C++BUILDER 64 預覽發表會



- ◎ 開場致詞
- RAD Studio XE3 產品概論
- C++ 64-bit 新的開發工具箱
- FM^2
- Visual LiveBindings
- ⊙ 中場休息
- Windows 8
- HTML5 Builder
- Q&A



But it is just the tip of the iceberg.

The 1999 Enterprise



Windows

The 2005 Enterprise



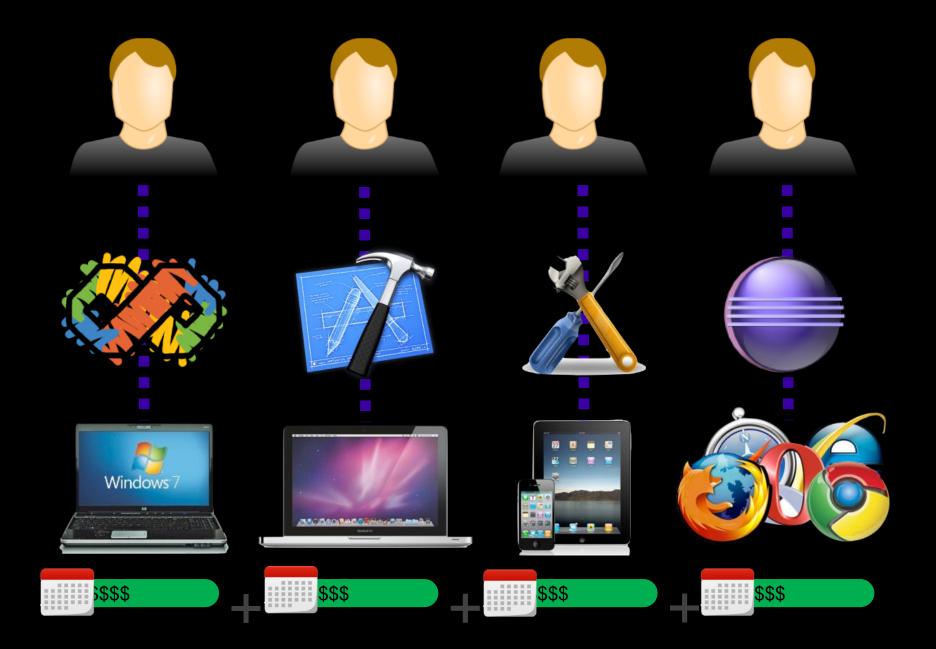


Web

The 2012 Enterprise



An Unprecedented Multi-platform Opportunity for Developers



Single source native crossplatform from desktop to mobile.

12:25



Contraction Contractor

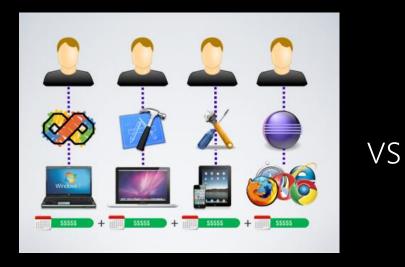








Example project 4 Native Platforms Plus Web





50,000 Lines of Code \$1.4m Project Cost 184 Developer Months \$28.31 effective \$/LOC 2,000 Lines of Code \$113k Project Cost 15 Developer Months \$2.26 effective \$/LOC



RAD Studio XE3

The Developer Force Multiplier

Windows 8		Mac OS X Mountain Lion
C++	FM ²	Metropolis UI
HTML5	Mobile	Visual LiveBindings





