We have Ultimate++ running on Gumstix, Freescale i.MX53 (loco), and the Pandaboard, including full native IDE compilation on the arm platform itself (no cross-compilation required). Native compilation can only be done on the Gumstix with 512MB of memory since the linking stage of IDE build and application build takes lots of memory. Native compiles are somewhat slow on these arm platforms but are considerably sped up if a SATA drive is used to host the operating system. (SATA support is available directly on the Freescale and is available with a USB to SATA adapter on the other platforms). We have several active programs using arm-based Ultimate++ executables running critical embedded apps and more are coming all the time. Unfortunately, the details of most of the apps are ITAR controlled but we are willing to share some basic configuration details and examples if people are interested...

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