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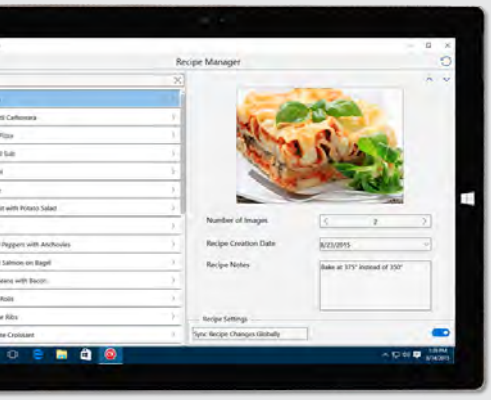
C++ Builder™10 Seattle

The Standard C++ Application Development Platform for Windows 10, Mac, Mobile and IoT

Embarcadero® C++Builder® 10 Seattle is the fastest way to build data-rich, hyper connected, visually engaging applications for Windows 10, Mac, Mobile, IoT and more using Standard C++. Quickly and easily update VCL and FMX applications to Windows 10 with the new Windows 10 VCL Controls, Styles and WinRT/UWP services components.



Ride the Windows 10 Wave

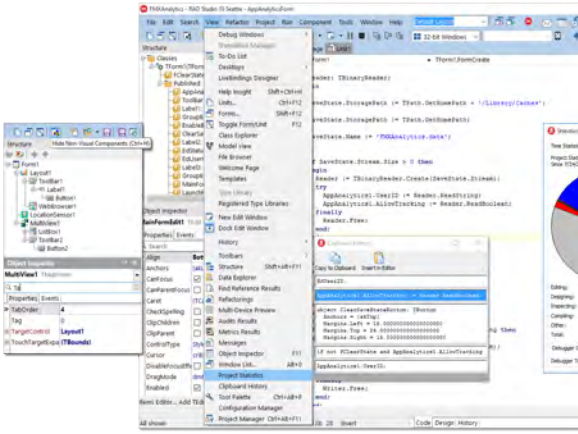
Windows 10 is being rapidly adopted. With C++Builder 10 Seattle, get your VCL apps and users to Windows 10 now with the Windows 10 platform look and feel and new Windows 10 features and services.

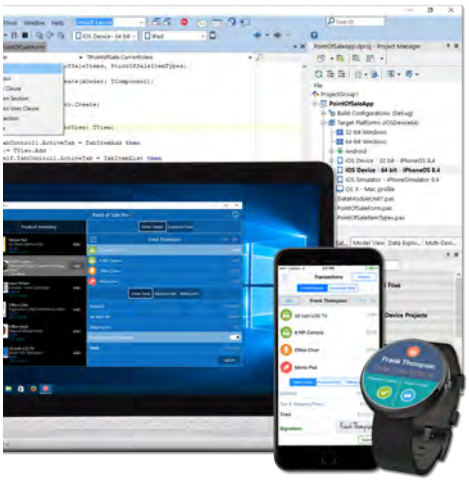
Use new VCL UI controls and Styles to create great looking Windows 10 apps and use new Windows 10 VCL components to access new platform features and services, including Notifications, Contracts and more.

Double the IDE Memory, Twice the Power

C++Builder 10 Seattle delivers more developer productivity than ever around the daily activities of coding, building and debugging. In addition to enhanced multi-monitor support, the IDE can now access double the memory, so you can build and debug those large projects with ease.

C++Builder 10 Seattle has integrated and vastly improved performance with over 20 IDE productivity features. These are a set of features all developers benefit from every day.





Hyper Connected Apps for Windows, Mac, Mobile and IoT

Connected apps are distributed across platforms and multiple form factors like desktop, smart phone and tablets and also includes new IoT form factors like wearables, sensors, proximity awareness with beacons, smart light, smart sound, and gesture recognition devices for both physical and audible human input.

The process of designing, building and deploying connected apps is radically simplified by the combination of new and improved features in C++Builder 10 Seattle, including Wi-Fi, Bluetooth/LE components, AppTethering, EMS middleware and cloud integration through REST, like popular MBaaS services.

Here's what's new in Delphi 10 Seattle

- Build and debug large projects with twice the available IDE memory
- Extend existing Windows 10 applications with tethered mobile companion apps using Wi-Fi and Bluetooth connectivity
- Get your apps and users to Windows 10 now!
- Over 20 new IDE productivity features including the all new searchable Object Inspector
- New VCL UI and Services Components for Windows 10
- World's first CLANG enhanced C++ compiler for Windows and mobile. Now available for Win32

C++Builder 10 Seattle System Requirements

- 1 GB RAM (2 GB+ recommended)
- 9-58 GB free hard disk space depending on edition and configuration, including space required for temporary files
- 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)
- 1024 x 768 or higher resolution monitor
- Mouse or other pointing device
- Microsoft® Windows 10 (32-bit and 64-bit)
- Microsoft® Windows 8 or 8.1 (32-bit and 64-bit)
- Microsoft® Windows 7 SP1 (32-bit and 64-bit)