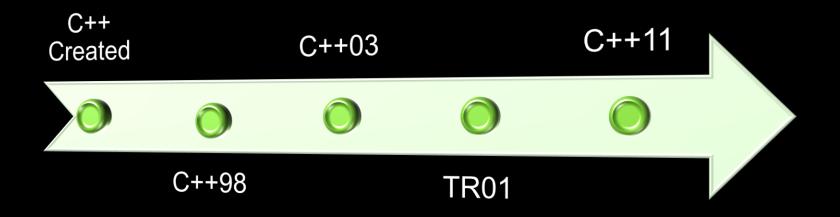


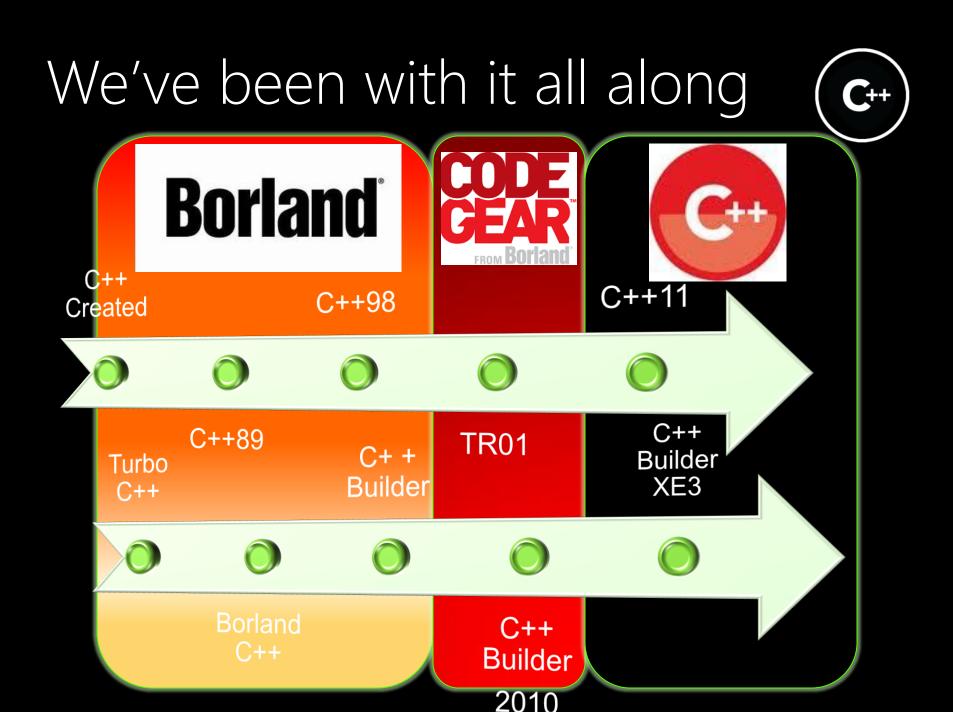




A Brief History of C++





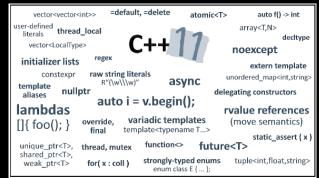


C++11 – A new Standard



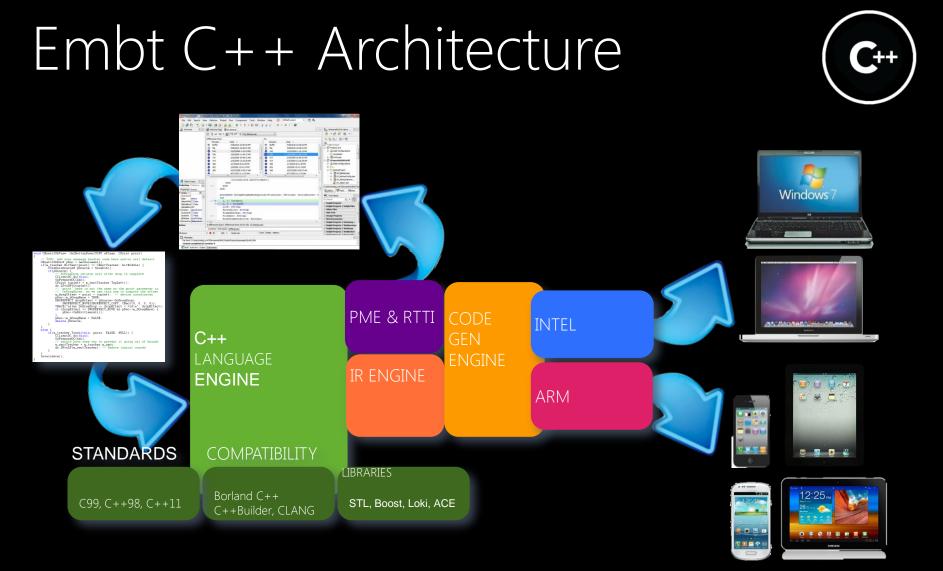
Language

- Rvalue references and move constructors
- constexpr Generalized constant expressions
- Core language usability enhancements
- Initializer lists
- Uniform initialization
- Type inference
- Range-based for-loop
- Lambda functions and expressions
- Alternative function syntax
- Object construction improvement
- Explicit overrides and final
- Null pointer constant
- Strongly typed enumerations
- Right angle bracket
- Explicit conversion operators
- Alias templates
- Unrestricted unions



Library

- Variadic templates
- New string literals
- User-defined literals
- Multithreading memory model
- Thread-local storage
- Explicitly defaulted and deleted special member functions
- Type long long int
- Static assertions
- Allow sizeof to work on members of classes without an explicit object
- Control and query object alignment
- Allow garbage collected implementations
- Threading facilities
- Tuple types
- Hash tables
- Regular expressions
- General-purpose smart pointers
- Extensible random number facility
- Wrapper reference
- Polymorphic wrappers for function objects
- Type traits for metaprogramming



64-bit Windows



Full VCL and FireMonkey

Oinkumware STL for C++11/C99

Boost 3.5 for latest support

Highly-optimized code generation



Backup slides

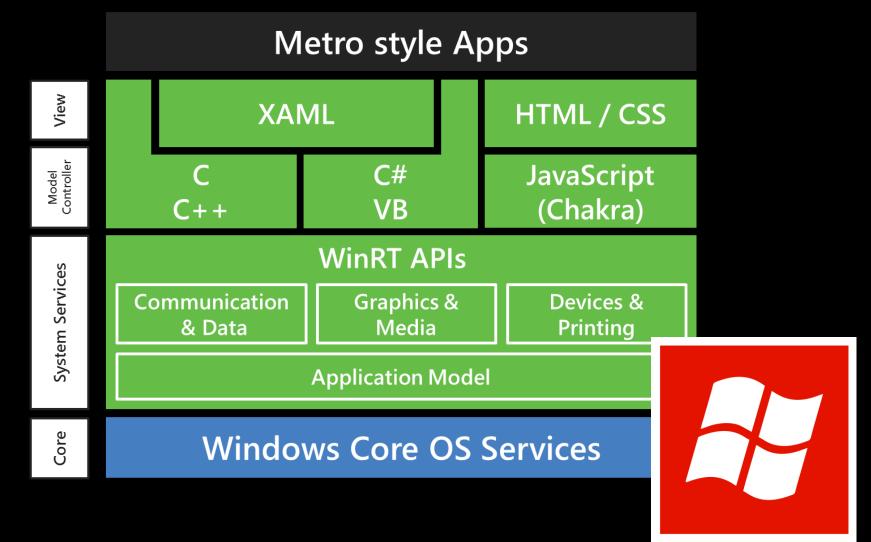
• Resurgence of C++

What do these have in common? (C++



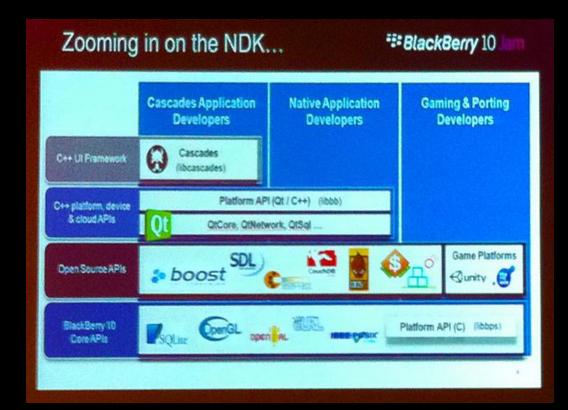
Windows 8 WinRT





BlackBerry 10







Android NDK



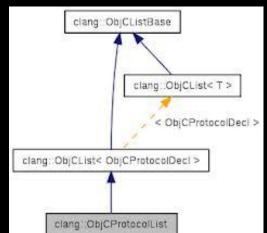


iOS



• Objective-C

- C-based OO language modeled after SmallTalk
- Now shares a common front-end and architecture with a major C++ compiler CLANG



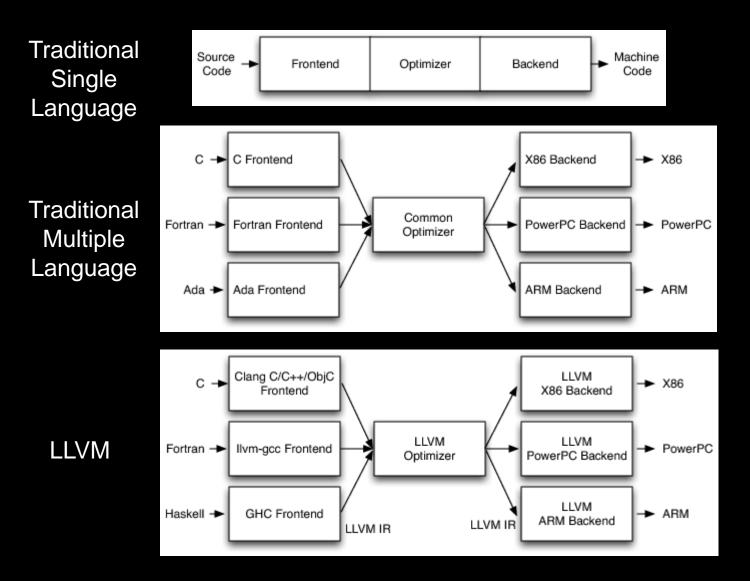


A common use case



C++ Source Code

Compiler Architectures



C++98 and C++11 Support in Clang

http://clang.llvm.org/cxx_status.html

LLVM's Optimizer

http://llvm.org/docs/Passes.html

TRANSFORM PASSES		
Option	Name	
-adce	Aggressive Dead Code Elimination	
-always-inline	Inliner for always_inline functions	
-argpromotion	Promote 'by reference' arguments to scalars	
-bb-vectorize	Combine instructions to form vector instructions within basic blocks	
-block-placement	Profile Guided Basic Block Placement	
-break-crit-edges	Break critical edges in CFG	
-codegenprepare	Optimize for code generation	
-constmerge	Merge Duplicate Global Constants	
-constprop	Simple constant propagation	
-dce	Dead Code Elimination	
-deadargelim	Dead Argument Elimination	
-deadtypeelim	Dead Type Elimination	
-die	Dead Instruction Elimination	
-dse	Dead Store Elimination	
-functionattrs	Deduce function attributes	
-globaldce	Dead Global Elimination	
-globalopt	Global Variable Optimizer	
- <u>gvn</u>	Global Value Numbering	
-indvars	Canonicalize Induction Variables	

