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Our most popular automation development environment, featuring: Robust debugging tools Workflow recorders, wizards, selectors, and Document Understanding to automate any desktop or web application Source control integration with Git, TFS, FSTS, VSTS, and SVN Command palette supporting search across libraries, activities, projects, and
open workflows Custom code integration with VB.NET, Python, AutoHotkey, JavaScript, PowerShell, and Java direct into automation with Object Repository and native integration with Data Entities Official websites use .mil A
.mil website belongs to an official government organization in the United States. Secure .mil websites use HTTPS A lock (A locked padlock) or https:// means you've safely connected to the .gov website. Share sensitive information only on official, secure websites. Photo Courtesy: eclipse images/E+/Getty Images With the world still dramatically
slowed down due to the global novel coronavirus pandemic, many people are still confined to their homes and searching for ways to fill all their unexpected free time. When it comes to escaping the real world and killing a little time, it's hard to beat the magic of some PC gaming. If you're worried about what a gaming hobby could do to your tight
budget right now, we've got you covered. The fun of gaming gets even better when you find games you love that you can play for free on your PC. Let's take a look at a few of the top-rated free PC games, according to Tech Radar and PC Magazine, across a range of genres. Fortnite is arguably the most popular of the Battle Royale games to
hit the tech world in quite some time. The game dumps you into a world with 99 other players, where you engage in a free-for-all battle until only a single player is left standing. Think that sounds bloodthirsty? Well, one of the best parts about the game is that you can play with your friends — regardless of which platform they have, PC or gaming
console — so get ready for some "friendly" backstabbing. Photo Courtesy: @FortniteGame/Twitter Even if you aren't playing with friends, it's easy to find a match to join, and the game is highly addictive. If gathering resources, building structures and shooting at your enemies is what you look for in a game, Fortnite is the game for you. League of
Legends is one of the most highly played multiplayer online battle arena (MOBA) games available for the PC. In this game, you must coordinate with your teammates to destroy the opposing team's base. Don't expect to master the complexities of this game overnight, but the action starts as soon as you click the "play" button. Photo Courtesy:
@LeagueOfLegends/Twitter The game rewards careful tactics and good teamwork and is always free to play, but if you want to keep your character after a week or add any special features and enhancements to your game play, you will have to pay a fee. League of Legends uses a freemium model where characters rotate weekly, and certain extras
cost money. The game does provide opportunities to earn game currency as you play, which you can then use to purchase champions. Brawlhalla The "brawl" in Brawlhalla pretty much says it all for this fighting game that is similar to the popular Super Smash Bros. by Nintendo. You fight in competitions with up to four players, and the ultimate goal
is to knock your opponent out of the arena to score points. Each character has its own set of weapons to use during a match. Like League of Legends, Brawlhalla engages in a weekly rotation of playable characters, but you can always purchase your favorites using in-game currency you collect as you play. Screenrant gave this fighting game a "Very
Good" rating. Photo Courtesy: @Brawlhalla/Twitter Smite is another popular MOBA, this one with its champions being gods from ancient pantheons and classic myths. Matches take place between five-person teams that focus on destroying their opponents' bases and towers. The game is played from a third-person perspective, making combat
feel much more dynamic. Smite also features a rotating roster of free characters that can be permanently purchased with in-game currency or bought in packs with real cash. PC Gamer rated Smite an 86 out of 100, with particularly high marks for its arena combat. Photo Courtesy: @SMITEGame/Twitter Pro Evolution Soccer 2018 Lite Pro Evolution
Soccer (PES) is one of the bestselling video game franchises of all-time around the world. Each year, new editions don't necessarily offer many new features versus previous years, but they do tend to introduce gaming improvements like better dribbling and player responsiveness. The game also continues to make an effort to perfect the fan-favorite
Master League mode. Photo Courtesy: @officialpes/Twitter The "Lite" version of Pro Evolution Soccer is free and gives players access to the Online myClub and PES Matchday Mode in addition to playing in Local and Co-op Matches and honing their skills in Training Mode. Some teams and stadiums are only available with the paid version of the
game, but fan favorites like FC Barcelona and Manchester United are included. MORE FROM QUESTIONSANSWERED.NET The latest version. If you are new to Development Studio, request a 30-day trial of Gold Edition. Access to the Keil MDK toolkit
is also included in your Development Studio license. To download the MDK binaries and learn more about μVision Debugger, visit Keil.com Windows DS000-BN-00001-r22p0-00rel1.tgz (MD5 Hash: 63a84f9d57d638f1a650a30db964cc54) The release notes
contain: A highlight of the tools included in the suite What's new in this release How to get started with Development Studio How to provide feedback and get support Known limitations in this release What's included in Development Studio How to provide feedback and get support Known limitations in this release What's included in Development Studio How to provide feedback and get support Known limitations in this release What's included in Development Studio How to provide feedback and get support Known limitations in this release What's included in Development Studio How to provide feedback and get support Known limitations in this release What's included in Development Studio How to provide feedback and get support Known limitations in this release What's included in Development Studio How to provide feedback and get support Known limitations in this release What's included in Development Studio How to provide feedback and get support Known limitations in this release What's included in Development Studio How to provide feedback and get support Known limitations in this release What's new in this release What'
projects quickly. From device bring-up to application debug to creating highly efficient micro-controller applications, Development Studio enables you to bring better products to market ahead of the competition. Arm Compiler for Embedded 6 enables you to bring better products to market ahead of the competition. Arm Compiler for Embedded 6 enables you to bring better products to market ahead of the competition.
processors, including Armv6-M, Armv7, Armv8, and Armv9-A architectures. Arm Debugger Arm Debugger is a graphical debugger supporting software development on Arm processor-based targets and Fixed Virtual Platforms (FVPs). The Arm Debugger includes support for SoC bring-up with platform configuration utilities using the Arm ULINK™ and
DSTREAM debug probe families. Arm Fixed Virtual Platforms Fixed Virtual Platforms (FVPs) provide the ideal combination of performance, flexibility and usability for development Studio for Cortex-A, Cortex-R, Cortex-M and
Neoverse processors. In addition, Development Studio supports custom FVPs created using the Arm Fast Models package, using the Platform Configuration Editor (PCE). Arm Streamline is a system-wide performance profiler which can be used to analyze Linux, Android, RTOS, and bare-metal embedded systems. Streamline's
visualization tools make it easy to identify performance bottlenecks in software running on Arm CPUs and data-plane workloads running on Arm Mali GPUs and other Arm IP. This is supplemented by a hot-spot software profiler which can identify the dominant functions and call paths in application software, enabling performance tuning of the entire
system platform. Arm Graphics Analyzer Arm Graphics Analyzer allows you to capture and visualize OpenGL ES, Vulkan, and OpenCL API calls made by an application framebuffers. This can be used to identify which API calls are responsible for rendering
defects, and makes it easy to identify rendering inefficiencies and performance issues. Arm Graphics Analyzer was formerly known as Mali Graphics Debugger. What's New in this Release Processor Support Support is added for the Cortex-A710, Cortex-A78AE, Cortex-A78AE, Cortex-A78C, Cortex-X1C, Cortex-X1C, Cortex-X2, Neoverse N2,
Neoverse V1, Cortex-R52+, Cortex-R52+, Cortex-R82, and Cortex-
Supported Processor Cores page. Arm Development Studio IDE Arm Compiler for Embedded 6.18. For more details, see the Arm Compiler Studio is updated to Arm Compiler Studio is updated to Arm Compiler for Embedded 6.18. For more details, see the Arm Compiler Studio is updated to Arm Compiler Studio is updated to Arm Compiler for Embedded 6.18. For more details, see the Arm Compiler Studio is updated to Arm Compile
provided in Development Studio. Arm Compiler 5 can still be used for existing projects and for new projects for legacy Armv4, Armv5, or Armv6 targets - you can download it from the Arm Compiler 5 Downloads page, then add it as a toolchain into Development Studio. For all other new projects, Arm strongly recommends using Arm Compiler for
Embedded 6 for non-safety projects and the latestArm Compiler for Embedded FuSa (Functional Safety) for safety projects. Arm Debugger The Arm Debugger The Arm Debugger includes the following new features and enhancements: Support for the Cortex-A710, Cortex-A78AE, Cortex-A78AE, Cortex-A78C, Cortex-X1C, Cortex-X2C, Neoverse N2,
Neoverse V1, Cortex-R52+, Cortex-R52+, Cortex-R82, and Cortex-M85 processors Flash download performance improvements for CMSIS-DAP and ST-LINK Supported device please see the Supported Devices page Arm Fixed Virtual Platforms
The Arm FVPs in this release of Development Studio are updated to a selection from Fast Models 11.17. For more details, see Fast Models Release. This will be renamed to "FVP_MPS2_Cortex-M85" in the next release. Arm Streamline Updated to version 8.0, which includes
the following new features and enhancements: Support for Cortex-X2, Mali-G510, and Mali-G310. Support for reporting of Android device thermal state. Updated Mali performance for Vulkan application screenshots in Performance Advisor captures. Bugfix: Improved
stability for Vulkan application screenshots in Performance Advisor captures. Arm Graphics Analyzer Updated to version 5.11, which includes the following new features and enhancements: Support for 64-bit only devices. Examples Additions includes the following new features and enhancements: Support for 64-bit only devices. Examples Additions includes the following new features and enhancements: Support for 64-bit only devices. Examples Additions includes the following new features and enhancements: Support for 64-bit only devices. Examples Additions includes the following new features and enhancements: Support for 64-bit only devices. Examples Additions includes the following new features and enhancements: Support for 64-bit only devices. Examples Additions includes the following new features and enhancements: Support for 64-bit only devices. Examples Additions includes the following new features and enhancements: Support for 64-bit only devices. Examples Additions includes the following new features and enhancements: Support for 64-bit only devices. Examples Additions includes the following new features and enhancements: Support for 64-bit only devices. Examples Additions includes the following new features and enhancements: Support for 64-bit only devices.
