

Key benefits

- Comprehensive software and hardware support allow more freedom in product definition and design
- Supplied sourcefiles allow immediate development of many critical sections of your application
- Automatic target discovery and toolchain configuration allow hassle free, plug-and-play development with any supported hardware (from blank target device to first running application in a minute and a single mouse click)
- Application porting to new hardware in nearly no time, giving maximum reactivity to new market trends and latest opportunities

Key Applications

- Companies and development teams working on embedded software

Key features

- Native C/C++ support
- x86 and ARM® target hardware support
- Linux®, Windows®, Mac® OS® X, Symbian®, Maemo® target OS support
- Linux®, Windows®, Mac® OS® X workstation support
- Network based automatic target discovery
- One click target select-compile-deploy-run
- Wide set of example customizable sources:
 - ♦ Video and audio streaming
 - ♦ Networking
 - ♦ Web browsing
 - ♦ Multitouch GUI
 - ♦ 2D/3D effects
 - ♦ Widget engine
 - ♦ Database client engine

InstantEmbedded

Next generation IDE
for embedded solutions

InstantEmbedded

Next generation IDE for embedded solutions

Description

InstantEmbedded is a framework of software and hardware technologies aimed at shortening and improving the development of embedded products.

It is targeted at companies manufacturing embedded solutions and devices. InstantEmbedded simplifies and speeds up the development of embedded devices by:

- autodiscovering potential target devices connected on the network
- optimizing the development of the software for a selected target device
- optimizing the compilation, debug and deployment of the final software solution to the target device
- providing a set of self-configuring tools eliminating all most time consuming tasks (device and toolchain configuration, cross-compilation and debugging, etc.)
- providing a set of source applications providing the most common functions found in modern embedded devices, allowing a development team to easily cut&paste and customize its own applications

InstantEmbedded makes it possible to develop your own embedded products in a fraction of the time and cost compared to similar solutions. InstantEmbedded uses the most modern technologies, such as OpenGL/OpenGL-ES for stunning 3D graphics and Qt4® for the most immersive and satisfying user experience.

Hardware / OS

InstantEmbedded runs on either Linux®, Windows® or Mac® OS® X based desktop computers. It supports targets based on either x86 or ARM® hardware and running Linux® or Windows® class operating systems, Symbian®, Maemo®.

InstantEmbedded can be easily adapted to support additional target hardware or operating systems.

rev. 1.0 - All (™) trademarks and (®) registered trademarks are property of their respective owners

All rights reserved. Reproduction in whole or in part is prohibited without the prior written consent of the copyright owner. The information presented in this document does not form part of any quotation or contract, is believed to be accurate and reliable and may be changed without notice. No liability will be accepted by the publisher for any consequence of its use.

© 2010 Si14



A M31 COMPANY

Si14 SpA
via N. Tommaseo 77
35131 Padova
Italy

info@si14.com
www.si14.com