-inline	Function Integration/Inlining
-insert-edge-profiling	Insert instrumentation for edge profiling
-insert-optimal-edge-profiling	Insert optimal instrumentation for edge profiling
-instcombine	Combine redundant instructions
-internalize	Internalize Global Symbols
-ipconstprop	Interprocedural constant propagation
<u>-ipsccp</u>	Interprocedural Sparse Conditional Constant Propagation
-jump-threading	Jump Threading
-lcssa	Loop-Closed SSA Form Pass
<u>-licm</u>	Loop Invariant Code Motion
-loop-deletion	Delete dead loops
-loop-extract	Extract loops into new functions
-loop-extract-single	Extract at most one loop into a new function
-loop-reduce	Loop Strength Reduction

-loop-rotate	Rotate Loops
-loop-simplify	Canonicalize natural loops
-loop-unroll	Unroll loops
-loop-unswitch	Unswitch loops
<u>-loweratomic</u>	Lower atomic intrinsics to non-atomic form
<u>-lowerinvoke</u>	Lower invoke and unwind, for unwindless code generators
-lowerswitch	Lower SwitchInst's to branches
-mem2reg	Promote Memory to Register
-memcpyopt	MemCpy Optimization
-mergefunc	Merge Functions
-mergereturn	Unify function exit nodes
<u>-partial-inliner</u>	Partial Inliner
<u>-prune-eh</u>	Remove unused exception handling info
-reassociate	Reassociate expressions
-reg2mem	Demote all values to stack slots

<u>-scalarrepl</u>	Scalar Replacement of Aggregates (DT)
<u>-SCCP</u>	Sparse Conditional Constant Propagation
-simplify-libcalls	Simplify well-known library calls
-simplifycfg	Simplify the CFG
<u>-sink</u>	Code sinking
-sretpromotion	Promote sret arguments to multiple ret values
<u>-strip</u>	Strip all symbols from a module
-strip-dead-debug-info	Strip debug info for unused symbols
-strip-dead-prototypes	Strip Unused Function Prototypes
-strip-debug-declare	Strip all IIvm.dbg.declare intrinsics
<u>-strip-nondebug</u>	Strip all symbols, except dbg symbols, from a module
-tailcallelim	Tail Call Elimination

RAD Studio XE3

The Developer Force Multiplier

Windows 8		Mac OS X Mountain Lion
C++	FM ²	Metropolis UI
HTML5	Mobile	Visual LiveBindings









Windows 8

Windows 8

Easy VCL/FireMonkey application migration to Windows 8 Windows 8 Desktop applications Metropolis UI Delphi and C++Builder 32-bit and 64-bit Intel & Atom Hardware Support Surface Pro and Slate Tablets

RAD Studio XE3

The Developer Force Multiplier

Windows 8		Mac OS X Mountain Lion
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Metropolis UI

Metropolis



True Win 8 Style Desktop apps on Windows XP, Vista, 7, and 8 Migrate existing VCL & FM apps to Metropolis Project templates (Grid and Split layouts) Surface Pro and Slate Tablet Ready WinRT LiveTile integration "Fat Finger" Touch Start Gyro, Accelerometer, Location (GPS) & Camera Delphi and C++Builder



Wind	ows 8	Mac OS X Mountain Lion
C++	FM ²	Metropolis UI
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Mountain Lion

Mac OS X Mountain Lion





Native Support for OS X Mountain Lion MacBook Pro Retina Support (4x higher res!) Mac App Store Compatible Pixel perfect FireMonkey Native OS X UI controls Native Mountain Lion or UI Custom Styling Non-Client Area FireMonkey Styling Delphi and C++Builder

Wind	ows 8	Mac OS X Mountain Lion
C++	FM ²	Metropolis UI
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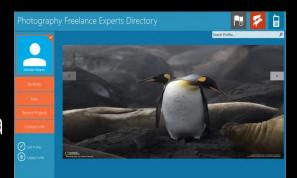




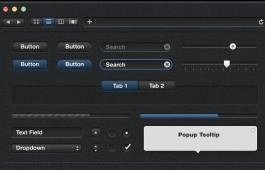
FM2

FireMonkey "FM²" – Major Upgrade Windows 8 Metropolis UIs with Touch Mac OS X Lion, Mountain Lion & Retina Pixel Perfect OS Native Control Styling Non-Client Area Styling Anchors and Layout Managers Actions and ActionLists Audio/Video High Performance and Quality 3rd party support Delphi and C++Builder









Wind	ows 8	Mac OS X Mountain Lion
C++	FM ²	Metropolis UI
HTML5	Mobile	Visual LiveBindings



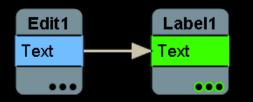




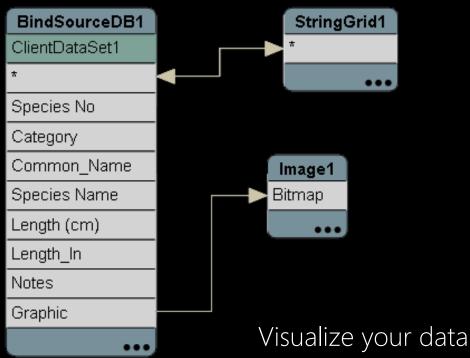


Visual LiveBindings

Bind data and properties by simply drawing lines between objects



Organize large numbers of bindings using Photoshop-like "layers"



bindings at a glance

Delphi and C++Builder

Wind	ows 8	Mac OS X Mountain Lion
C++	FM ²	Metropolis UI
HTML5	Mobile	Visual LiveBindings









Wind	ows 8	Mac OS X Mountain Lion
C++	FM ²	Metropolis UI
HTML5	Mobile	Visual LiveBindings









HTML5

HTML5 Builder



Rapid visual development using today's Web technologies Target Web, iOS, Android, BlackBerry and Windows Phone

Front end dev with HTML5, CSS3, and JavaScript Server side dev with PHP Mobile Device UI Styling CSS3 Styling and Animations Hundreds of visual components Video, Audio, GPS, Camera, Accelerometers and more



InterBase

InterBase XE3





Free Developer Edition of InterBase XE3 included with IDE.

