

RTX vs RTX64

COMPARISON GUIDE

IntervalZero

RTX

RTX64

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Comparison Guide: RTX vs RTX64

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About this Guide

The purpose of this Comparison Guide is to highlight the major differences between RTX64 3.6 and RTX 2016. It contains information on default program setup and functionality.

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Functionality

This chapter describes the similarities and differences in functionality between RTX and RTX64.

Operating System Support for Runtime

Feature	RTX 2016	RTX64 3.6	Notes
Windows 10	No	Yes	<p>Support for October Update Version 1809 was added in RTX64 3.6</p> <p>Support for Secure Boot on Windows 10 was added in RTX64 3.5</p> <p>Support for Spring Update Version 1803 was added in RTX64 3.4</p> <p>Support for Fall Creators Update Version 1709 was added in RTX64 3.3</p> <p>Support for Creators Update Version 1703 was added in RTX64 3.2</p> <p>Support for Anniversary Update Version 1607 was added in RTX64 3.0</p> <p>NOTE: See the Web page RTX64 Support for Windows 10 Updates for an outline of supported Windows 10 Updates.</p>
Windows 8.1 with Update	No	Yes (64-bit)	

Feature	RTX 2016	RTX64 3.6	Notes
Windows 7 SP1	Yes (32-bit)	Yes (64-bit)	<p>RTX64 requires two Windows 7 updates for SHA-2 signing:</p> <ul style="list-style-type: none"> • KB3033929 • KB2921916 <p>For RTX 2016, you must have the latest update installed to support the Windows security updates released after March 2018.</p>
Windows Vista SP2	No	No	
Windows XP SP3	No	No	

Microsoft Visual Studio Support

Feature	RTX 2016	RTX64 3.6	Notes
Visual Studio 2017	No	Yes (UP8)	
Visual Studio 2015	Yes (UP1)	Yes (UP3)	
Visual Studio 2013	Yes	Deprecated	<p>RTX64 3.1: Visual Studio 2013 is deprecated and will be removed from a future release. Existing projects should work. You can create new projects.</p>

Feature	RTX 2016	RTX64 3.6	Notes
Visual Studio 2012	No	Deprecated	<p>RTX 2016: Visual Studio 2012 is not supported, however existing projects should work. You cannot create new projects or debug projects.</p> <p>RTX64 3.0: Visual Studio 2012 is deprecated and will be removed from a future release. Existing projects should work. You can create new projects.</p>
Visual Studio 2010	No	No	This version is not supported, however existing projects should work. You cannot create new projects or debug projects.

Microsoft C Runtime Support

Feature	RTX 2016	RTX64 3.6	Notes
Visual Studio 2017	No	Yes	
Visual Studio 2015	Yes	Yes	
Visual Studio 2013	Yes (UP1)	Deprecated	RTX64 3.1: This version is deprecated and will be removed from a future release.

Feature	RTX 2016	RTX64 3.6	Notes
Visual Studio 2012	No	Deprecated	RTX 2016: This version is not supported but should still work. RTX64 3.0: This version is deprecated and will be removed from a future release.
Visual Studio 2010	No	No	This version is not supported but should work with RTX64.

Microsoft User Group Support

Feature	RTX 2016	RTX64 3.6	Notes
Users	Yes	Yes	
Administrators	Yes	Yes	

Device Support

Feature	RTX 2016	RTX64 3.6	Notes
ISA-based Device Support	Yes	No	
PCI-based Device Support	Yes	Yes	Both products support Line-based, MSI and MSI-X. Support for multiple vector interrupts for MSI-X was added to RTX64 3.3.

Real-Time Subsystem

Feature	RTX 2016	RTX64 3.6	Notes
Shared Mode	No	No	The concept of a Shared mode is no longer supported as of RTX 2016.
Dedicated Mode	Yes (32 total, 31 maximum RTSS processors)	Yes (64 total, 63 maximum RTSS processors)	In RTX, you can assign a maximum of 4 processors to Windows on clustered systems. There is no such limitation in RTX64.
Thread Priority Levels	128	128	Available priorities are 0 to 127.
RTSS DLLs	Yes	No	
RTDLLs	Yes (explicit)	Yes (explicit and implicit)	In RTX64, RTDLLs are private data. In RTX, RTDLLs are public data.
Image Loader	Windows (RTSS for debugging)	RTSS	You do not need to register RTDLLs in RTX64.
Automatic Subsystem start	Yes	Yes	RTX64 supports automatic starting. RTSS applications can be scheduled to start with the Subsystem using the Scheduled Tasks feature in the RTX64 Task Manager.
Local Memory	Yes	Yes	
Structured Exception Handling	Yes	Yes	
MMX/SSE/SSE2/SSE3/SSE4/AVX support	Yes	Yes	AVX-512 support was added in RTX64 3.4 AVX 2.0 support was added in RTX64 2014.