Neoverse N2, Neoverse V1, Cortex-R82, and Cort
"skip white space" function in assembler, named "sve2_skip_white_space", and a double-precision floating-point matrix multiply example, named 'sve2_matmul_f64', showing a reference C implementation compared to an optimized version using compiler intrinsics to generate SVE2 instructions. Supported Host Platforms The list of supported host
platforms is available online, in the section of the Getting Started Guide. Getting Started Guide. A copy of the Getting Started Guide is also included in your installation of Development Studio and accessible
from within the Arm Development Studio IDE. If you are migrating from DS-5, see the DS-5 migration guide to help you transition quickly. Feedback and Support You can find tutorials, documentation and videos on the Development Studio Learn page. For technical support, see our Support page. You can also raise queries and support issues relating
to Development Studio on the Arm Community website. Noteworthy Issues and Limitations Arm DS IDE [DSCORE-8640] - When opening a workspace created with an option to change to another workspace rather than perform the upgrade. However, the change
workspace option incorrectly shows the same dialog again rather than allowing another workspace to be selected. This is a known defect with the Eclipse IDE (see . To change the workspace, start Arm DS IDE from the command line and pass the workspace directory path as a parameter. For example, 'armds_ide -data /path/to/workspace'. Also note
that when you upgrade your workspace, the upgraded workspace are not affected when upgrading your workspace are not affected when upgrading your workspace are not affected when upgrading your workspace. Build times can be slow for Arm Compiler for Embedded on Windows host operating systems with Microsoft Defender installed. More for information
see It is the users responsibility to install Windows drivers for the Olimex ARM-USB FTDI/JTAG devices. Following the advice from the manufacturer, the drivers can be downloaded from: Arm Graphics Analyzer Linux target device detection via UDP broadcast on the local subnet is unreliable on Ubuntu 18.04 host machines. If your device is not
detected you will need to connect directly by specifying the target device's IP address and port number. × Release Note EULA Documentation Download 2022.0 for Linux 64-bit Use the download 2022.0 for L
included in the suite What's new in version 2021.2 How to get started with Development Studio? Development Studio? Development Studio? Development Studio helps you build, code, debug and optimize Arm-based projects quickly. From device bring-up to application debug to
creating highly efficient micro-controller applications, Development Studio enables you to bring better products to market ahead of the competition. Arm Compiler Arm Compiler Arm processors, including Armv6-M, Armv7, and Armv8 architectures.
Arm Debugger Arm Debugger is a graphical debugger is a graphical debugger includes support for SoC bring-up with platforms (FVP). The Arm Debugger includes support for SoC bring-up with platforms Fixed Virtual Platforms F
Platforms (FVPs) provide the ideal combination of performance, flexibility and usability for development Studio supports custom FVPs is supplied with Development Studio for Cortex-A, Cortex-A, Cortex-B and Neoverse processors. In addition, Development Studio supports custom FVPs
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and visualize OpenGL ES, Vulkan and OpenCL API calls made by an application, including capture of application assets and generation of debug visualizations of the application framebuffers. This can be used to identify which API calls are responsible for rendering defects, and makes it easy to identify rendering inefficiencies and performance issues
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has reached the end of Mainstream Support, so is no longer provided in Development Studio. Arm Compiler 5 can still be used for existing projects and for new projects for legacy Armv4, Armv5, or Armv6 targets - you can download it from the Arm Compiler 5 Downloads page, then add it as a toolchain into Development Studio. For all other new
projects, Arm strongly recommends using Arm Compiler for Embedded 6 for non-safety projects and the latest Arm Debugger includes the following new features and enhancements: Support for FTDI probes extended to include Olimex ARM-USB FTDI/JTAG
(See Noteworthy Issues and Limitations) Added DSTREAM-HT dashboard with graphical BER data-eye feature, for the measurement and diagnosis of HSSTP signal integrity, to aid board bring-up and trace setup Support added for the Renesas RZ/G2L (for debug and on-chip trace) and Xilinx Versal (for debug only, no trace) target platforms New
debug configurations added for Fixed Virtual Platform FVP_Base_RevC-2xAEMvA and Virtual Hardware Target VHT_Corstone-300 For a complete list of supported Devices page Arm Fixed Virtual Platforms The Arm FVPs in this release of Development Studio are updated to a selection from Fast Models 11.16. For
more details, see Fast Models Release History. Arm Streamline Updated to version 7.8.0, which includes the following new features and enhancements: Software profiling will more accurately cost leaf functions for code compiled with the clang compiler Mali GPU templates (Bifrost/Valhall) extended to show geometry shading efficiency metrics: the
number of position shader invocations per input primitive, and the number of varying shader invocations per visible primitive Mali GPU templates (Bifrost/Valhall) extended to show fragment front-end read bandwidth in the per-shader core "L2 memory reads" and "External memory reads" statistics Arm Graphics Analyzer Updated to version 5.9.1,
which includes the following new features and enhancements: R11G11B10f framebuffers now display correctly in framebuffer views Documentation The documentation The documentation PDFs provided on Arm Developer have been reformatted to give a new look and feel. Examples Improvements include: A new Overlay Manager with Manual Overlays example is added
alongside the existing Automatic Overlays example. The Armv8-A AC6/GCC example that shows an EL0 app running in AArch32 ("startup_Armv8-A_AArch32 EL0_app") replaces a previous example showing an EL1 app running in AArch32. Examples that use CMSIS-Packs are updated to use CMSIS-Pack 5.8.0. Supported Host Platforms
The list of supported host platforms is available online, in the Hardware and host platform requirements section of the Getting Started Guide. Getting Started For an in-depth introduction to Development Studio, system requirements and installation instructions, please consult the online Getting Started For an in-depth introduction to Development Studio, system requirements and installation instructions, please consult the online Getting Started For an in-depth introduction to Development Studio, system requirements and installation instructions, please consult the online Getting Started For an in-depth introduction to Development Studio, system requirements and installation instructions, please consult the online Getting Started For an in-depth introduction to Development Studio, system requirements and installation instructions, please consult the online Getting Started For an in-depth introduction to Development Studio, system requirements and installation instructions, please consult the online Getting Started For an in-depth introduction to Development Studio, system requirements and installation instructions, please consult the online Getting Started For an in-depth introduction to Development Studio, system requirements and installation instructions, please consult the online Getting Started For an in-depth installation installat
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'armds_ide -data /path/to/workspace'. Also note that when you upgrade your workspace are not affected when upgrading your workspace. It is the users responsibility to install Windows drivers for the Olimex ARM-USB FTDI/JTAG devices.