New! ToGo test deployment licenses included with RAD Studio.

Directly deploy apps and databases from the RAD IDE for Server and ToGo Edition -> Windows & Mac.

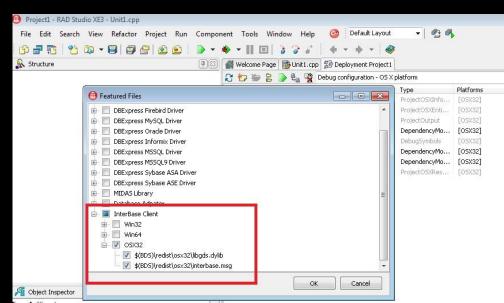


New! dbExpress ToGo connector and 64 bit ODBC driver

Copy databases directly

between XE3 Windows and Mac

Continue using InterBase XE for Linux ,Solaris and Mac(server edition)



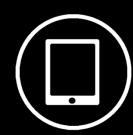
InterBase on Mobile

Features

 (\mathbf{E})

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Native InterBase support on mobile devices. Use dbExpress and IBX to access InterBase database on the device InterBase server on remote server Will be released in sync with RAD studio release on iOS and Android







Wind	ows 8	Mac OS X Mountain Lion
C++	FM ²	Metropolis
HTML5	Mobile	Visual LiveBindings







Wind	ows 8	Mac OS X Mountain Lion
C++	FM ²	Metropolis UI
HTML5	Mobile	Visual LiveBindings















Framework-Independent Action Features Are Implemented in RTL

FireMonkey framework-specific action features are implemented in new FMX units: FMX.ActnList, FMX.StdActns, and others.

LiveBindings actions

þ	Object Inspec	ctor (P	8	ValueRangeAct	ion1	
S٧	vitch2 TSwitch		-		no act	ion 👻
F	Properties Event	ts		0		
	Action		-			
		New Action				
		New Standard Action	J	(No Category)	•	
	ClipChildren ClipParent			Edit	*	
		EditVirtualKeyboard1		File		
	Destautitutut	FileExitMacOS				
		FileExitOther FileMainMenuItem		View	•	
	Enabled	MacOSMainMenuItem		LiveBindings	- •	TFMXBindNavigateFirst
	EnableDragHigh	ValueRangeAction 1	=		_	TFMXBindNavigatePrior
	Height	ViewAction1				TFMXBindNavigateNext
	HitTest	ViewAction2				-
	IsChecked L LiveBindings	LiveBindings	-			TFMXBindNavigateLast
	Locked	False				TFMXBindNavigateInsert
	Margins	(TBounds)				TFMXBindNavigateDelete
	Name	Switch2				TFMXBindNavigateEdit
	Opacity	1				TFMXBindNavigatePost
	Padding	(TBounds)				-
	PopupMenu					TFMXBindNavigateCancel
	Position	(TPosition)				TFMXBindNavigateRefresh
	RotationAngle RotationCenter	III 0 (TPosition)				TFMXBindNavigateApplyUpdates
	Scale	(TPosition)				TFMXBindNavigateCancelUpdates
-		(Trosicion)	Ŧ			i i mixbinurvavigateCancelOpdates

Layouts and Anchors



🗆 La	Layouts				
	TLayout				
4	TScaledLayout				
4	TGridLayout				
2	TFlowLayoutBreak				
2	TFlowLayout				
	TScrollBox				
	TVertScrollBox				
	THorzScrollBox				
	TFramedScrollBox				
	TFramedVertScrollBox				

Ρ	roperties Events	
	Action Align	alMostLeft
Ξļ	Anchors	[akLeft,akTop,akBottom]
	akLeft	✓ True
	akTop	✓ True
	akRight	False
	akBottom	True True

Multimedia

Camera picture and video capture

Audio and Video playback

DirectShow on Windows

QuickTime 10.5 or higher







Bitmap based Styles



FireMonkey can render bitmap based controls instead of vector graphics

Shared external (redistributable) Styles designer

Pixel-Perfect OS specific controls

Custom styles with non-client area styling

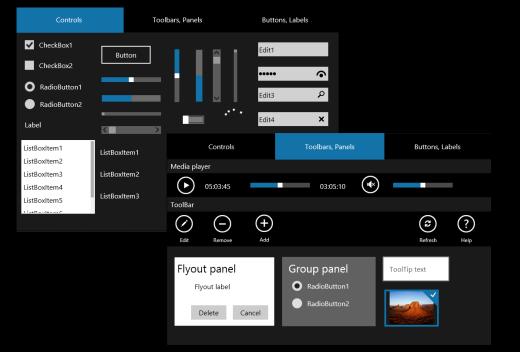
Windows 8 Style

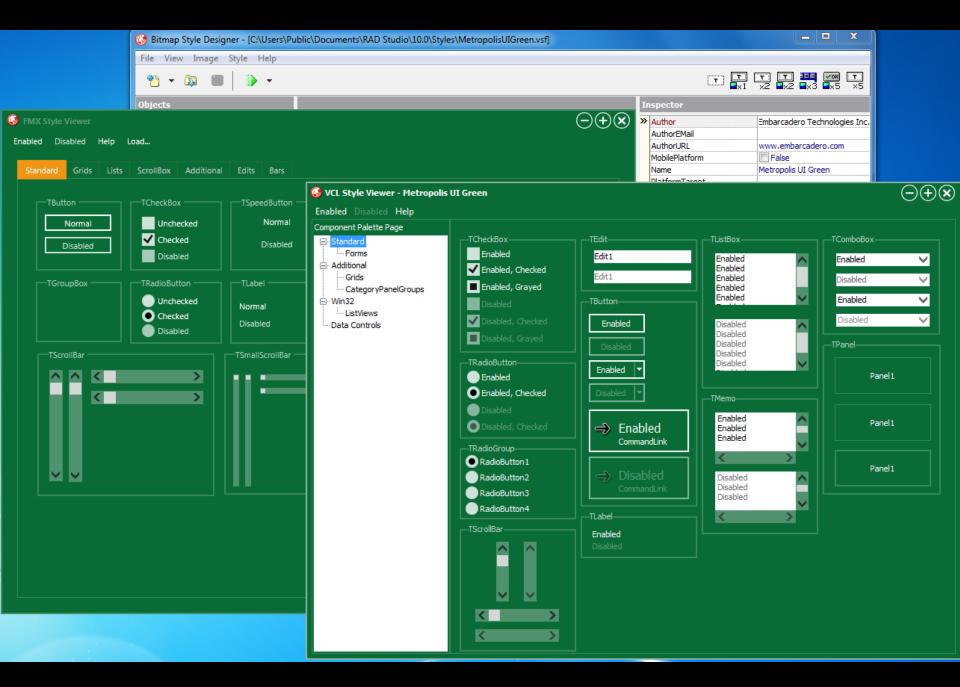


Windows 8 "Metro" Style

Button style lookup

4 Style color combos





Mac OS X Retina



Mountain Lion Style

High resolution assets

FM² determines if it should load Retina style or regular style

Custom styles



Non-client area styling

Premium styles available from Embarcadero

► ::: ■		- 1 - 1			ۍ
Button	Button		Search	8	•
Button	Button		Search	8	
			Tab 1	Tab 2	
Text Field				P	Popup Tooltip



