC or Windows file sharing solution | • Supported deployment platforms for applications created with C++Builder XE3 are Windows XP and later, and Mac OS X 10.7 and later. |

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