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Release Note EULA Documentation The release notes contain: A highlight of the tools included in the suite What's new in version 2021.1 How to get started with Development Studio? Development Studio helps you build, code, debug
and optimize Arm-based projects quickly. From device bring-up to application debug to creating highly efficient micro-controller applications, Development Studio enables you to bring better products to market ahead of the competition. Arm Compiler Arm Compiler Arm Compiler 6 enables you to build highly optimized embedded applications for the entire range of
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defects, and makes it easy to identify rendering inefficiencies and performance issues. Arm Graphics Analyzer was formerly known as Mali Graphics Debugger. What's New in Development Studio 2021.1 Added support for Cortex-A65AE and Neoverse E1 platforms. Note that to use Arm Compiler with these processors requires a
Development Studio Gold Edition license. Other features require a Silver (or higher) Edition license. For more information on supported processors please visit the Support for Cortex-A65, Cortex-A65AE and Neoverse E1 platforms. Note that to
use Arm Compiler with these processors requires a Development Studio. Arm Compiler 5 is now a legacy product and has reached the end of Mainstream Support, so is no longer provided in Development Studio. Arm Compiler 5 is now a legacy product and has reached the end of Mainstream Support, so is no longer provided in Development Studio.
includes the following new features and enhancements: New debug probe support for DSTREAM-XT enables CoreSight debug and trace over PCIe interfaces. For more information navigate to the DSTREAM-XT product page at . Arm DS Silver edition and higher includes debug support for Cortex-A65AE and Neoverse E1 platforms. This
release extends support to the new CoreSight 16 bit TPIU-M enabling higher bandwidth trace for microcontroller targets. Debug support is extended to CMSIS-DAPv2 implementations (for more information about CMSIS-DAPv2 see Easy
selection of JTAG/SWD debug port and clock speed via pull-down options in the debug launcher panel. FVP models can now be reset using the Reset button in the Debug Control view. New Arm Fixed Virtual Platform (FVP) debug configurations added for FVP_Base_A65(x1,x2,x4) FVP_Ba
required. FVP_Base_A65x2 FVP_Base_A65x2 FVP_Base_A65AEx2 FVP_Base_Neoverse-E1x2 Arm Streamline Updated to version 7.7, including the following new features and enhancements: Basic support for SMMUv3 PMU counters The software profiler now supports profiler now supports profiler now supports profiler now support for SMMUv3 PMU counters The software profiler now support for SMMUv3 PMU counters The software profiler now support for SMMUv3 PMU counters The software profiler now support for SMMUv3 PMU counters The software profiler now support for SMMUv3 PMU counters The software profiler now support for SMMUv3 PMU counters The software profiler now support for SMMUv3 PMU counters The software profiler now support for SMMUv3 PMU counters The software profiler now support for SMMUv3 PMU counters The software profiler now support for SMMUv3 PMU counters The software profiler now support for SMMUv3 PMU counters The software profiler now support for SMMUv3 PMU counters The software profiler now support for SMMUv3 PMU counters The software profiler now support for SMMUv3 PMU counters The software profiler now support for SMMUv3 PMU counters The software profiler now support for SMMUv3 PMU counters The software profiler now support for SMMUv3 PMU counters The software profiler now support for SMMUv3 PMU counters The software profiler now support for SMMUv3 PMU counters The software profiler now support for SMMUv3 PMU counters The software profiler now support for SMMUv3 PMU counters The software profiler now support for SMMUv3 PMU counters The software profiler now support for SMMUv3 PMU counters The software profiler now support for SMMUv3 PMU counters The software profiler now support for SMMUv3 PMU counters The software profiler now support for SMMUv3 PMU counters The software profiler now support for SMMUv3 PMU counters The software profiler now support for SMMUv3 PMU counters The software profiler now support for SMMUv3 PMU counters The software profiler now support for SMMUv3 PMU counters The software profiler now su
APK. In earlier releases of Streamline it would fail to associate the symbol information from the library .so file with the application. The Timeline view chart visualization and templating system now supports wildcard patterns for selecting counters to convert into series. The series name of pattern matched counters must have a fixed prefix, but can
call per frame count. Arm Graphics Analyzer This release of Development Studio includes Arm Graphics Analyzer 5.8. Documentation To improve navigation, some chapters have been moved from the User Guide contains general setup tasks and debug information. The User Guide contains general setup tasks and debug information.
the more specialized debug information and tasks that users might want to perform. Supported Host Platforms is available online, in the Hardware and host platforms requirements section of the Getting Started For an in-depth introduction to Development Studio, system requirements and
installation instructions, please consult the online Getting started page. A copy of the Getting started guide is also included in your installation of Development Studio and accessible from within the IDE. If you are migrating from DS-5, there also is a DS-5 migration guide to help you transition quickly. Feedback & Support You can find tutorials
documentation and videos on the Development Studio Learn page. For technical support, go to our Support page. You can also raise queries and support issues relating to Development Studio on the Arm Community website. Noteworthy Issues and Limitations Arm DS IDE [DSCORE-8640] - When opening a workspace created with a previous version
of Arm DS, the IDE prompts you to upgrade your workspace option incorrectly shows the same dialog again rather than allowing another workspace to be selected. This is a known defect with the Eclipse IDE (see To change the
workspace, start Arm DS IDE from the command line and pass the workspace directory path as a parameter. For example, 'armds_ide -data /path/to/workspace, the upgraded workspace are not affected when
upgrading your workspace. [DSCORE-11481] Ubuntu 20.04 is not yet fully supported by the FVPs in Arm DS. You may see, for example: libGL error: MESA-LOADER: failed to open iris (search paths /usr/lib/x86_64-linux-gnu/dri:\$${ORIGIN}/dri:\usr/lib/dri)libGL error: failed to load driver: iris One workaround is to delete the file [Arm DS open iris (search paths /usr/lib/x86_64-linux-gnu/dri:\$${ORIGIN}/dri:\usr/lib/dri)libGL error: failed to load driver: iris One workaround is to delete the file [Arm DS open iris (search paths /usr/lib/x86_64-linux-gnu/dri:\$${ORIGIN}/dri:\usr/lib/dri)libGL error: failed to load driver: iris One workaround is to delete the file [Arm DS open iris (search paths /usr/lib/x86_64-linux-gnu/dri:\$$
dist]/sw/models/bin/libstdcpp.so.6. Arm Graphics Analyzer Linux target device is not detected you will need to connect directly by specifying the target device's IP address and port number. × Release Note EULA Documentation The release
notes contain: A highlight of the tools included in the suite What's new in version 2021.0 How to get started with Development Studio? Development Studio helps you build, code, debug and optimize Arm-based projects quickly. From
device bring-up to application debug to creating highly efficient micro-controller applications, Development Studio enables you to bring better products to market ahead of the competition. Arm Compiler 5 and Arm Compiler 6 toolchains enable you to build highly optimized embedded applications for the entire range of Arm processors.