Sensors and Services



Services framework

Determines availability of sensors and services Acquires rights from user

Location (GPS)

Motion (Accelerometer, Gyro)

Convert VCL form to Metropolis UI



E



FM1	FM2	
Win/Mac	Win/Mac iOS(beta)*/Android**	
Desktop Only + "Desktop on Mobile"	Desktop & Native Mobile	
Vector UIs	Vector/Bitmap UIs	
Native-like Vector UIs	Pixel Perfect Native UIs	
Std Res	Auto Std Res/Retina Res	
Good Performance	High Performance	

Windows 8		Mac OS X Mountain Lion
C++	FM ²	Metropolis UI
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Visual LiveBindings

Visual LiveBindings - Agenda

Quick intro Visual LiveBindings Designer New components & wizards New IDE options Hands on Examples – Working with Components TDataSet Objects Layer Manger Actions

LiveBindings – Quick Intro



Introduced in XE2

FireMonkey and VCL

Based on relational expressions, called binding expressions

Can be unidirectional or bidirectional

Standard converters out of the box

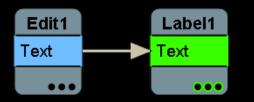
Add custom converters

Can be used design time / run time

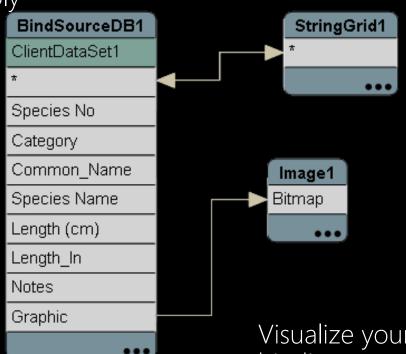
Is all about control objects and source object



Bind data and properties by simply drawing lines between objects



Organize large numbers of bindings using Photoshop-like "layers"



Visualize your data bindings at a glance

Zero lines code Delphi and C++Builder

New Components



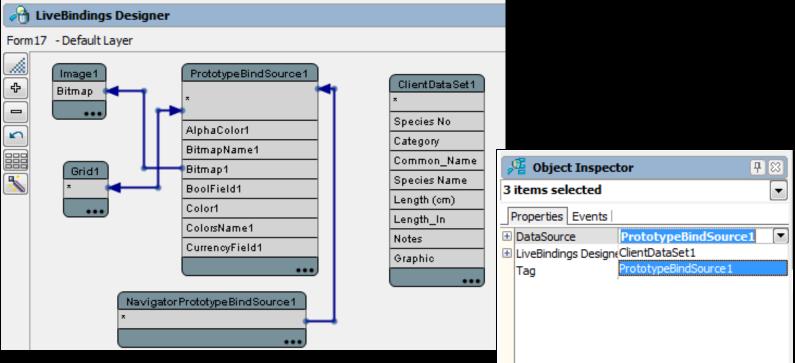
New set of Visual LiveBinding Components **TLinkGridToDataSource TLinkListControlToField TLinkControlToField TLinkControlToProperty TLinkFillControlToField TLinkFillControlToProperty** Easier to link to Objects **TP**rototypeBindSource Fast & Efficient

LiveBindings
 TBindSourceDB
 TPrototypeBindSource
 TBindNavigator
 LiveBindings Misc
 TBindingsList
 TBindScope
 TDataGeneratorAdapter
 TAdapterBindSource

Uses Observers to evaluate when to update – no need for manual notification of change.

Application Prototyping





- Design and prototype your application using sample data from the TPrototypeBindSource component
- Add a ClientDataSet component to your form and load your actual data
- Simply select all of your bindings and change the data source to use your real data in your application

Application Prototyping



Context aware Wizards



	Edit	×		📵 LiveBinding	s Wizard			x		
	Control	•		Binding task						
	LiveBindings Wizard			Select a bir	nding task					
	Bind Visually									
	Align To Grid Revert to Inherited		Use a control to display the value of a field. Use the control to modify the field value.							
	Align			Binding task		Link a control with	💼 LiveBindings Wizard			x
	Creation Order Add to Repository View as Text			<u>Control</u> <u>Data source</u> Field		 Link a grid with a Link a componen Link a componen Create a data so 	Binding task Select a binding task			
\checkmark	Text FMX		Options Ocreate a data so				Use a control to display the value of a field. Use the control to modify the field value.			
	Convert to Metropolis UI								,	
							Binding task	Output EditFooString with a field	ł	
				1 of 5	<< Bad	k Next >>	<u>Data source</u> Field	Link EditFooString to a composite	onent property	
				Form	Wiza	ard	Options			

1 of 4

Example with TEdit selected

<< Back

Next >>

Finish

Cancel

Help

Tools > Options

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📵 Options

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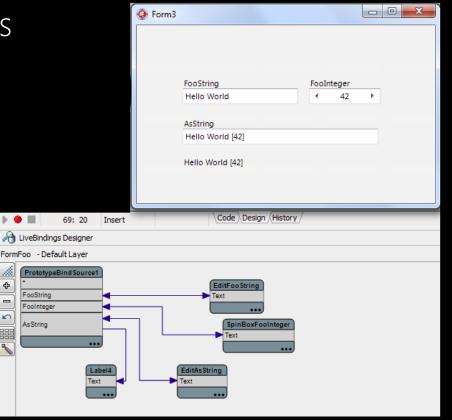
Environment Options	Default Class Visibilit	у
···· Object Inspector		
▲ · Tool Palette	Excluded Items:	TComponent
Colors		
···· Component Toolbar	Included Items:	TControl;TBaseBindScopeComponent;TCustomDataGeneratorAdapi
Environment Variables		
Difference Viewer		
···· Merge Viewer		
Reopen Menu		
···· Project Upgrading	Options	
Explorer	Display LiveBi	ndings Wizard in right-click menu
 Delphi Options 	in propinty civeb	nange meer ein nig it ellek met le
Library		
Library - Translated		
Type Library		
▲ Remote Profiles		
Provisioning		
▲ C++ Options		
Paths and Directories		
Project Properties		
Class Explorer		
Type Library		
▲ Editor Options		
··· Source Options		
Color		
··· Display		
Key Mappings		
Code Insight		
LiveBindings		
HTML Options		
HTML Formatting		
		OK Cancel Help

x

Lets see it in action!!