Feature	RTX 2016	RTX64 3.6	Notes
Priority Inversion protection	Yes	Yes	RTX64 does not support limited demotion.
Internal Tracing	Yes	Yes	Implementation of tracing is different between RTX and RTX64.
Shutdown Handling	Yes	Yes	RTX64 implements shutdown handling differently from RTX, so handlers may not be called at the same point in the shutdown sequence as in RTX.
Starvation/Watchdog Timer	Yes	Yes	The RTX64 SDK includes a Real-time RtResetWatchdog function which resets the watchdog timer counter on the specified RTSS core(s).
RTAPI support for Windows Native applications	Yes (32-bit)	Yes (32-bit and 64-bit)	
RTAPI support for Windows Managed applications	Yes	Yes	
Real-Time Kernel (RTK) support	Yes	Yes	
WinDbg Debugging support	Yes	Yes	The RTX64 WinDbg Extension requires the 64-bit version of WinDbg, whereas RTX supports the 32-bit version. RTX64 also has additional commands to provide loaded modules and other functionality.

Feature	RTX 2016	RTX64 3.6	Notes
Performance optimization with Intel® Resource Director Technology (RDT)	No	Yes	A <i>Priority-based CLOS performance</i> mode for Cache Allocation Technology (CAT) and Memory Bandwidth Allocation (MBA), and the ability to disable the Intel RDT feature altogether, was added in RTX64 3.5. A default <i>Flat mode</i> implementation for Cache Allocation Technology (CAT) and Memory Bandwidth Allocation (MBA) was added in Update 2 for RTX64 3.3.

RT-TCP/IP Stack

Feature	RTX 2016	RTX64 3.6	Notes
Stack	Yes (Fusion)	Yes (Treck)	Both support IPv4 and IPv6.
SMP Aware	No	Yes	
RAW Socket support	Yes	Yes	RTX64 uses socket options to create a RAW Socket.
MAC layer Filter support through a common interface	Yes	Yes	The Real-time network driver filter interfaces in RTX and RTX64 are different due to different stacks.
Network Interface device support through a common interface	Yes	Yes	The Real-time network driver interfaces in RTX and RTX64 are different due to different stacks.

Feature	RTX 2016	RTX64 3.6	Notes
Virtual IP	Yes (up to 32 addresses)	Yes (up to 12 addresses called multi-homing)	Support for multiple IPv4 Addresses and Netmasks for a single physical interface was added in RTX64 3.2. You can configure multiple IPv4 Address/Netmask pairings in the RTX64 Control Panel on the <i>Manage Interfaces and Filters</i> page.
Virtual Network	Yes	Yes	
RtI10GB Network Driver	No	Yes	
RtDec21x4x Network Driver	No	No	Dropped support with RTX 2016
Rt3c905 Network Driver	No	No	Dropped support with RTX 2016
RtIGB Driver (Intel i210, i211, and i350)	Yes (RTX 2012 with Update 1)	Yes	
Rt82579 Network Driver (Intel 82576)	Yes	Yes	
Rt82580 Network Driver (Intel 82580)	Yes	Yes	
RTE1000 (Intel 82540/1/2/3/4/5/6/7, 82571/2/3/4)	Yes	Yes	
RtRtl81x9 Network Driver (Realtek 8139, 8100, 8169, 8110)	No	Yes	
RtRtl8168 Network Driver (Realtek 8168/8111)	Yes	Yes	Support for limited revisions only
Rt6105via Network Driver	No	No	Dropped support with RTX 2016
Rt8255x Network Driver (Intel 52557/8/9/0/1, 82559)	Yes	No	

Feature	RTX 2016	RTX64 3.6	Notes
Rt82543 Network Driver	Yes	No	
RtNE2k Network Driver	No	No	Dropped support with RTX 2016
RtNs83815 Network Driver	No	No	Dropped support with RTX 2016
RtI217 Network Driver (Intel I217LM, I217V, I218LM, I218V)	No	Yes	
RtBCM Network Driver (Broadcom NetXtreme 57762)	No	Yes	
RTX64 INTEL Peripheral Controller Hub (PCH) Driver	No	Yes	Full support was added in RTX64 3.2

