Apple M1-Optimized Build of SEGGER Embedded Studio Now Available

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SEGGER announces its Embedded Studio build for the newly released Apple M1, Apple's first ARM-based system-on-chip (SoC) designed specifically for Mac. Embedded Studio is SEGGER's cross-platform Integrated Development Environment (IDE) for ARM/Cortex and RISC-V.

While the ARM-based M1 can execute applications for Intel x86-based CPUs using Apple's Rosetta 2 translator, applications built specifically for the M1 core execute much faster and use less power.

To fully utilize the speed and performance potential of a natively compiled application, SEGGER created a build of Embedded Studio for M1. There are now two macOS packages available for download – one for the Intel x86-64 and one for the Apple M1.

"The Embedded Studio build for the Apple M1 is truly cutting-edge," says Ivo Geilenbrügge, Managing Director of SEGGER. "This is the first commercial embedded system IDE optimized for the M1 and the performance results of our comparison tests show it was worth the work."
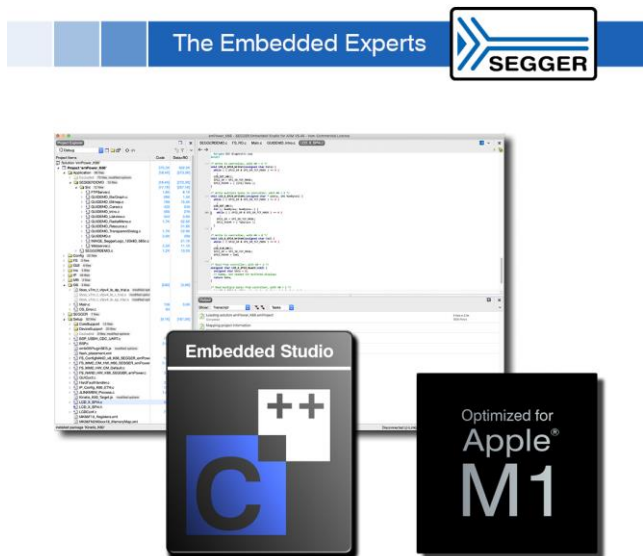
For a first-hand report on Embedded Studio on M1, please see the following blog post: https://blog.segger.com/segger-embedded-studio-on-apple-m1-and-intel-i7/

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About SEGGER

SEGGER Microcontroller has over twenty-eight years of experience in Embedded Computer Systems, producing state-of-the-art software libraries, and offering a full set of hardware tools (for development and production) and software tools.

SEGGER provides an RTOS plus a complete spectrum of software libraries including communication, security, data compression and storage, user interface software and more. Using SEGGER software libraries gives developers a head start, benefiting from decades of experience in the industry.

SEGGER's professional software libraries 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

It simply works!

Silicon Valley and the UK, plus distributors on most continents, making SEGGER's full product range available worldwide.

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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