New Features

C++ 11 CLANG-based compiler for Win32 (bcc32c)
Support for C++ parallel compilation
Support for calling WinRT APIs
Support for Windows 10 Notifications using the NotificationCenter component
Support for contracts, the system mechanism for sharing information with other Windows 10 applications using the new SharingContract component
New VCL Controls including ToggleSwitch, SplitView, SearchBox, ActivityIndicator and RelativePanel with Win 10 Styling and support. Can also be used on previous versions of Windows
Windows 10 specific VCL styles to build applications matching Microsoft's Modern look and feel
VCL Styling improvements, including support for styling common dialogs and the TWebBrowser component
IDE built with large memory address model, to provide significantly more memory to the embedded compilers, integrated debuggers, and various tools executed in the IDE process
Form designer option to hide/show non-visual controls icon (reducing form design potential clutter)
Improved multi-monitor support in the IDE, with the ability to place most forms and panes on different secondary monitors
Object Inspector contents can be filtered to display specific elements
Full customization of the Object Inspector layout, with the ability of hiding the description panel, the quick actions, and the new filter panel
Unsaved file auto-recovery for the IDE – unsaved work is periodically saved to a temporary location.
Structure View Icons representing the corresponding component
Enhanced IDE Project Options to easily enable High-DPI Awareness in your applications, plus Windows 8.1/10 multi-monitor support for VCL applications
StyleViewer for Windows 10 Style in Bitmap Style Designer
Windows 10 specific FireMonkey styles to build applications matching Microsoft's Modern look and feel
FireMonkey native style presentation for Windows for Edit and Memo platform controls
Enhance Clipboard support to allow copy/paste of bitmaps in FireMonkey desktop applications
Mouse-over Hints support for FireMonkey visual controls on desktop
Complete FireDAC support for the NoSQL MongoDB database, including a new FireDAC MongoDB driver
New! MongoDB specific datasets, including TFDMongoDataSet, TFDMongoQuery and TFDMongo-Pipeline
MongoDB API wrapping classes, including TMongoConnection, TMongoDatabase, TMongoCollection and more
Specialized JSON readers and writers, including the new TJsonTextReader and TJsonTextWriter classes, and support for Extended JSON
MongoDB query, pipeline, update commands, and more with fluent methods builders
JSON (JavaScript Object Notation) processing using a JSON.NET implementation for JSON streaming with new readers and writers (including base TJsonReader and TJsonWriter classes)
Binary JSON (BSON) readers and writers support, as part of the same JSON.NET architecture (including the new TBsonReader and TBsonWriter classes)
JSON and BSON fluent method builders, including the TJSONArrayBuilder and TJSONObjectBuilder classes
JSON and BSON fast forward-only iterator (TJSONIterator)
Example of the use of the FDSchemaAdapter component in DataSnap applications
DataSnap clients uses System.NET for HTTP and HTTPS, with no need to deploy the OpenSLL client library
Remote iOS 64-bit device debugging
New TBeaconDevice class for turning a device on one of the supported platforms into a "beacon"
Touch animation for Android platform
ireMonkey apps can receive intents, regardless of the source (email, web link, other app). A new sample demonstrates this ability.
Allow the use of IFMXDragDropService to drag data to another applications on OS X
Shortcuts to increase/decrease the size of the font in the code editor
FireMonkey controls zOrder support on Windows
Modern looking SelectDirectory function for VCL applications and the IDE
DUnitX unit testing support for mobile platforms (iOS and Android)
Plus many other great features

C++Builder 10 Seattle Editions

	Professional	Enterprise	Ultimate	Architect
	C++Builder 10 Seattle Professional Edition is designed for building rich stand-alone client applications for Windows and OS X with local data persistence.	C++Builder Seattle Enterprise adds iOS and Android targeting plus native Client/Server connectivity with all major Enterprise Databases and flexible Middleware for building powerful n-tier solutions.	C++Builder Seattle Ultimate Edition includes all of the capabilities of Enterprise plus a suite of powerful database tools to help develop and manage your data.	C++Builder Seattle Architect includes all of the capabilities of Enterprise plus Data Modeling to help you reverse and forward engineer your data.
Windows, OSX, iOS, Android Apps	Windows and OS X Only	All	All	All
Local Application Data Storage	X	X	X	X
Client/Server Database Connectivity		X	X	X
DataSnap & EMS n-Tier Middleware		X	X	X
DBPowerStudio Developer Edition			X	
ER/Studio Special Developer Edition				

For developing 64-bit Windows applications	For developing Mac OS X applications	For developing iOS applications	Supported Deployment
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 2GB RAM or more, running OS X 10.10 (Yosemite) or 10.9 (Mavericks).	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 10.10 or 10.9 with Xcode 6. 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, 10, Server 2008 or Server 2012. Macs running OS X 10.9 or 10.10. iPhone, iPad or iPod Touch running iOS 7 through iOS 8.4. Android phones and tablets: ARMv7 devices with NEON support, running Ice Cream Sandwich (4.0.3-4.0.4), Jelly Bean (4.1.x, 4.2.x, 4.3.x) or Kit Kat (4.4.x) and Lollipop (5.x).