For information on the tested devices supported by the drivers listed above, see the RTX/RTX64 Supported NICs documents available online at <http://www.intervalzero.com/technical-support/guides-and-minitutorials/>

Real-Time Network Abstraction Layer (NAL)

Feature	RTX 2016	RTX64 3.6	Notes
Ethernet Layer 2 Interface	No	Yes	
Access to NIC Timestamping	No	Yes	
Access to NIC Queues	No	Yes	
NAL-specific support for common INTEL IGB, 10GB, PCH, and E1000 NICs	No	Yes	See the <i>RTX64 NAL Supported NICs</i> document available online at http://www.intervalzero.com/technical-support/guides-and-minitutorials/

Tools and Utilities

Feature	RTX 2016	RTX64 3.6	Notes
Subsystem Configurations	Yes	Yes	RTX is C/C++, while RTX64 supports both a native and a managed interface.
Analyzer	Yes	Yes	The RTX64 Analyzer collects much more information than the RTX version.
RtssRun	Yes	Yes	In RTX64, only a command line version is supported. User Interface functionality is provided through the RTX64 Task Manager.
RtssKill	Yes	Yes	In RTX64, only a command line version is supported. User Interface functionality is provided through the RTX64 Task Manager.
RtssView	Yes	No	
Task Manager	Yes	Yes	The Task Manager was updated to include CPU usage information in RTX64 3.5. The Task Manager was updated to include support for Scheduled Tasks in RTX64 3.4.

Feature	RTX 2016	RTX64 3.6	Notes
System Tray	No	Yes	The RTX64 System Tray displays the current state of the Subsystem and provides links to various RTX64 tools from a right-click menu.
Server (displays print messages)	Yes	Yes	
RT-TCP/IP Utilities (RtssArp, RtssIpConfig, RtssPing, RtssRoute)	Yes	Yes	
Activation and Configuration	Yes	Yes	The RTX64 Activation and Configuration Utility contains more functionality than the RTX version, such as the option to disable licenses.
StampTool	Yes	Yes	
Event Monitoring	Yes (TimeView)	Yes (Monitor utility)	

Developer Tools

Feature	RTX 2016	RTX64 3.6	Notes
View internal objects	Yes	Yes (command line tool)	
System Response Time Measurement (SRTM)	Yes	Yes	
Kernel System Response Time Measurement (KSRTM)	Yes	Yes	
Visual Latency Tool	Yes (RTX Demo)	Yes (Latency View)	

Feature	RTX 2016	RTX64 3.6	Notes
View CPU usage	Yes (RTSS Performance View)	Yes (via RTX64 Task Manager)	
Platform Evaluator	Yes (RTX Platform Evaluator)	No	
Profiling	Yes (RTX Time View)	Yes (Tracealyzer, Monitor utility)	Percepio Tracealyzer for RTX64 was added in RTX64 3.0

Visual Studio Developer Tools

Feature	RTX 2016	RTX64 3.6	Notes
Wizards/Templates for Creating Applications and RTDLLs	Yes	Yes	
Code Snippets	Yes	Yes	
Local Debugging	Yes	Yes	
Remote Debugging	Yes	Yes	Through launch
Attach	No	Yes	The ability to attach to a locally running RTSS process was added to RTX64 3.1
Set main thread affinity	Yes	Yes	
Set use local memory	Yes	Yes	

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Default Subsystem Setup

General System Settings

The table below lists default System settings for RTX and RTX64.

Setting	RTX 2016	RTX64 3.6	Notes
RTX64 Subsystem startup	Manual	Manual	You must be a member of the RTX64Administrators group to start and stop the Subsystem.
Process Slots	10	N/A	The concept of Process Slots does not exist in RTX64.
HAL Timer Period	100 microseconds	100 microseconds	
Time Quantum	0 milliseconds	0 microseconds	Threads will run to completion, or are preempted by a higher priority thread, or yield to another thread of the same priority. RTX64 has microsecond granularity.
Shutdown print handling	HANDLE_PRINT_ALWAYS	<i>Deprecated</i>	
Free stack on TerminateThread calls	Disabled	Disabled	By default, the thread stack is not released upon thread termination.