Arm Compiler 5 supports all Arm architectures from Armv4 to Armv7 inclusive. Arm Debugger supporting software development on Arm processor-based targets and Fixed Virtual Platforms (FVP). The Arm Debugger includes support for SoC
bring-up with platform configuration utilities using the Arm ULINK and DSTREAM debug probes families. Arm Fixed Virtual Platforms (FVPs) provide the ideal combination of performance, flexibility and usability for development and debug at all levels of the software stack. Based on Arm Fast Models, a library of FVPs is
supplied with Development Studio for . In addition, Development Studio supports custom FVPs created using the Arm Streamline is a system-wide performance profiler which can be used to analyze Linux, Android, RTOS and bare-metal embedded systems
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for rendering defects, and makes it easy to identify rendering inefficiencies and performance issues. Arm Graphics Analyzer was formerly known as Mali Graphics Debugger. What's New in Development Studio 2021.0 Updated Arm Compiler 6 to 6.16 for the latest features, bug fixes and performance improvements. The complete release notes are
available on the Arm Compiler 5.06. With this release, Arm Compiler 5.06 update 7 is the final planned maintenance update to Arm Compiler 5.06. With this release, Arm Compiler 5.06. With this release, Arm Compiler 5.06 update 7 is the final planned maintenance update to Arm Compiler 5.06. With this release, Arm Compiler 5.06 update 7 is the final planned maintenance update to Arm Compiler 5.06. With this release, Arm Compiler 5.06 update 7 is the final planned maintenance update to Arm Compiler 5.06. With this release, Arm Compiler 5.06 update 7 is the final planned maintenance update to Arm Compiler 5.06 update 7 is the final planned maintenance update to Arm Compiler 5.06 update 7 is the final planned maintenance update to Arm Compiler 5.06 update 7 is the final planned maintenance update to Arm Compiler 5.06 update 7 is the final planned maintenance update 8.06 update 7 is the final planned maintenance update 8.06 update 8.06 update 9.06 update 9.06
still be used for: Existing projects. New projects. New projects for legacy Armv4, Armv5, or Armv6 targets. For all other new projects, Arm Compiler 5 will be not included in the installation package. However, Arm Compiler 5 can be still
downloaded independently from . Arm Debugger This release of Development Studio includes the following new features and enhancements: For a complete list of supported device please visit the Supported Devices page Arm Fixed Virtual Platforms Updated to version 11.14 for the latest features, bug fixes and performance improvements. The
for libraries directly memory mapped from the APK. Better handling of Android symbol reporting for libraries which multiple bitness versions. Support for fixed-point software counters via Streamline annotations. Fixed an issue with process/thread attribution in a multi-process/thread SPE capture. Minor usability improvements to the Android
connection view. New tutorial 'Android performance triage with Streamline'. Arm Graphics Analyzer This release of Development Studio includes an update from version 5.6 to 5.8 and contains the following new features and enhancements: Support for Android tracing of 32-bit applications on a 64-bit device. Support for Linux targets using MUSI
standard libraries. Support for Linux targets using IPv6, and for custom ports. Supported Host Platforms The list of supported Host platforms The list of supported Host platforms is available online, in the Hardware and host platforms is available online, in the Hardware and host platforms The list of supported Host platforms The list of supported Host platforms are also because of the Getting Started Guide. Important note: Support for RedHat Enterprise Linux 6 is deprecated, and Microsoft Windows 7
operating system support will be discontinued in future releases. Getting Started For an in-depth introduction to Development Studio and accessible from
within the IDE. If you are migrating from DS-5, there also is a DS-5 migration quickly. Feedback & Support You can find tutorials, documentation and videos on the Development Studio Learn page. For technical support page. You can also raise queries and support issues relating to Development Studio Learn page.
on the Arm Community website. Noteworthy Issues and Limitations Arm Graphics Analyzer Linux target device is not detected you will need to connect directly by specifying the target device's IP address and port number. RealView ICE
firmware will be frozen at version 7.0.0 build 6. It will no longer be updated to fix bugs or support new Arm IP. Arm does not guarantee that future versions of Arm DS IDE [DSCORE-10436] - MMU view is not functional when using v7-A Fast Models and the IRIS model interface.
Workaround is to add a new model configuration using the new model connection wizard and select CADI as the model interface. Arm DS IDE [DSCORE-8640] - When opening a workspace created with a previous version of Arm DS, the IDE prompts you to upgrade your workspace, with an option to change to another workspace rather than
perform the upgrade. However, the change workspace option incorrectly shows the same dialog again rather than allowing another workspace to be selected. This is a known defect with the Eclipse IDE (See To change the workspace to be selected. This is a known defect with the Eclipse IDE (See To change the workspace to be selected.)
 'armds ide -data /path/to/workspace'. Also note that when you upgrade your workspace, the upgrading your workspace settings might no longer work with earlier versions. The projects in your workspace are not affected when upgrading your workspace. Arm DS IDE [DSCORE-8365] - On Ubuntu 16.04 the IDE has a degraded UI experience. This is due to
an underlying GTK 3.18 bug that affects cell editors in Tables. It is a known issue with Eclipse (see . Affected functionality: Platform Configuration options in the PCE directly. Instead, you must manually edit the values of the configuration options in the PCE directly. Instead, you must manually edit the values of the configuration options in the PCE directly. Instead, you must manually edit the values of the configuration options in the PCE directly. Instead, you must manually edit the values of the configuration options in the PCE directly. Instead, you must manually edit the values of the configuration options in the PCE directly. Instead, you must manually edit the values of the configuration options in the PCE directly. Instead, you must manually edit the values of the configuration options in the PCE directly.
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release What's included in Development Studio? Development Studio? Development Studio helps you build, code, debug and optimize Arm-based projects quickly. From device bring-up to applications, Development Studio enables you to bring better products to market ahead of the competition. Arm Compiler
Arm Compiler 5 and Arm Compiler 6 toolchains enable you to build highly optimized embedded applications for the entire range of Arm processors. Arm Compiler 5 supports Armv6-M, Armv7 inclusive. Arm Debugger Arm De
debugger supporting software development on Arm processor-based targets and Fixed Virtual Platforms (FVPs) provide the ideal
combination of performance, flexibility and usability for development Studio for Cortex-A, Cortex-A, Cortex-A, Cortex-B and Neoverse processors. In addition, Development Studio supports custom FVPs created using the Arm Fast Models, a library of FVPs is supplied with Development Studio for Cortex-B, Corte
workloads running on Arm Mali GPUs and other Arm IP. This is supplemented by a hot-spot software profiler which can identify the dominant functions and call paths in application software, enabling performance tuning of the entire system platform. Arm Graphics Analyzer allows you to capture and visualize OpenGL ES,
Vulkan and OpenCL API calls made by an application, including capture of application assets and generation of debug visualizations of the application framebuffers. This can be used to identify which API calls are responsible for rendering defects, and makes it easy to identify rendering inefficiencies and performance issues. Arm Graphics Analyzer
was formerly known as Mali Graphics Debugger. What's New in Development Studio 2020.1 Eclipse updated to 2020-03 (4.15) CMSIS RTXv5 example included for Cortex-M55 New wizard added that runs the first time you launch Arm DS to help setup your IDE preferences. Updated Arm Compiler 6 to 6.15 for the latest features, bug fixes and
performance improvements. The compiler 5 to 5.06u7 to for the latest updates and bug fixes. The compiler 5 to 5.06u7 to for the latest updates and bug fixes. The compiler 5 to 5.06u7 to for the latest updates and bug fixes. The compiler 5 to 5.06u7 to for the latest updates and bug fixes. The compiler 5 to 5.06u7 to for the latest updates and bug fixes. The compiler 5 to 5.06u7 to for the latest updates and bug fixes.
