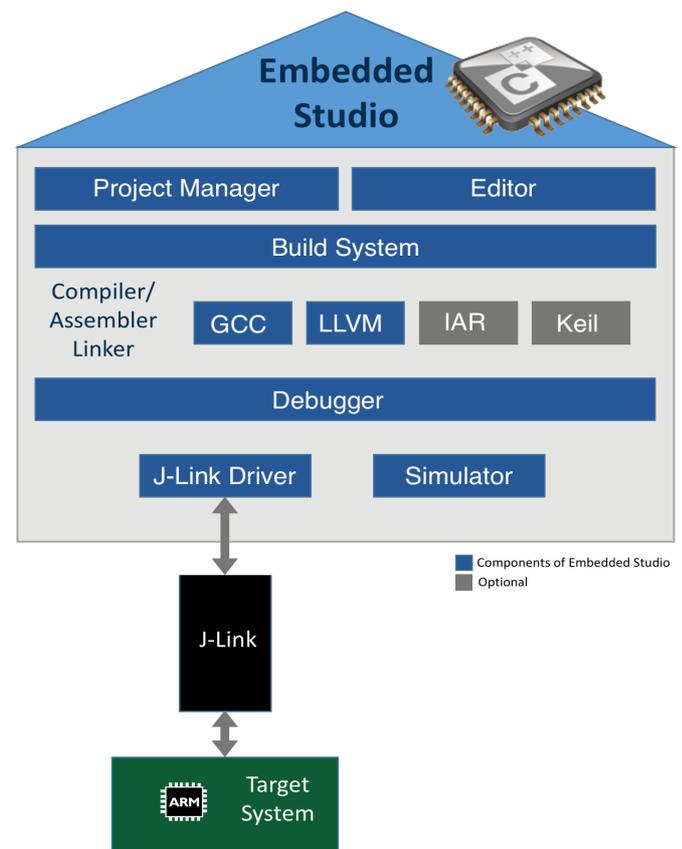


Embedded Studio – GCC, LLVM, IAR and Keil under one roof

Hilden, Germany – August 29th, 2016

SEGGER has just released version 3.10 of its cross platform development software “Embedded Studio”. The new version comes with multiple improvements, most notably even higher speed and the ability to build programs using compilers other than the included GCC and Clang/LLVM. These other compilers can be integrated seamlessly into Embedded Studio and the resulting programs can be debugged using the built-in debugger. The performance of the different compilers can easily be compared and the one generating the best code can be picked for the release build. For most applications, the GCC or LLVM/Clang compilers that come with Embedded Studio are used.

If however, you feel your application requires a commercial compiler for your release build, you do not need to use the same compiler for all the members of your development team. A single license for the commercial compiler is all you need. Substantially reducing your total licensing costs.



Embedded Studio also comes with a project importer supporting IAR and Keil tool chains, making the migration process easy.

“For me, Embedded Studio is THE development platform. It is intuitive, powerful and very fast. Now that it allows easy migration from other commercial IDEs like IAR and Keil, there is no reason not to switch. Embedded Studio is clearly the IDE of choice for us”, says Alex Gruener, CTO of SEGGER.

To access more information on the project importer go to: <https://www.segger.com/embedded-studio-project-importer.html>

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 not Eclipse based, very fast, intuitive and easy to use.

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 compilers. Embedded Studio is platform independent and can be used on Windows, Mac OS-X 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.



The full functionality is available in this mode, a small "nag screen" is the only limitation.

Full product specifications are available at:
<https://www.segger.com/embedded-studio.html>

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About SEGGER

SEGGER Microcontroller develops and distributes hardware and software development tools as well as software components for deeply embedded systems. An "embedded system" is one in which a microprocessor and associated components are incorporated into a device helping to accomplish difficult and complex tasks in any kind of application like industrial, medical, consumer or automotive.

SEGGER was founded in 1997, is privately held, and is growing steadily. Based in Hilden with distributors in all continents and a local office in Massachusetts, SEGGER offers its full product range worldwide.

SEGGER software products include: embOS (RTOS), emWin (GUI), emFile (File System), emUSB (USB host and device stack) and embOS/IP (TCP/IP stack). With emSecure, a unique software to generate and verify digital signatures, and the TLS-solution emSSL, SEGGER is also offering software for the growing field of data and product security.

With the experience in programming efficiently on embedded systems, SEGGER created highly integrated, cost-effective programming and development tools, such as the Flasher (stand-alone flash programmer) and the industry leading J-Link/J-Trace emulator.

SEGGER cuts software development time for embedded applications by offering affordable, high quality, flexible and easy-to-use tools and software components allowing developers to focus on their applications. Find out more at www.segger.com

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