# *** Embedded Studio 4.10 for ARM released *** Putting the executable on a diet ***

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“Bigger is better” is not true when it comes to program size of Embedded Computing Systems. Less is more. A smaller executable can get the same thing done with less program memory (Flash), resulting in the ability to use smaller Microcontrollers and potentially massive cost savings.


After a successful beta period, SEGGER has added the new Linker and Link-Time Optimization (LTO) to the latest release build of their powerful cross-platform integrated development environments, Embedded Studio for ARM and Embedded Studio for Cortex-M.

The new product version delivers on the promise of program size reduction, achieving a significant 5-12% reduction over the previous version on typical applications, and even higher gains compared to conventional GCC tool chains. These savings are the result of the new LTO, combined with SEGGER’s Linker and Run-time library emLib-C. Through LTO, it is possible to optimize the entire application, opening the door for optimization opportunities that are simply not available to the compiler.

The Linker adds features such as compression of initialized data and deduplication, as well as the flexibility of dealing with fragmented memory maps that embedded developers have to cope with. Like all SEGGER software, it is written from scratch for use in deeply embedded computing systems. Additionally, the size required by the included runtime library is significantly lower than that of runtime libraries used by most GCC tool chains.

“Our engineers have done an outstanding job! This new release of Embedded Studio for ARM and Cortex-M devices allows flash size savings on a scale I never thought possible," says Dirk Akemann, Marketing Manager at SEGGER Microcontroller. "Embedded Studio is becoming more and more popular, and we are proud to support the educational community by having Embedded Studio available free of charge for non-commercial use.”

Get more information on the new SEGGER Embedded Studio at:
www.segger.com/embedded-studio.html

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## About Embedded Studio

Embedded Studio is a leading Integrated Development Environment (IDE) made by and for embedded software developers. Unlike a lot of other IDEs, it is very fast, intuitive, easy to use and not Eclipse based.

It is a complete solution for any ARM based processor, from legacy ARM7, ARM9 and ARM11 devices to Cortex-A, R and M, and comes with a system library that is optimized for embedded systems and GCC and LLVM/Clang compilers. Embedded Studio is platform independent and can be used on Windows, macOS and Linux hosts.

The software can be downloaded and installed in just a few minutes. It comes with a friendly licensing model that allows unlimited evaluation with no code size limit and free of charge use for educational purposes and hobbyists.

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## About SEGGER

SEGGER Microcontroller is a full-range supplier of software, hardware and development tools for embedded systems. The company offers support throughout the whole development process with affordable, high quality, flexible and easy-to use tools and components. SEGGER offers solutions for secure communication as well as data and product security, meeting the needs of the rapidly evolving Internet of Things (IoT). The company was founded by Rolf Segger in 1992, is privately held, and is growing steadily. Headquartered in Germany with US offices in the Boston area as well as Silicon Valley and distributors on every continent, SEGGER offers its full product range worldwide. For additional information, visit: www.segger.com

**Contact information:**

Dirk Akemann
Marketing Manager
Tel: +49-2173-99312-0
E-mail: info@segger.com

**Issued on behalf of:**

SEGGER Microcontroller GmbH
Ecolab-Allee 5
40789 Monheim am Rhein
Germany
www.segger.com

SEGGER Microcontroller Systems LLC
101 Suffolk Lane
Gardner, MA 01440
United States of America
www.segger.com