supports. With this release, Arm Compiler 5 becomes a legacy product and has reached the end of Mainstream Support. There will be no further planned updates on Arm Compiler 5 becomes a legacy product. Arm Compiler 5 can still be used for existing projects, and new projects for legacy Armv4, Armv5, or Armv6 targets. For all other new projects, Arm strongly
recommends an upgrade to the latest release of Arm Compiler 6 (or later) for non-safety projects and the latest Arm Compiler for Functional Safety toolchain for safety projects. Arm Debugger This release of Development Studio includes the following new features and enhancements: DSTREAM family dashboard for LED status monitoring and rebook
control DSTREAM-ST/PT support for connections to many-core CPUs increased Maximum 4096 active CoreSight AXI5 AHB5 Access Ports IRIS is the default method of connecting to FVPs New platform debug configurations with out-of-the-box debug
configurations to connect to Neoverse N1 SDP Dual-Socket CCIX Corstone-300 MPS3 FPGA Corstone-300 MPS3 FPGA Intel Diamond Mesa NXP i.MX8 QXP (Rev C) New Arm Fixed Virtual Platform (FVP) debug configurations added for Corstone-300 Corstone-700 MPS3 FPGA Intel Diamond Mesa NXP i.MX8 QXP (Rev C) New Arm Fixed Virtual Platform (FVP) debug configurations added for Corstone-300 Corstone-300 Corstone-300 Corstone-300 MPS3 FPGA Intel Diamond Mesa NXP i.MX8 QXP (Rev C) New Arm Fixed Virtual Platform (FVP) debug configurations added for Corstone-300 Corstone-300 MPS3 FPGA Intel Diamond Mesa NXP i.MX8 QXP (Rev C) New Arm Fixed Virtual Platform (FVP) debug configurations added for Corstone-300 Corstone-300 Corstone-300 MPS3 FPGA Intel Diamond Mesa NXP i.MX8 QXP (Rev C) New Arm Fixed Virtual Platform (FVP) debug configurations added for Corstone-300 MPS3 FPGA Intel Diamond Mesa NXP i.MX8 QXP (Rev C) New Arm Fixed Virtual Platform (FVP) debug configurations added for Corstone-300 MPS3 FPGA Intel Diamond Mesa NXP i.MX8 QXP (Rev C) New Arm Fixed Virtual Platform (FVP) debug configurations added for Corstone-300 MPS3 FPGA Intel Diamond Mesa NXP i.MX8 QXP (Rev C) New Arm Fixed Virtual Platform (FVP) debug configurations added for Corstone-300 MPS3 FPGA Intel Diamond Mesa NXP i.MX8 QXP (Rev C) New Arm Fixed Virtual Platform (FVP) debug configurations added for Corstone-300 MPS3 FPGA Intel Diamond Mesa NXP i.MX8 QXP (Rev C) New Arm Fixed Virtual Platform (FVP) debug configurations added for Corstone-300 MPS3 FPGA Intel Diamond NA Intel Diamond Mesa NXP i.MX8 QXP (Rev C) NA Intel Diamond Mesa NXP i.MX8 QXP (Rev C) NA Intel Diamond 
Fixed Virtual Platforms Updated to version 11.12 for the latest features, bug fixes and performance improvements. The complete release notes are available on the Fast Models Release History page. Arm Streamline This release notes are available on the Fast Models Release History page. Arm Streamline This release notes are available on the Fast Models Release History page. Arm Streamline This release notes are available on the Fast Models Release History page. Arm Streamline This release notes are available on the Fast Models Release History page. Arm Streamline This release notes are available on the Fast Models Release History page. Arm Streamline This release notes are available on the Fast Models Release History page. Arm Streamline This release notes are available on the Fast Models Release History page. Arm Streamline This release notes are available on the Fast Models Release History page. Arm Streamline This release notes are available on the Fast Models Release History page. Arm Streamline This release notes are available on the Fast Models Release History page. Arm Streamline This release notes are available on the Fast Models Release History page. Arm Streamline This release notes are available on the Fast Models Release History page. Arm Streamline This release notes are available on the Fast Models Release History page. Arm Streamline This release notes are available on the Fast Models Release History page. Arm Streamline This release notes are available on the Fast Models Release History page. Arm Streamline This release notes are available on the Fast Models Release History page. Arm Streamline This release notes are available on the Fast Models Release History page. Arm Streamline This release notes are available on the Fast Models Release History page. Arm Streamline This release notes are available 
for collecting performance counters on Arm Ethos NPUs via the ArmNN library. Support for the Exynos M5 microarchitecture (recognized by name only, no specific counters). Improved devices, and enables you to quickly start
capturing data. Refer to Connect Streamline to your device for details. You can now visualize Arm NN, is doing, and how it is interacting with accelerator hardware such as the GPU. Arm Graphics Analyzer This release of Development Studio includes
the following new features and enhancements: Updated to version 5.6 Improved device connection support. You no longer need to use the aga_me.py script, to connect to your device; this functionality is now part of the Device Manager, which is launched when you start Graphics Analyzer. Refer to Capture a trace for details. Updated API tracing
support to include basic trace-only support for the latest Open GL ES extensions as well as for Vulkan 1.1, 1.2 and related extensions. Support is removed for: Pre-Android 10 system-wide (rooted mode) tracing on Android targets. Supported Host Platforms The list of supported host platforms is available online, in
the Hardware and host platform requirements section of the Getting Started Guide. Important note: Support for Microsoft Windows 7 is deprecated. Getting Started For an in-depth introduction to Development Studio, system requirements and installation instructions, please consult the online Getting started page. A copy of the Getting started
guide is also included in your installation of Development Studio and accessible from within the IDE. If you are migrating from DS-5, there also is a DS-5 migration guide to help you transition quickly. Feedback & Support You can find tutorials, documentation and videos on the Development Studio Learn page. For technical support, go to
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values in the SDF/MDF file. Manage Signals dialog box: You can no longer configure signal handling in the Manage Signals dialog box. Instead, use the handle command. × Release Note EULA Documentation The release notes contain: A highlight of the tools included in the suite What's new in version 2020.1 How to get started with Development
Studio How to provide feedback and get support Known limitations in this release What's included in Development Studio? Development Studio helps you build, code, debug and optimize Arm-based projects quickly. From device bring-up to application debug to creating highly efficient micro-controller applications, Development Studio enables you to
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Armv8 architectures. Arm Debugger Arm Debugger is a graphical debugger supporting software development on Arm processor-based targets and Fixed Virtual Platforms (FVP). The Arm Debugger is a graphical debugger supporting software development on Arm processor-based targets and Fixed Virtual Platforms (FVP). The Arm Debugger is a graphical debugger supporting software development on Arm processor-based targets and Fixed Virtual Platforms (FVP).
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debug configurations with out-of-the-box debug configurations to connect to Neoverse N1 SDP Dual-Socket CCIX Corstone-300 MPS3 FPGA CORST
device please visit the Supported Devices page Arm Fixed Virtual Platforms Updated to version 11.12 for the latest features, bug fixes and performance improvements. The complete release notes are available on the Fast Models Release History page. Arm Streamline This release of Development Studio includes an update from version 7.2 to 7.4. The
 connected devices, and enables you to quickly start capturing data. Refer to Connect Streamline to your device for details. You can now visualize Arm NN, is doing, and how it is interacting with accelerator hardware such as the GPU. Arm Graphic
Analyzer This release of Development Studio includes the following new features and enhancements: Updated to version 5.6 Improved device connect to your device; this functionality is now part of the Device Manager, which is launched when you start Graphics Analyzer. Refer
to Capture a trace for details. Updated API tracing support to include basic trace-only support for the latest Open GL ES extensions as well as for Vulkan 1.1, 1.2 and related extensions. Support to include basic trace-only support to include basic trace-only support for the latest Open GL ES extensions as well as for Vulkan 1.1, 1.2 and related extensions. Support is removed for: Pre-Android 10 system-wide (rooted mode) tracing on Android targets. Open GL ES extensions as well as for Vulkan 1.1, 1.2 and related extensions.