Hands on Examples Working with Components Working with TDataSet Working with Objects



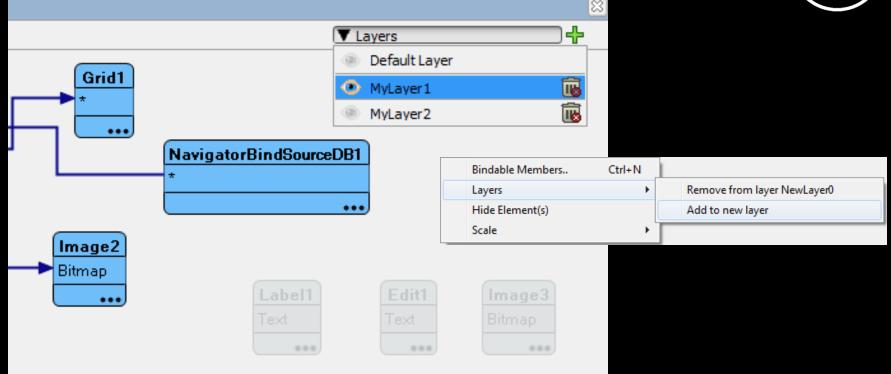
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Layers Management





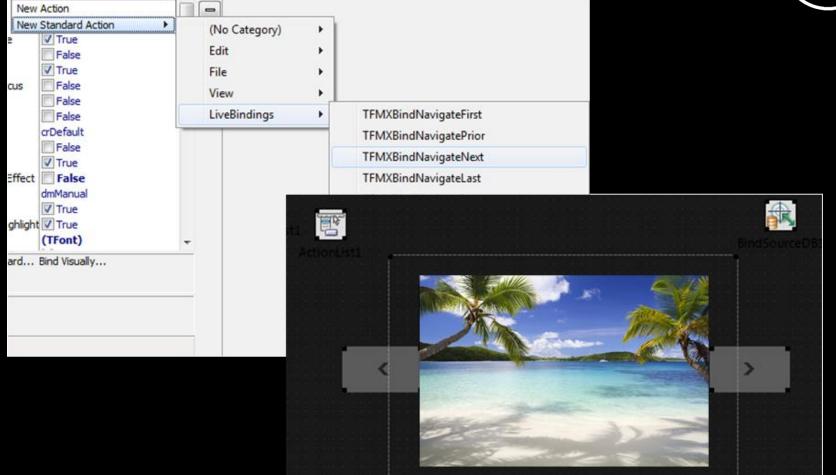
- Organize large numbers of bindings using Photoshop-like layers
- Quickly toggle visibility between layers
- Easily create your own layers
- View multiple layers at once

Layers Management



Actions





Easily use standard actions with LiveBindings



RAD Studio XE3

The Developer Force Multiplier

Windo	ows 8	Mac OS X Mountain Lion		
C++	FM ²	Metropolis UI		
HTML5	Mobile	Visual LiveBindings		









Windows 8

Windows 8

Easy VCL/FireMonkey application migration to Windows 8 Windows 8 Desktop applications Metropolis "Metro-Style" Apps Delphi and C++Builder 32-bit and 64-bit* Intel & Atom Hardware Support Surface Pro and Slate Tablets

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Metropolis UI

Metropolis



True Metro-Style Desktop apps on Windows XP, Vista, 7, and 8 Migrate existing VCL & FM apps to Metropolis Project templates (Grid and Split layouts) Surface Pro and Slate Tablet Ready WinRT LiveTile integration Office 2013 Styling Start "Fat Finger" Touch Gyro, Accelerometer & Þ Location (GPS) Delphi and C++Builder