Setting	RTX 2016	RTX64 3.6	Notes
Delay full cache flush while RTSS applications are running	Enabled	<i>Deprecated</i>	
Priority Inversion Protocol	Priority promotion with tiered demotion	Priority promotion with tiered demotion	The concept of limited demotion is not applicable in RTX64.
Trace/Monitor	Enable on subsystem startup	Disabled on subsystem startup	

RT-TCP/IP Stack Settings

The table below lists default RT-TCP/IP Stack settings for RTX and RTX64.

Setting	RTX 2016	RTX64 3.6	Notes
Maximum Sockets	30	64	
Memory Allocation	256 kilobytes	2048 kilobytes	
Stack Timer Interval	200 milliseconds	100 milliseconds	
MTU	1500 bytes	1500 bytes	

Real-Time Network Abstraction Layer (NAL)

The RTX64 Network Abstraction Layer (NAL) add-on is a network layer that abstracts the network hardware and driver functions from the upper-level protocol stacks and provides management interfaces for those upper layers to easily query for and use available network assets. It is a separate protocol layer from the RT-TCP/IP Stack. Using the NAL, you can more easily take advantage of network functionality such as EtherCAT, TSN (Time Sensitive Networks), and PTP (Precision Time Protocol).

Debug Support

The table below lists default Debug settings for RTX and RTX64.

Setting	RTX 2016	RTX64 3.6	Notes
Write Debug Information on System Failure	Enabled	<i>Deprecated</i>	Information is always added to the Windows memory dump file in RTX64.

Memory Settings

The table below lists the default Memory settings for RTX and RTX64.

Setting	RTX 2016	RTX64 3.6	Notes
Local Memory Pool - Pool size	131072 bytes	1048576 bytes	
Local Memory Pool - Automatically expand local memory pool	Enabled	Enabled	
Local Memory Pool - Automatically shrink local memory pool	Not available	Enabled	
Local Memory Pool - Expansion size	65536 bytes	1048576 bytes	
Allocation	Request from Windows	Request from Windows	

Starvation Setup

The table below lists the default Starvation settings for RTX and RTX64.

Setting	RTX 2016	RTX64 3.6	Notes
Monitor for Windows starvation	Disabled	Enabled (Timeout: 5000000 us)	This is known as Watchdog Timeout in RTX64.

Exceptions Settings

The table below lists the default Exceptions settings for RTX and RTX64.

Setting	RTX 2016	RTX64 3.6	Notes
Process Exception Disposition	Terminate the faulting process	Terminate the faulting process	
Structured Exception Handling	Enabled	Enabled	In RTX64, you can no longer configure exception types individually.

General Hardware Settings

The table below lists the default Hardware settings for RTX and RTX64.

Setting	RTX 2016	RTX64 3.6	Notes
SpeedStep®	Prevent Windows idle state	Enable Windows idle detection (disabled)	
Windows Energy/Performance Bias	N/A	Override Windows	
Optimize performance with Intel® Resource Director Technology (RDT)	N/A	Optimize performance with Intel® Resource Director Technology (RDT) enabled	<p><i>Cache Allocation Technology (CAT) default mode:</i></p> <ul style="list-style-type: none"> • <i>Flat performance mode</i> – All RTSS logical processors are equally configured with all RTSS L3/L2 caches. <p><i>Memory Bandwidth Allocation (MBA) default mode:</i></p> <ul style="list-style-type: none"> • <i>Flat performance mode</i> – All RTSS cores are configured with minimum memory delay. <p>NOTE: This functionality is hardware-dependent.</p>

Getting Support

IntervalZero offers a number of support options for RTX64 users, including technical support and the IntervalZero Website.

Third-Party Support

If you are a customer who purchased an IntervalZero product through a third-party reseller, contact the reseller for support.

Contacting Technical Support by Phone

For technical support related to installing and using RTX64, you can call technical support at 1-781-996-4481. At the prompt, press 3 for Support.

Hours are Monday - Friday, 8:30 a.m. – 5:30 p.m. US Eastern time (GMT-500), excluding holidays.

Before Calling Technical Support

Please have the following information ready before calling IntervalZero Technical Support:

Your Support ID

Customers who purchase direct support receive an e-mail address and password for use when accessing the IntervalZero support web site.

The Version Number of Your RTX64 Software

Before calling technical support, determine the version of RTX64 installed on your system. Also, check to make sure you have a valid maintenance contract.

IntervalZero Website

The IntervalZero Customer Support Web page is located at:

<http://www.intervalzero.com/technical-support/>

The IntervalZero support web pages provide electronic access to the latest product releases, documentation, and release notes. With a valid e-mail address and password, you can access the online problem report database to submit new issues or to obtain the status of previously reported issues.

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