



# Delphi® XE4

Multi-device, true native app development  
for iOS, Windows and Mac

**embarcadero**

Delphi XE4 is the multi-device, easy-to-learn app development solution for companies who need to create true native apps for PCs, tablets, and smartphones and get them to market fast. Manage one codebase, one team, and one schedule without sacrificing app performance.

## Multi-Device, True Native

With Delphi's multi-device app development, you can get up to speed quickly to code your app, and compile it natively to PCs, tablets and smartphones. No scripts, no black boxes, no runtime nonsense. Just true native code that runs directly on the device.



# iOS

## True iOS is Here!

Think Xcode is the only way to code a true native iOS app? Think again. With Delphi's new ARM/iOS capabilities, you can rapidly develop high performance, true native iOS apps, taking advantage of all the features that iPhone and iPad offer.

## Easy to Learn

Delphi is the easy to learn mobile development solution. As the mobile disruption accelerates faster than ever, Delphi gets your team up to speed quickly, so you can get your mobile strategy to market fast.



## One Codebase, One Team

With Delphi, your development team can prototype and develop native apps for multiple devices simultaneously. So no need for multiple projects, schedules, and budgets. Which means less risk, headaches and overhead for you.



## Connects With



Features	Product Editions				
	Architect	Ultimate	Enterprise	Pro	Starter
<b>MULTI-DEVICE APPLICATION DEVELOPMENT</b>					
High productivity integrated visual development environment (IDE) with UI designers, code editor, Code Insight, build and debugging tools	X	X	X	X	X
Develop true native apps for 32-bit Windows	X	X	X	X	X
Develop true native apps for 64-bit Windows and for Mac OS X	X	X	X	X	
Develop true native apps for iOS	X	X	X	Optional	
<b>LIBRARIES AND COMPONENTS</b>					
FireMonkey rich application platform with Metropolis UI for Windows	X	X	X	X	X
Mac OS X Lion and Mountain Lion deployment support including Retina and AppStore	X	X	X	X	
Mobile app development for iOS with FireMonkey	X	X	X	Optional	
VCL framework with hundreds of visual components for creating user interfaces, database access and more (components vary by edition)	X	X	X	X	X
VCL source code to modify and customize the included components	X	X	X	X	
<b>DATABASE, CLOUD AND MULTI-TIER ARCHITECTURE</b>					
Cloud computing with Amazon Web Services and Microsoft Windows Azure	X	X	X	X	
Local database connectivity to InterBase, SQLite and MySQL	X	X	X	X	
Client/Server database connectivity for leading database servers including Microsoft SQL Server, Oracle, Sybase, DB2, Informix, InterBase, ODBC and more	X	X	X	Optional	
DataSnap n-tier middleware for building application and data services	X	X	X		
Fast SQL database development, change management, SQL profiling and SQL tuning with DB PowerStudio® Developer Edition		X			
Database modeling and design with ER/Studio Developer Edition	X				
<b>LICENSING</b>					
Indie license for hobbyists and getting started					X
Full commercial development and deployment license	X	X	X	X	
Earlier version access to licenses for Delphi 7 and 2007-XE3	X	X	X	X	

Delphi XE4 System Requirements	For developing OS X apps	For developing iOS apps	Supported Deployment Platforms
<ul style="list-style-type: none"> <li>1 GB RAM (2 GB+ recommended)</li> <li>3-7 GB free hard disk space depending on edition and configuration</li> <li>DVD-ROM drive (if installing from a Media Kit DVD)</li> <li>Basic GPU – Any vendor DirectX 9.0 class or better (Pixel Shader Level 2)</li> <li>1024x768 or higher-resolution monitor</li> </ul>	<ul style="list-style-type: none"> <li>Intel® Pentium® or compatible, 1.6 GHz minimum (2GHz+ recommended)</li> <li>Mouse or other pointing device</li> <li>Microsoft® Windows 8, Windows 7 SP1, Windows Vista™ SP2, Windows Server® 2008 (32-bit and 64-bit)</li> <li>PC running a 64-bit version of Windows required for developing 64-bit Windows apps</li> </ul>	<ul style="list-style-type: none"> <li>PC running Windows connected with an Intel-based Mac, with 2 GB RAM or more, running OS X 10.8 or 10.7 over a local area network using a SSH, VNC or Windows file sharing solution with the latest version of Xcode that supports iOS 5.1 or iOS 6.x. An Apple Developer account is required to deploy iOS apps to physical devices.</li> </ul>	<ul style="list-style-type: none"> <li>PCs and tablets with Intel/AMD processors running Windows XP or later. Macs running OS X 10.7 or later. iPhone 3GS or later, iPad, or iPod Touch 4th Generation or later running iOS 5.1 or later.</li> </ul>

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