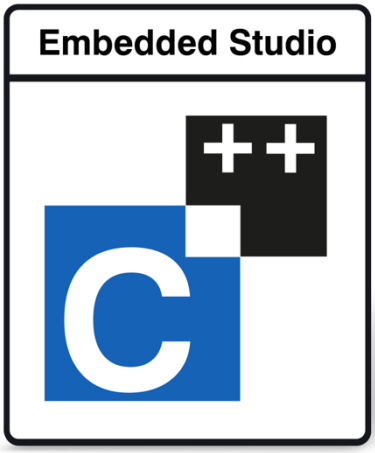
Clang on steroids! SEGGER releases optimized Compiler for ARM

Monheim, Germany – February 20th, 2020

SEGGER has added its new compiler to the popular Embedded Studio for ARM and Cortex-M IDE.

This compiler is tuned to generate optimized Thumb-2 code for modern Cortex-A and Cortex-M devices.



Embedded Studio for ARM / Cortex-M now comes with three different compilers: GCC, Clang and SEGGER's own compiler.

The new compiler clearly outperforms GCC and regular Clang on most benchmarks, reducing both size of generated code as well as its execution speed.

Derived from Clang, it uses the most modern and flexible compiler design on the front end, with a back end optimized by SEGGER for performance and code size.

“This new compiler takes Embedded Studio for ARM and Cortex-M to a new level,” says Rolf Segger, founder of SEGGER. “Our cross-platform IDE now contains our own linker, assembler and compiler. We give the user the choice of GCC, Clang or our optimized compiler, in the same way as they can choose between our Linker or the GNU Linker. With all of that, combined with built-in debugger, version control, project management and our leading run-time and floating-point libraries, Embedded Studio is a great choice for developers. Our new compiler makes it an even more well-rounded and complete solution. What I am most proud of is the friendly licensing. Anybody using it for education or other non-commercial purposes can use it at no cost. Download and go. It simply works.”

For more information or to download Embedded Studio (Windows, macOS and Linux): https://www.segger.com/embedded-studio

###

About SEGGER

SEGGER Microcontroller has over twenty-five years of experience in Embedded Computer Systems, producing state-of-the-art software libraries, and offering a full set of hardware tools (for development and production) and software tools.

SEGGER provides a complete spectrum of software libraries including communication, security, data compression and storage, user interface software and more. Using SEGGER software libraries gives developers a head start, benefiting from decades of experience in the industry.

SEGGER's professional software libraries and tools for Embedded System development are designed for simple usage and are optimized for the requirements imposed by resource-constrained embedded systems. The company also supports the entire development process with affordable, high-quality, flexible, easy-to-use tools.

The company was founded by Rolf Segger in 1992, is privately held, and is growing steadily. SEGGER also has a U.S. office in the Boston area and branch operations in Silicon Valley and the UK, plus distributors on most continents, making SEGGER's full product range available worldwide.

Why SEGGER?

SEGGER, the Embedded Experts, have a full set of tools for embedded systems and offers support through the entire development process. SEGGER products are from the ground up designed for embedded systems. They shorten product development time following our mantra "It simply works!".

All SEGGER software has been developed by, and can be licensed from, SEGGER. It is not encumbered by any Open Source or required-attribution license and can be integrated into any commercial or proprietary product, without the obligation to disclose the combined source.

Under the terms of SEGGER's Friendly Licensing, anyone can use the software free-of-charge for non-commercial use and evaluation.

For many of our customers, SEGGER is a reliable, long term partner for all of their Embedded needs.

For more on SEGGER see: https://www.segger.com

It simply works!

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