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build 6. Arm DS IDE [DSCORE-10436] - MMU view is not functional when using v7-A Fast Models and the IRIS model interface. Workaround is to add a new model configuration using using the new model configuration using using the new model configuration using using the new model configuration using v7-A Fast Models and the IRIS model interface. Workaround is to add a new model configuration using using the new model configuration using u
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What's new in version 2020.0 How to get started with Development Studio How to provide feedback and get support Known limitations in this release What's included in Development Studio From device bring-up to application
debug to creating highly efficient micro-controller applications, Development Studio enables you to bring better products to market ahead of the competition. Arm Compiler 5 and Arm Compiler 5 supports all
Arm architectures from Armv4 to Armv7 inclusive. Arm Debugger supports Armv6-M, Armv7, and Armv8 architectures. Arm Debugger support for SoC bring-up with platform
configuration utilities using the Arm ULINK™ and DSTREAM debug probes families. Arm Fixed Virtual Platforms (FVPs) provide the ideal combination of performance, flexibility and usability for development
Studio for Cortex-A, Cortex-A, Cortex-R and Cortex-M processors. In addition, Development Studio supports custom FVPs created using the Arm Streamline is a system-wide performance profiler which can be used to analyse Linux, Android, and bare-metal embedded
systems. Streamline's visualization tools make it easy to identify performance bottlenecks in software running on Arm CPUs, and data-plane workloads running on Arm Mali GPUs and other Arm IP. This is supplemented by a hot-spot software profiler which can identify the dominant functions and call paths in application software, enabling
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calls are responsible for rendering defects, and makes it easy to identify rendering inefficiencies and performance issues. Arm Development Studio IDE Eclipse updated to 2019-09 (4.13) Example code included for Cortex-A77, and
Neoverse N1 processors Arm Compiler Updated to version 6.14 for the latest features, bug fixes and performance improvements. The complete release of Development Studio includes the following new features and enhancements: Debug for Cortex-M55 and
STAR processors enabled in Bronze Edition Debug for Cortex-A34, Cortex-A77 and Neoverse N1 processors now included in Silver editions ST-Link and FTDI debug probe connections support for the ULINK family of debug probes and other third party probes
in the Platform Configuration Editor (PCE) and CSAT-600 Support included for SoC-600 CATU Iris debug and trace interface supported for virtual prototypes Arm Debugger Debug Probe API shipped as part of the installation New platform debug configurations included for Cortex-M33 (SSE-200 Subsystem) MPS2+ FPGA Cortex-M34 (SSE-
Subsystem) MPS3 FPGA Corstone-700 MPS3 FPGA Corstone-700 MPS3 FPGA Corstone-700 MPS3 FPGA Raspberry Pi 4 NVIDIA Xavier Renesas R-Car D3 Renesa
Supported Devices page Arm Fixed Virtual Platforms Updated to version 11.10 for the latest features, bug fixes and performance improvements. The complete release notes are available on the Fast Models Release History page. Arm Streamline This release of Development Studio includes the following new features and enhancements: Updated to
version 7.2. New device support for: Cortex-A34 Cortex-A77 Mali-G57 The following deprecated features have been removed in this release: Streamline provides backwards compatibility for loading files generated with Streamline 6.5 or
older. Data capture using gatord built from older tool releases. Data capture must now use the version of gatord shipped with the host tool being used. Kernel module. Data capture must now use gatord to collect data using standard Linux Perf data collection interfaces. Model data capture from Arm SoC
Designer. Arm Graphics Analyzer This release of Development Studio includes the following new features and enhancements: Updated to version 5.5 Improved Android 10 interception for OpenGL ES and Vulkan The following deprecated feature has been removed in this release: Supported Host Platforms The list of supported host platforms is
available online, in the Hardware and host platform requirements section of the Getting Started Guide. Important note: Support for RedHat Enterprise Linux 6 is deprecated, and Microsoft Windows 7 operating system support will be discontinued in future releases. Getting Started For an in-depth introduction to Development Studio, system
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Armv7, and Armv8 architectures. Arm Debugger Arm Debugger is a graphical debugger supporting software development on Arm processor-based targets and Fixed Virtual Platforms (FVP). The Arm Debugger includes support for SoC bring-up with platform configuration utilities using the Arm ULINK™ and DSTREAM debug probes families. Arm
Fixed Virtual Platforms Fixed Virtual Platforms Fixed Virtual Platforms (FVPs) provide the ideal combination of performance, flexibility and usability for development Studio for Cortex-A, Cortex-A, Cortex-A and Cortex-M processors. In addition, Development Studio
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and performance issues. Arm Graphics Analyzer was formerly known as Mali Graphics Debugger. What's New in Development Studio 2019.1 Arm Development Studio 2
environment. Arm Compiler Updated to version 6.13 for the latest features, bug fixes and performance improvements. The complete release notes are available on the Arm Compiler 6 Downloads page. Arm Debugger This release of Development Studio includes the following new features and enhancements: Debug for Cortex-A35, Cortex-A37 and
Cortex-A72 processors now enabled in Bronze edition Iris debug interface support for virtual prototypes Streaming mode enabled for DSTREAM families SWJ-DP switching through dormant state supported in ULINK and DSTREAM families ULINKpro family support for CoreSight SoC-600
Support for CoreSight SoC-600 DAP with 8-bit IR length using DSTREAM family probes Improved trace topology and device detection based on information from integration test registers New device support for Cortex-R52 Subsystem for MPS3 FPGA Prototyping board DesignStart Cortex-A5 Fixed Virtual Platform (FVP) Intel Agilex SoC FPGA
NVidia Jetson TX2 NXP TWR-LS1021A r2 NXP i.MX8QXP Phytec i.MX8QXP Phytec i.MX8M TI AM437x For a complete list of supported device please visit the Supported Devices page Arm Fixed Virtual Platforms Updated to version 11.8 for the latest features, bug fixes and performance improvements. The complete release notes are available on the Fast
Models Release History page. Arm Streamline This release of Development Studio includes the following new features and enhancements: Updated to version 7.1 New device support for: Added gator_me.py helper script to set up application profiling on Android systems Improved
handling of event based sampling for multi-cluster systems The following features are deprecated in this release and will be removed in Development Studio 2020.0: Kernel mode data capture using standard Linux Perf data
collection interfaces. Data capture from Arm SoC Designer itself is no longer under development. Arm Graphics Analyzer This release of Development Studio includes the following new features and enhancements: Updated to version 5.4 Added aga me.py helper script to set up application
tracing on Android systems Improved support for application tracing on Android 8.0 onwards The following feature is deprecated in this release and will be removed in Development Studio 2020.0: Supported Host Platforms The list of sup
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guide is also included in your installation of Development Studio and access our Support page. You can also raise queries and support issues relating to build of Android 10 will not work reliably due to the introduction of layer d super-class method. For example: public class YourNativeActivity extends a Release Note EULA Documentation Introduction The release notes contained Development Studio helps you build, code, debug and optimize Arm-based enable you to build highly optimized embedded applications for the entire processor-based targets and Fixed Virtual Platforms (FVP). The Arm Debug development and debug at all levels of the software stack. Based on Arm F. Performance Analyzer Arm Streamline Performance Analyzer is a system-wallowing process, thread, function call, and line by line granularity of CPU easy to pinpoint performance issues and graphics defects. It also gives visit 2019.0-1 is a minor release based on 2019.0, delivering bug fixes and performance Signature Protocol (CSWP) supported Debug and streaming trace supported Debug and streaming tra	ssible from within the IDE. If you are migrating from DS-5, there also is a possible property of DE-1. If you are migrating from DS-5, there also is a possible from Studio on the Arm Community website. Noteworthy Issue drivers for OpenGL ES. The workaround for applications with the ability to NativeActivity { @Override protected void onCreate(Bundle savedInstancian: A highlight of the tools included in the suite What's new in version 20 projects quickly. From device bring-up to application debug to creating I range of Arm processors. Arm Compiler 5 supports all Arm architectures gger includes support for SoC bring-up with platform configuration utilities and Models, a library of FVPs is supplied with Development Studio for Cowide performance analysis tool to analyse Linux, Android, and bare-metal time to identify inefficient code. Mali Graphics Debugger Trace OpenGL ibility of application assets including framebuffers, textures, and shaders formance improvements. The main differences compared to 2019.0 are higher than the following new features and enhancements: Debug and trace apported for host libraries and on-target agents implementing CSWP.	