



C++ Builder® XE3

The C++ developer force multiplier for multi-device development



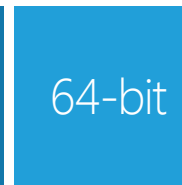
For ISVs and Enterprises the #1 application development challenge today is supporting the growing heterogeneous mix of client devices, UI approaches, OS versions, and emerging form factors. With traditional development approaches, for every new platform supported, a whole new team is required to create and manage a separate codebase. This approach multiplies your costs and time to market with each addition. To turn this mounting challenge into a competitive advantage developers need an edge, a way to virtually replicate their R&D staff several times over.

C++Builder is the only native multi-device development solution for targeting desktops, laptops, Slates and tablets including Surface Pro. And coming in 2013, iOS and Android*. Embarcadero C++Builder XE3 enables C++ developers to easily target desktops, laptops, Slates and tablets including Surface Pro with a single C++ codebase. Develop for Windows and get to Mac instantly with C++Builder's advanced cross-compilers, a visual IDE, and the native FireMonkey multi-device application framework. Dramatically reduce your time to market while growing your competitive advantage and business opportunity with native multi-device deployment, heterogeneous database and cloud connectivity, and component-based visual development.

Agile and C++ – together at last

C++Builder XE3 delivers the best of both worlds – a highly-compliant C++11 64-bit Windows toolchain with an agile development solution. Now you can use the latest C++ features and libraries while you speed your development process with C++Builder's, visual development environment.

- New 64-bit Windows compiler based on a multi-device targeting architecture
- C++98, C++TR1, and C++11 language standards
- ANSI C, ISO C, C99, and C11 language standards
- Dinkumware STL 5.3 and Boost 1.5
- CLANG compatible
- Cross-compilation to multiple Windows and Mac OS X platforms



Fastest path to Windows 8

C++Builder XE3 is your fast path to the Windows 8 Style UI. With C++Builder's new Metropolis UI, you can easily create apps with the new Windows 8 UI styling, including, touch enablement, live tile support, tablet sensor components, and more to run on Windows 8 desktops and x86 Surface and Slate tablets – and run on previous versions of Windows from XP to Windows 7. C++Builder XE3 also lets you easily migrate existing FireMonkey and VCL applications to the new Windows 8 Style UI. Even with the latest Metropolis UI you can still compile natively to Mac OS X, with the latest Mountain Lion UI and Retina support.

Create Windows 8 and Mac OS X Mountain Lion applications from a single codebase

With C++Builder XE3 and the FireMonkey FM2 Application Framework you write an application once and compile natively for both Windows and Mac – including Windows 8, Mac OS X Mountain Lion and earlier Windows and Mac versions from a single codebase.

Easily create super fast, cross platform native applications when you combine C++ code and libraries with the power of RAD visual development.

"C++Builder makes GUI design very simple, allowing you to concentrate your time on the business end of the application."

– Stephen Craig



C++Builder is your developer force multiplier

Software developers are facing more challenges than ever as users want apps that run on more operating systems and more devices than ever before. C++Builder is the developer force multiplier for C and C++ developers, enabling you to target more platforms in less time and with less effort.

CONNECTS WITH



*See mobile roadmap at <http://embt.co/mobileroadmap> for more information.

Windows 8 Metropolis

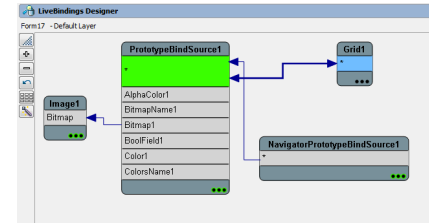


- Windows 8 Style UI
- Project templates
- Touch and Live Tile support
- 1-click conversion for existing apps



- Windows 8 UI Style
- Mac OS X Mountain Lion & Retina
- Audio/Video Multimedia controls
- Mac App Store ready
- Enhanced native UI control styling
- 3rd party Pro-Designer UI Styles

Visual LiveBindings



- Simple "Draw to bind" data and properties between objects
- Quick app prototyping
- Organize bindings with Layers

...and much more!

Features	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		
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-XE2	X	X	X	X	

C++Builder® XE3 System Requirements	For developing 64-bit Windows applications	For developing OS X applications	Supported deployment platforms
<ul style="list-style-type: none"> • 1 GB RAM (2 GB+ recommended) • 3-20 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) • 1024x768 or higher-resolution monitor • Intel® Pentium® or compatible, 1.6 GHz minimum (2GHz+ recommended) 	<ul style="list-style-type: none"> • Mouse or other pointing device • Microsoft® Windows 8 (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 (32-bit and 64-bit) 	<ul style="list-style-type: none"> • PC running Windows connected with an Intel-based Mac, with 2 GB RAM or more, running OS X 10.8 (Mountain Lion), 10.7 (Lion) or 10.6 (Snow Leopard) over a local area network using a SSH, VNC or Windows file sharing solution 	<ul style="list-style-type: none"> • Supported deployment platforms for applications created with C++Builder XE3 are Windows XP and later, and Mac OS X 10.6 and later.

Download a Free Trial at www.embarcadero.com

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