Ö

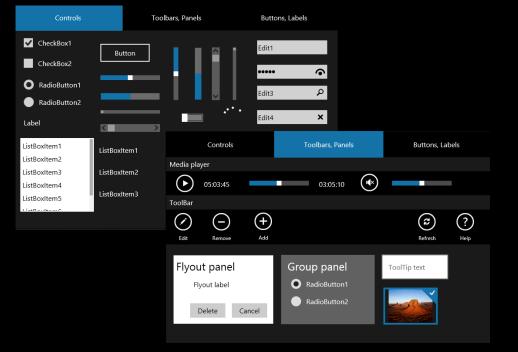
Windows 8 Style

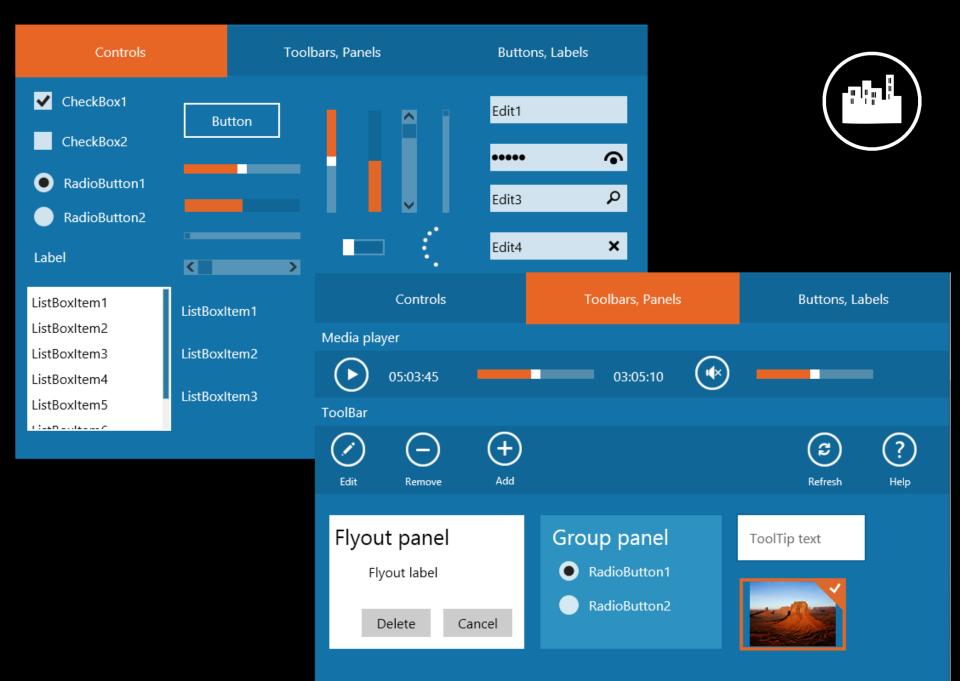


Windows 8 Metropolis Style

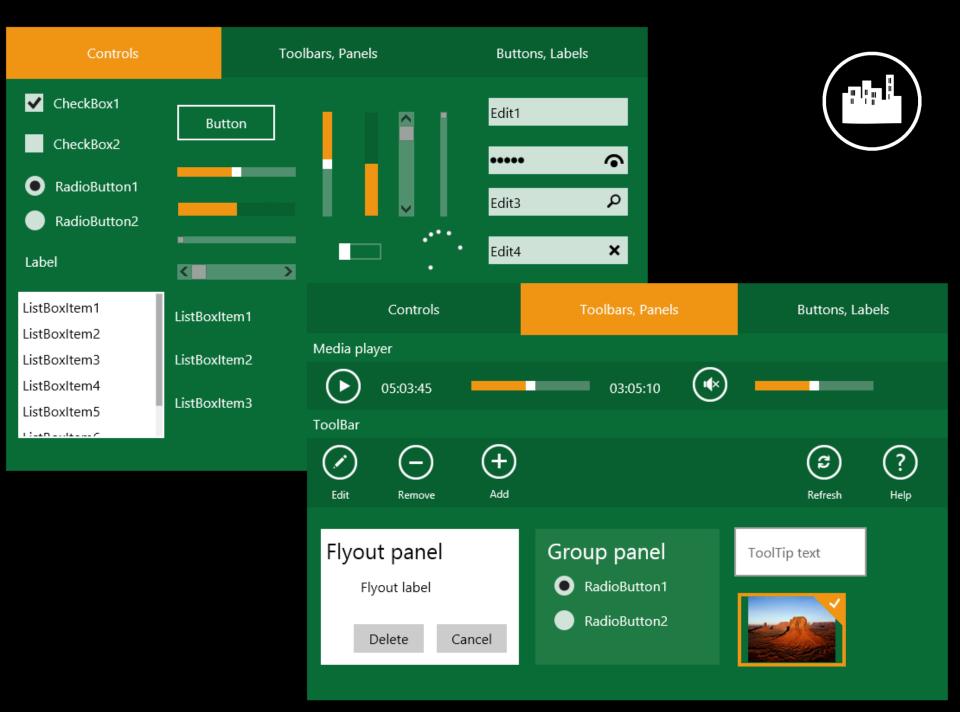
Button style lookup

4 Style color combos





Controls	Тос	olbars, Panels	Butto	ns, Labels				
CheckBox1	Button		Edit1			- "		
CheckBox2			•••••	ି				
• RadioButton1			Edit3	Edit3				
RadioButton2								
Label			Edit4	×				
ListBoxItem1	ListBoxItem1	Controls	5	Toolbars, Panels		Buttons, La	bels	
ListBoxItem2		Media player			_			
ListBoxItem3	ListBoxItem2	\frown			\bigcirc			
ListBoxItem4	ListBoxItem3	05:03:45		03:05:10				
ListBoxItem5	LISTBOXITEITIS	ToolBar						
1:00000		()	(+)			(3)	(?)	
		Edit Remove	Add			Refresh	Help	
		Flyout pane	1	Group panel		ToolTip text		
		Flyout label		RadioButton1				
		Delete	Cancel	RadioButton2				





Form Conversion



Right-click on any existing VCL and FireMonkey form to convert to Metropolis

Adds StyleBook and styles into a Metropolis form

Sets TApplication property

Removes non-client area

Makes form fullscreen

New Project Templates



Basic, Grid, and Split layout

VCL and FireMonkey

Delphi and C++Builder

Metropolis Project Templates



MetropolisUIListBox



A collection of fields and image components for a GridViewForm

Easily connects to a ClientDataSet

Populates the range of selected records into the list

Metropolis UI Samples showing common Windows 8 elements and behavior

Windows 8 style ToolTips

Windows 8 style Flyouts

Windows 8 Style Edit Controls

Windows 8 Style FlipView



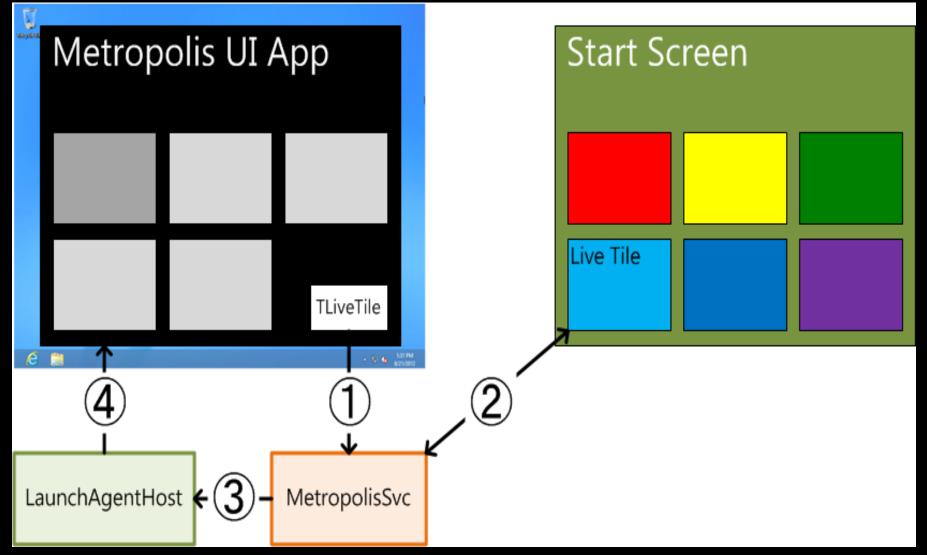
Live Tiles



- Works for VCL and FM2 applications
- TLiveTile component
- Metropolis Service display updates on tile
- Launch Agent Host associate tile with app
- Sideloading the application
 - Win8 Development License
 - Win8 Enterprise edition
- Supports Narrow and Wide Tiles

Live Tiles







RAD Studio XE3

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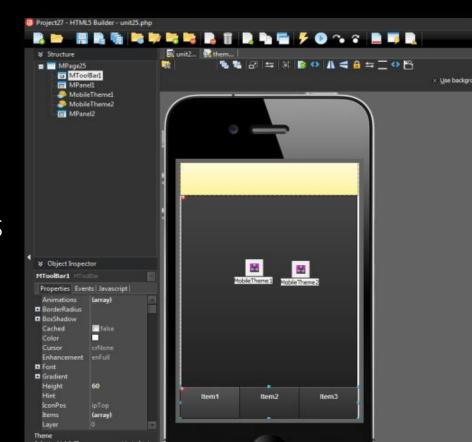
HTML5

HTML5 Builder



Rapid visual development using today's Web technologies Target Web, iOS, Android, BlackBerry and Windows Phone

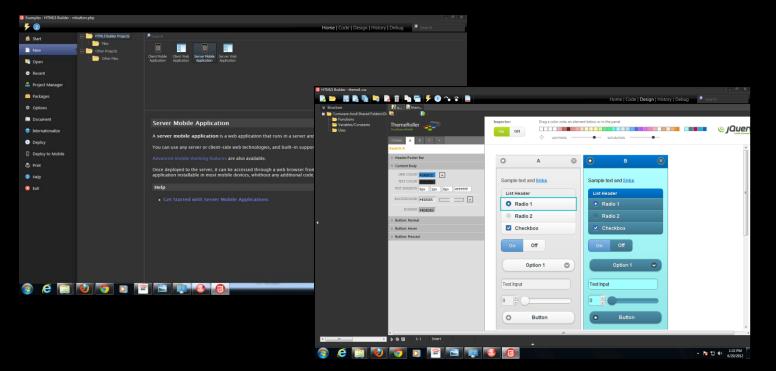
Front end dev with HTML5, CSS3, and JavaScript Server side dev with PHP Mobile Device UI Styling CSS3 Styling and Animations Hundreds of visual components Video, Audio, GPS, Camera, Accelerometers and more



HTML5 Builder



Workflow optimized UI



HTML5 Builder has been optimized for usability and provides powerful visual application development with hundreds of drag-and-drop components.