DS-5 migration guide to help you transition quickly. Feedback & Support is and Limitations Graphics Analyzer support for Android 10 (Android Q) to modify their activity source code is to move the load of the Graphics Analyzer State) { // Call super-class on Create first super.on Create (saved Instance 19.0-1 How to get started with Development Studio How to provide feed highly efficient micro-controller applications, Development Studio enables from Armv4 to Armv7 inclusive. Arm Compiler 6 supports Armv6-M, Armv6 its using the Arm ULINK™ and DSTREAM debug probes families. Arm Fix 19.0 Tex-A, Cortex-R and Cortex-M processors. In addition, Development Studio embedded systems. Streamline's visualization tools make it easy to find p ES, Vulkan and OpenCL API calls in applications and understand complex. Any scene can be re-rendered drawcall by drawcall to see exactly how it is ghlighted in bold in this section. Arm Compiler Updated to version 6.12 for support for DSTREAM-PT high performance debug and trace probe Support for STREAM-PT high performance debug and trace probe Support for Postage In the Protocol (CSWP) published to Arm GitHub Host library USB to the support for DSTREAM-PT high performance debug and trace probe Support for DSTREAM-PT high performance debug and trace probe Support for DSTREAM-PT high performance debug and trace probe Support for DSTREAM-PT high performance debug and trace probe Support for DSTREAM-PT high performance debug and trace probe Support for DSTREAM-PT high performance debug and trace probe Support for DSTREAM-PT high performance debug and trace probe Support for DSTREAM-PT high performance debug and trace probe Support for DSTREAM-PT high performance debug and trace probe support for DSTREAM-PT high performance debug and trace probe support for DSTREAM-PT high performance debug and trace probe support for DSTREAM-PT high performance debug and trace probe support for DSTREAM-PT high performance debug and trace probe support for DSTREAM-PT high performance debug and trace probe su	tio, system requirements and installation instructions, please consult the onling You can find tutorials, documentation and videos on the Development Studies arget devices is only shipped at "dev" quality; early preview releases were teallyzer interceptor from a static initialization-time code block to the onCreated State); // Load interceptor second try { System.loadLibrary("AGA"); } catch (back and get support Known limitations in this release What's included in Devyou to bring better products to market ahead of the competition. Arm Compever, and Armv8 architectures. Arm Debugger Arm Debugger is a graphical deviced Virtual Platforms Fixed Virtual Platforms (FVPs) provide the ideal combination in supports custom FVPs created using the Arm Fast Models package, via the deformance bottlenecks in CPU, GPU, and other Arm IP. This along with conformance effects to identify performance bottlenecks and optimize graphics conformated in the latest features, bug fixes and performance improvements. The complete of the conformation of the complete of	Learn page. For technical support, go to sted and are functional but it is expected that the final) method of the native activity after invoking the UnsatisfiedLinkError e) { e.printStackTrace(); } } } velopment Studio? Arm Development Studio IDE ider Arm Compiler 5 and Arm Compiler 6 toolchains bugger supporting software development on Arm ation of performance, flexibility and usability for e Platform Configuration Editor (PCE). Streamline e profiling, enables performance tuning of systems le. Tracing all API calls in the application makes it What's New in Arm Development Studio 2019.0-1 e release notes are available on the Arm Compiler 6 to CoreSight™ SoC-600 platforms implementing published to Arm GitHub CoreSight Access Tool
bug fixes and performance improvements. Arm Streamline Arm Streamline support for Ubuntu 14.04 LTS. Note support for RedHat Enterprise Linux 6 system requirements and installation instructions, please consult the online quickly. Feedback & Support You can find tutorials, documentation and vio AEM FVP and Armv8-A Foundation Platform are no longer supplied in Arm get support Known limitations in this release What's included in Developmenter products to market ahead of the competition. Arm Compiler Arm Co architectures. Arm Debugger Arm Debugger is a graphical debugger support Platforms Fixed Virtual Platforms (FVPs) provide the ideal combination of platforms Fixed Virtual Platforms (FVPs) provide the ideal combination of platform bottlenecks in CPU, GPU, and other Arm IP. This along with code profiling, to identify performance bottlenecks and optimize graphics code. Tracing all which provides quick detection of graphics defects and issues. What's New Studio includes the following new features and enhancements: Debug and target agents implementing CSWP CoreSight Wire Protocol (CSWP) public	e version 6.9 adds following features: Support for configurations with mo 6 will be discontinued in future releases. Mali Graphics Debugger This refere Getting started page. A copy of the Getting started guide is also included does on the Development Studio Learn page. For technical support, go to a DS, but can be downloaded from Arm Developer × Release Note EULA in the Studio? Arm Development Studio IDE Development Studio helps you compiler 5 and Arm Compiler 6 toolchains enable you to build highly optime forting software development on Arm processor-based targets and Fixed in Configuration Editor (PCE). Streamline Performance Analyzer Arm Stream, enables performance tuning of systems allowing process, thread, functional API calls in the application makes it easy to pinpoint performance issues in Arm Development Studio 2019.0 Arm Compiler Updated to version 6 trace support for the recently announced DSTREAM-PT high performance ished to Arm GitHub Host library USB transport example published to Arm	re than one Mali GPU. Improvements to OpenCL timeline view to enable stelease includes version 5.1.1, with the following new feature: OpenGL ES sted in your installation of Development Studio and accessible from within the our Support page. You can also raise queries and support issues relating Documentation Introduction The release notes contain: A highlight of the the build, code, debug and optimize Arm-based projects quickly. From device aized embedded applications for the entire range of Arm processors. Arm Covirtual Platforms (FVP). The Arm Debugger includes support for SoC bring vels of the software stack. Based on Arm Fast Models, a library of FVPs is amline Performance Analyzer is a system-wide performance analysis tool tool call, and line by line granularity of CPU time to identify inefficient code and graphics defects. It also gives visibility of application assets including 12 for the latest features, bug fixes and performance improvements. The code debug and trace probe Target connections to CoreSight™ SoC-600 platform GitHub Example on-target debug agent published to Arm GitHub CoreSight in the context of the sample on-target debug agent published to Arm GitHub CoreSight in the context of the sample on-target debug agent published to Arm GitHub CoreSight in the context of the sample	arted device please visit the Supported Devices page Arm Fixed Virtual Platfor Support for Job Chaining feature of latest Mali driver. Supported Host Platfor Support for MGD running on Wayland windowing system Getting Started For the Arm Development Studio IDE. If you are migrating from DS-5, there also is to Development Studio on the Arm Community website. Noteworthy Issues tools included in the suite What's new in version 2019.0 How to get started which bring-up to application debug to creating highly efficient micro-controller at Compiler 5 supports all Arm architectures from Armv4 to Armv7 inclusive. Any grup with platform configuration utilities using the Arm ULINK™ and DSTRE supplied with Development Studio for Cortex-A, Cortex-R and Cortex-M proceed to analyse Linux, Android, and bare-metal embedded systems. Streamline's very the Mali Graphics Debugger Trace OpenGL ES, Vulkan and OpenCL API calls in the graphics of the Stream of the Arm Compiler 6 Downloads page forms implementing CoreSight Wire Protocol (CSWP) supported Debug and stream implementing CoreSight Wire Protocol (CSWP) supported Debug and stream of the Stream of the Stream of the Arm Debug Interface versions to features, bug fixes and performance improvements. Arm Streamline A	ms Added support to Ubuntu 18.04 LTS and dropped an in-depth introduction to Development Studio, is a DS-5 migration guide to help you transition and Limitations Armv8-A Base AEM FVP, Armv8-M with Development Studio How to provide feedback and oplications, Development Studio enables you to bring im Compiler 6 supports Armv6-M, Armv7, and Armv8 AM debug probes families. Arm Fixed Virtual essors. In addition, Development Studio supports is ualization tools make it easy to find performance in applications and understand complex frame effects all by drawcall to see exactly how it is composed, arm Debugger This release of Arm Development streaming trace supported for host libraries and one on 6 (ADIv6) New device support for
