

Dev Acceleration for Automotive

BUILD FASTER, ITERATE MORE, ROLL OUT BETTER SOFTWARE.

Where we're going you don't need roads

New automotive technologies are rolling out faster than ever. This means shortened development timelines, smaller release windows, and an even greater need for build acceleration.

Incredibuild dynamically allocates and optimizes a pool of compute resources, on-prem and in the cloud.

Then we break down dev tool processes, re-use cached build outputs, and execute the rest in parallel across the grid, letting teams **spend more time test driving, and less at the pit stop.** Incredibuild works on top of your existing toolchain, no need to change anything.

 Same code

 Same process

 Same tools

Optimize your ecosystem

Incredibuild provides acceleration for the top Automotive development environments driving ADAS and safety, HUD display, Autonomous Driving, HMI Application, and instrument clusters, including:

Top automotive development environments

WNRVVR

QNX

yocto
PROJECT

AUTOMOTIVE
GRADE LINUX

source

UNREAL
ENGINE

Top Linux Distributions including

Ubuntu


CentOS


fedora


debian


Driving EV acceleration


Incredibuild is driving software defined vehicle acceleration across the EV industry helping automakers and tier-1 suppliers achieve goals in multiple software development fields.


 Meet the demands of faster production challenges by iterating faster and finding bugs earlier


 Waste less time waiting for builds to complete and give your devs more time to innovate

 Keep devs happier with shorter build times and meet deadlines more consistently

 Give more time for safety and security testing for better products

 Use build cache to create a library of version options to quickly resolve bugs and hot fixes

 Reduce build times to remove bottlenecks and improve delivery times

 Keep your toolchains unchanged and your artifacts completely clean of any outside code