Context based workflows only display tools and menus that are applicable to the user's current action, making application development easier and faster than ever before.

HTML5 Builder

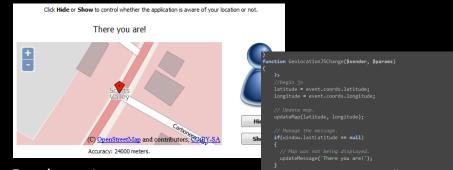


HTML5 Components



HTML 5

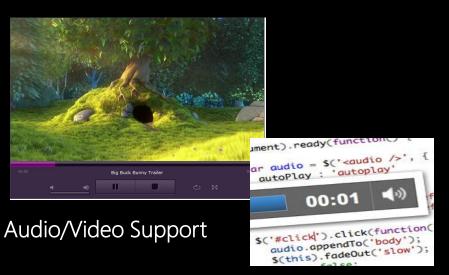
Canvas



Geolocation



Local Storage





<Canvas>





The HTML5 Canvas component provides a drawing interface for dynamically drawing and rendering 2D and 3D shapes and images using JavaScript.

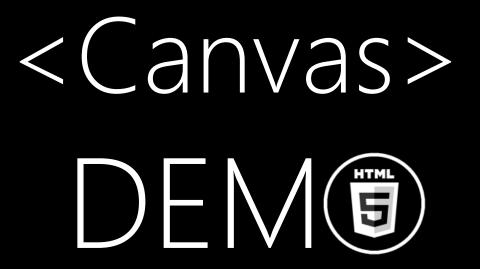
Draw basic shapes, create fluid drawings and charts, add effects to photos and even apply animations and effects to videos.

You no longer need to rely on client-side plugins such as Flash to display dynamic content on websites and mobile devices.



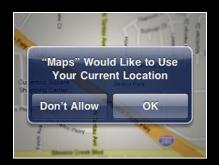


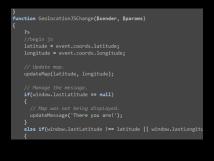
Video made greyscale with canvas manipulation





Geolocation





Take advantage of the powerful HTML5 Geolocation API using **HTML5 Builder** and make your web applications and mobile web apps more interactive.

The Geolocation component enables you to show the user's current location on a map, display location specific information to your customers and more.

Use it in mobile web applications to show nearby events or on your website to get details on your customers' current location, connection speed and more to display location specific offers or provide localized support.





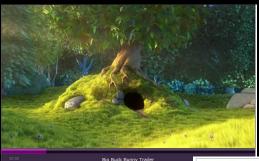
Geolocation



<Audio> & <Video>



HTML5 Video & Audio Player



The HTML5 audio and video components make it easy to embed media in your web applications without requiring the user to install plugins like Flash to view them.

Videos and audio clips are rendered directly in the browser, displaying the browser's native media controls.

Easily play movies or audio tracks on your website, develop your own advanced media player with custom skins, or combine it with the canvas component to apply stunning visual effects to your videos. The possibilities are endless.



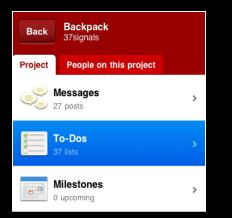
Video made greyscale with canvas manipulation



<Audio> & <Video>



Local Storage





Included as part of HTML5, the local storage api allows you to develop mobile web apps and websites that leverage the browser's storage capabilities instead of relying on third party databases.

Local storage allows you to store data in the web browser on the client's device can be accessed even after the browser is closed.

Local Storage can access up to 10 MB of space depending on the user's browser.

//begin js

```
window.localIsSupported = function() {
  try {
    return 'localStorage' in window && window['localStorage'] !== null;
    } catch (e) {
    return false;
```

Local Storage



CSS3 Styling and Animations



CSS3 provides advanced capabilities for creating custom user interfaces. With CSS3 support in HTML5 Builder, you can set and customize CSS3 properties for each user interface element.

HTML5 Builder also offers an intuitive visual interface for creating CSS3 animations and generates CSS3 code that can be viewed and edited in the Code Editor.



background: url(image/path.jpg) 0 0 no-repeat, url(image2/path.jpg) 100% 0 no-repeat;



CSS3 Property Editors

CSS3 Animations





jQuery Mobile UI Theming

SATURATION			
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Sample text and links.	Sample text and <u>links</u> .		
List Header	List Header		
Radio 1	Radio 1		
Radio 2	Radio 2		
Checkbox	🗹 Checkbox		
On Off	On Off		
Option 1 📀	Option 1 👻		
Text Input	Text Input		
0 8	08		
★ Button	* Button		

The jQuery Mobile UI theming interface in HTML5 Builder allows you to easily create new color schemes for your mobile applications by dragging and dropping colors onto your UI controls.

After your have created your new theme, a CSS file is automatically generated that can be used to style a control or entire mobile application to your liking.







Mobile Theming





Multi Platform Mobile Development



Create mobile applications for iOS, Android, BlackBerry and Windows Phone using a single HTML5, JavaScript and CSS3 codebase.

Compile your mobile applications using PhoneGap and the native phone SDKs on your machine or compile in the cloud using the integrated PhoneGap Build system, without the need to install any SDKs on your machine.

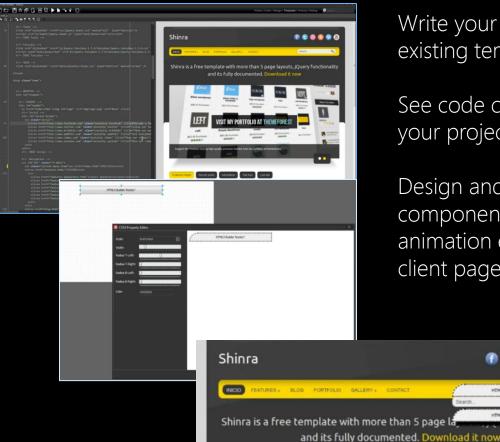




Mobile Apps



Client Web Application with Live Preview



Write your own HTML and JS code or a use an existing template

See code changes live and get a live preview of your project

Design and customize existing HTML5 Builder UI components through CSS3 property and animation editors and embed them in your client page with live preview

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HTML5 Builder Rocks

Client Web Apps



HTML and Javascript Code Insight

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HTML Code Insight and JavaScript Code Insight in HTML5 Builder provides developers with instant access to information as they code their application.

Code Insight offers code completion by displaying hints with relevant elements as the developer types and shows tool tips for expressions and symbols.

Code Insight

RAD Studio XE3

The Developer Force Multiplier

Windo	ows 8	Mac OS X Mountain Lion
C++	FM ²	Metropolis UI
HTML5	Mobile	Visual LiveBindings









Questions?