Support for configurations with more than one Mali GPU. Improvements to releases. Getting Started For an in-depth introduction to Development Studing Starting from DS-5, there also is a DS-5 migration guide to help you trans website. Noteworthy Issues and Limitations Armv8-A Base AEM FVP, Army Studio How to provide feedback and get support Known limitations in this Development Studio enables you to bring better products to market ahead 6 supports Armv6-M, Armv7, and Armv8 architectures including SVE architargets. Half-precision floating-point fused multiply long instruction in the complete release notes are available at the Arm Compiler 6 Downloads pagulINK™ and DSTREAM debug probes families. Development Studio 2018. for software packs based on the Cortex Microcontroller Software Interface Devices page Platform Configuration Editor (PCE) to create debug configuration, Development Studio supports custom FVPs created using the Arm performance analysis tool to analyse Linux, Android, and bare-metal embed	o OpenCL timeline view to enable support for Job Chaining feature of later dido, system requirements and installation instructions, please consult the sition quickly. Feedback & Support You can find tutorials, documentation v8-M AEM FVP and Armv8-A Foundation Platform are no longer supplied release What's included in Development Studio? Arm Development Studio? of the competition. Arm Compiler Arm Compiler 5 and Arm Compiler 6 to itectural extensions. Arm Compiler 6.11.1 adds to version 6.10 with the for Armv8.2-A support. Armv8.5-A architecture support, including Memory Toge. Arm Debugger Arm Debugger is a graphical debugger supporting soft of includes the following features: Simplified IDE enabling debug and context (CMSIS) standard enabling 5000+ devices: Software pack manager and parations for custom platforms, which includes: Support for the Arm Cores are soft the software stack. Based on Arm Fast Models, a library of FVPs is make the following streamline's visualization tools make it easy to find perform the software stacks.	est Mali driver. Supported Host Platforms Added support to Ubuntu 18.04 e online Getting started page. A copy of the Getting started guide is also in and videos on the Development Studio Learn page. For technical support in Arm DS, but can be downloaded from Arm Developer × Release Note in IDE Arm Development Studio helps you build, code, debug and optimize coolchains enable you to build highly optimized embedded applications for collowing features: Support for Cortex®-A76, Cortex-A76AE, and Cortex-Magging Extension and Random Number Instructions. Variety of performant tware development on Arm processor-based targets and Fixed Virtual Platting in one perspective with customized quick access controls Project important project creation wizard Debug configurations support, including device flaight™ and Arm Debug Interface (ADI) architectures Secure Debug Chann supplied with Development Studio for Cortex-A, Cortex-R and Cortex-M prov FVPs are added to the portfolio regularly. Check the Fixed Virtual Platformance bottlenecks in CPU, GPU, and other Arm IP. This along with code p	LTS and dropped support for Ubuntu 14.04 LTS. Note support for RedHat Encluded in your installation of Development Studio and accessible from within the general support page. You can also raise queries and support issues related to our Support page. You can also raise queries and support issues related to the Arm-based projects quickly. From device bring-up to application debug to the entire range of Arm processors. Arm Compiler 5 supports all Arm archited and code size optimizations have been implemented, achieving CoreMark forms (FVP). The Arm Debugger includes support for SoC bring-up with plate ort wizard for Arm DS-5 and Keil® MDK µVision® projects Pre-packaged exclusion programming Out of the box support for popular heterogeneous devices are support for CoreSight SDC-600 Arm Fixed Virtual Platforms Fixed Virtual rocessors. The FVPs are ready to use out-of-the-box and a portfolio of softwarms page for the latest updates. Streamline Performance Analyzer Arm Stream or strages of system design and bring up. Mali Graphics Debugger Trace OpenGostant in the propert of the property of the latest updates. Streamline Performance Analyzer Arm Streamling of systems allowing process, thread, further than the property of the property	atterprise Linux 6 will be discontinued in future at the Arm Development Studio IDE. If you are sing to Development Studio on the Arm Community ded in the suite How to get started with Development reating highly efficient micro-controller applications, ectures from Armv4 to Armv7 inclusive. Arm Compiler branch protection features for Armv8.3-A and later &® Cortex-M33 score of 3.96 CoreMarks/MHz. The form configuration utilities using the Arm amples and sample code to help get started Support For a complete list please visit the Supported I Platforms (FVPs) provide the ideal combination of the examples is supplied with Development Studio. In amline Performance Analyzer is a system-wide nection call, and line by line granularity of CPU time to
understand complex frame effects to identify performance bottlenecks and see exactly how it is composed, which provides quick detection of graphics Started For an in-depth introduction to Development Studio, system require there also is a DS-5 migration guide to help you transition quickly. Feedback Limitations Arm Development Studio IDE Importing Keil MDK μ Vision projects with variations in the Run Time Environment (RTE) setting. In Arm IDE project with its own copy of the project files. The conversion and imporpoject targets which have a fixed version of the compiler configured cannot Settings > Build Steps. These have to be added manually. μ Vision Key Sequence in the project's Properties > C/C++ Build > Settings > Build Steps. The an Arm Development Studio IDE Pre-build step (see Using FCARM with μ V same folder as the project file or in a subdirectory structure. Files outside a linker script is generated by the tools. Since this feature is not available in importing a DS-5 C++ project containing *.c files, compiler settings for Arm	d optimize graphics code. Tracing all API calls in the application makes it is defects and issues. Mali Graphics Debugger 5.1.0 adds to version 5.0.0 rements and installation instructions, please consult the online Getting stack & Support You can find tutorials, documentation and videos on the Dejects into Arm Development Studio IDE has the following limitations: μVis a Development Studio IDE, each project is limited to exactly one RTE content of μVision projects always results in a copy of the project files. μVision not be imported if the specified version is not installed. You must install the quences need to be translated to corresponding variables in Arm Development elfdwt utility is not included in the Arm Development Studio IDE instavision). The fcarm utility is not included in the Arm Development Studio in of the project folder are required to be copied into the project folder and a Arm Development Studio IDE, you need to manually edit the linker scripment Compiler - that is used to compile *.c files - are reset to their defaults > C/C++ Build > Settings > Tools Settings, review and manually copy the	easy to pinpoint performance issues and graphics defects. It also gives vis with the following features: Both rooted and non-rooted support for Andro carted page. A copy of the Getting started guide is also included in your installation and Eclipse's C/C++ Development Tooling (CDT) concept of Bui Multi-Project-Workspaces files (*.uvmpw) are not supported. Instead, the required compiler first. User commands in μ Vision projects are not convenent Studio IDE (see μ Vision Key Sequence for Tool Parameters). μ Vision allation (see Signature Creator for NXP Cortex-M Devices) and is only available on Windows host platforms as part of Keil relative dependencies need to be manually resolved. In μ Vision source growth file. A report is generated at the end of the import process, listing the end of the import sections. This is because DS-5 C++ projects had a unique set of compiler sections.	sibility of application assets including framebuffers, textures, and shaders. And P based devices Control from the target that allows traces to be created of stallation of Development Studio and accessible from within the Arm Development Studio are also raise queries and support issues relating to Development Studio IDE debug configurations; only build settings are related configurations is not supported. Therefore, each µVision project target is projects included in the workspace need to be imported individually and proverted into the corresponding Arm Development Studio IDE Build Steps local Signature Creator for NXP Cortex-M Devices (elfdwt) needs to be manually alable on Windows host platforms as part of Keil MDK. µVision Image File Promator MDK. The conversion and import of µVision projects requires that all files are oups, software components and individual files can have specific assignment accountered issues, if any. Importing Arm DS-5 projects into Arm Development ettings for *.cpp/*.cxx/*.c files whereas Arm Development Studio IDE allows tool. From the project's Properties > C/C++ Build > Tool Chain Editor, pus	ny scene can be re-rendered drawcall by drawcall to in target with no connection to the host needed Getting iment Studio IDE. If you are migrating from DS-5, tudio on the Arm Community website. Known migrated. μVision projects can have multiple project imported as an individual Arm Development Studio ject inter-dependencies setup manually. μVision ted in the project's Properties > C/C++ Build > setup as an Arm Development Studio IDE Post-build cessing configuration needs to be manually setup as an dinclude folders specified in the project are in the set to memory regions which are evaluated when the t Studio IDE has the following limitation: When these settings to be different for *.cpp/*.cxx versus *.c
tick the Anow an changes checkbox and remove the Arm C Compiler tool in	Tom the Osea tools column on the right-hand side. With this change, 1.0 i	iles will be complied with the Arm C++ Complier, as they were in D3-3. A	Release Note EULA Documentation	

