

SEGGER Embedded Studio for Arm now with hard real-time C++ support

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SEGGER's Embedded Studio for Arm Version 6 now offers real-time memory management which improves efficiency and response time for allocating and freeing up memory, enabling hard real-time to applications written in C++.

This brings [Embedded Studio for Arm](#) to the same level as the recently announced Embedded Studio Version 6 for RISC-V.

"We believe this underscores Embedded Studio's position as the most sophisticated toolchain in the embedded space," says Rolf Segger, founder of SEGGER. "It is the first toolchain I know of that guarantees fast, constant-time heap operations."

[Embedded Studio](#) supports development for any Arm-based microcontroller, including Cortex-M, Cortex-A/R, and legacy cores Arm7, Arm9 and Arm11.

Embedded Studio comes with a C++17 Compiler and [C++17 Standard Library](#), combining the efficiency and compact code of SEGGER's [emRun](#) runtime and [emFloat](#) floating-point libraries, plus the [SEGGER Linker](#), optimized for C++ applications.

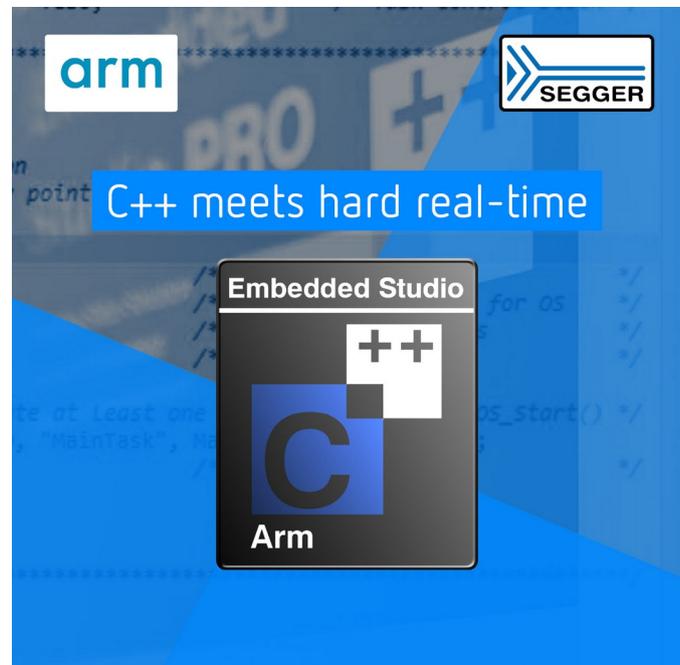
For an inspired, interesting and informative look at real-time dynamic storage allocation, see SEGGER's blog article "[C++ real-time allocation – a chess engine](#)".

About Embedded Studio

[Embedded Studio](#) is a multi-platform IDE (Integrated Development Environment) from SEGGER Microcontroller. Characterized by its flexibility of use, it includes all the tools and features a developer needs for professional embedded C and C++ programming and development.

It comes with a powerful [project manager](#) and [source code editor](#). The editor is quick to start up and the build process is blazingly fast, saving precious working hours. It also includes SEGGER's highly optimized [emRun](#) runtime and [emFloat](#) floating point libraries, as well as SEGGER's smart [Linker](#), all of which have been developed from the ground up specifically for resource-constrained embedded systems.

In combination with the Clang-based, highly optimizing C/C++ [SEGGER Compiler](#), extremely small yet efficient programs can be generated, putting every byte to work.



The built-in [debugger](#) leaves nothing to be desired. Fully integrated with [J-Link](#), it delivers great performance and stability.

Embedded Studio is available for unlimited evaluation, and for educational and non-commercial purposes, free of charge, with no restrictions in terms of code size, features or duration of use.

It is used extensively at SEGGER internally and is continuously updated and enhanced.

More information is available at:

www.segger.com/embedded-studio

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About SEGGER

SEGGER Microcontroller has nearly thirty years of experience in Embedded Systems, producing cutting-edge embedded-system software and hardware. SEGGER's professional software 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, Shanghai and the UK, plus distributors on most continents, making SEGGER's full product range available worldwide.

For more information on SEGGER, please visit www.segger.com.

Why SEGGER?

In short, SEGGER has a full set of tools for embedded systems, offers support through the entire development process, and has decades of experience as the Embedded Experts.

In addition, SEGGER software is not covered by an open-source or required-attribution license and can be integrated in any commercial or proprietary product, without the obligation to disclose the combined source.

Finally, SEGGER offers stability in an often volatile industry, making SEGGER a very reliable partner for long-term relationships.

For additional information please visit: www.segger.com

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