

# RTX64

## Features by Release

This document outlines support for key RTX64 features by product version. Additionally, it outlines compatibility between supported RTX64 versions, Windows operating system versions and recommended *tested* Service Pack combinations and supported versions of Microsoft Visual Studio.

Previous and subsequent operating system Service Packs may work but have not been tested by IntervalZero and therefore cannot be guaranteed to work. If in doubt about hardware or software requirements, please contact IntervalZero Support.

**NOTE:** This document only includes information for supported RTX64 product versions.

# Operating System Compatibility

Windows Version	RTX64 2014	RTX64 2014 w/ SP1	RTX64 2014 w/ SP2	RTX64 3.0 w/ Updates	RTX64 3.1	RTX64 3.2 w/ Updates	RTX64 3.3 w/ Updates	RTX64 3.4 w/ Updates	RTX64 3.5	RTX64 3.6
<b>10</b>	No	No	No	Yes (Semi-Annual Channel and Long Term Servicing Branch 1511, 1607)	Yes (Semi-Annual Channel and Long Term Servicing Branch 1511, 1607)	Yes (Semi-Annual Channel 1703, 1607; Long Term Servicing Branch 1607)	Yes (Semi-Annual Channel 1703, 1607; Long Term Servicing Branch 1607)	Yes (Semi-Annual Channel 1803, 1709, 1703, 1607; Long Term Servicing Branch 1607)	Yes (Semi-Annual Channel 1809, 1803, 1709, 1703, 1607, 2019; LTSC 2019; LTSC 2016)	Yes (Semi-Annual Channel 1809, 1803, 1709, 1703, 1607, 2019; LTSC 2019; LTSC 2016)
<b>10 IoT Enterprise*</b>	No	No	No	No	Yes (LTSC 1607)	Yes (LTSC 1607)	Yes (LTSC 1607)	Yes (LTSC 1607)	Yes (LTSC 1607)	Yes (LTSC 2019, LTSC 1607)
<b>8.1</b>	No	No	Yes (8.1 with Update)	Yes (8.1 with Update)	Yes (8.1 with Update)	Yes (8.1 with Update)	Yes (8.1 with Update)	Yes (8.1 with Update)	Yes (8.1 with Update)	Yes (8.1 with Update)
<b>8</b>	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
<b>7</b>	Yes (SP1)	Yes (SP1)	Yes (SP1)	Yes (SP1)	Yes (SP1)	Yes (SP1)	Yes (SP1)	Yes (SP1)	Yes (SP1) <sup>^</sup>	Yes (SP1) <sup>^</sup>
<b>WES 8</b>	Yes	Yes	Yes (8.1 with Update)	Yes (8.1 with Update)	Yes (8.1 with Update)	Yes (8.1 with Update)	Yes (8.1 with Update)	Yes (8.1 with Update)	Yes (8.1 with Update)	Yes (8.1 with Update)
<b>WES 7</b>	Yes (SP1)	Yes (SP1)	Yes (SP1)	Yes (SP1)	Yes (SP1)	Yes (SP1)	Yes (SP1)	Yes (SP1)	Yes (SP1)	Yes (SP1)

**NOTE:** Windows Home Editions are not tested.

+ Previous Windows 10 versions should work but were not tested for this release.

\* Please contact [sales@intervalzero.com](mailto:sales@intervalzero.com) if you are interested in IoT Core.

<sup>^</sup> Windows Updates KB2921916 and KB3033929 are required for SHA-2 signing.

# Visual Studio Compatibility

Visual Studio Version	RTX64 2014	RTX64 2014 w/ SP1	RTX64 2014 w/ SP2	RTX64 3.0 w/ Updates	RTX64 3.1	RTX64 3.2 w/ Updates	RTX64 3.3 w/ Updates	RTX64 3.4 w/ Updates	RTX64 3.5	RTX64 3.6
<b>2017</b>	No	No	No	No	Yes (Update 2; Enterprise, Professional, Community editions supported)	Yes (Update 2; Enterprise, Professional, Community editions supported)	Yes (Update 3; Enterprise, Professional, Community editions supported)	Yes (Update 3; Enterprise, Professional, Community editions supported)	Yes (Update 7; Enterprise, Professional, Community editions supported)	Yes (Update 8; Enterprise, Professional, Community editions supported)
<b>2015</b>	No	No	Yes (requires RTX64 Visual Studio 2015 support)	Yes (Update 2; Ultimate, Premium, Pro, Community editions supported)	Yes (Update 3; Ultimate, Premium, Pro, Community editions supported)	Yes (Update 3; Ultimate, Premium, Pro, Community editions supported)	Yes (Update 3; Ultimate, Premium, Pro, Community editions supported)	Yes (Update 3; Ultimate, Premium, Pro, Community editions supported)	Yes (Update 3; Ultimate, Premium, Pro, Community editions supported)	Yes (Update 3; Ultimate, Premium, Pro, Community editions supported)
<b>2013</b>	No	Yes	Yes	Yes (Update 3; Ultimate, Premium, Pro, Community editions supported)	<i>Deprecated. Support will be removed in the next major release.</i>	<i>Deprecated. Support will be removed in the next major release.</i>	<i>Deprecated. Support will be removed in the next major release.</i>	<i>Deprecated. Support will be removed in the next major release.</i>	<i>Deprecated. Support will be removed in the next major release.</i>	<i>Deprecated. Support will be removed in the next major release.</i>
<b>2012</b>	Yes (Building only, no debugging)	Yes	Yes	Yes (Update 1 or greater)	<i>Deprecated. Support will be removed in the next major release.</i>	<i>Deprecated. Support will be removed in the next major release.</i>	<i>Deprecated. Support will be removed in the next major release.</i>	<i>Deprecated. Support will be removed in the next major release.</i>	<i>Deprecated. Support will be removed in the next major release.</i>	<i>Deprecated. Support will be removed in the next major release.</i>

# Support for Key Features

## GENERAL / SYSTEM

### Windows Groups Security

RTX64 2014	RTX64 2014 w/ SP1	RTX64 2014 w/ SP2	RTX64 3.0 w/ Updates	RTX64 3.1	RTX64 3.2 w/ Updates	RTX64 3.3 w/ Updates	RTX64 3.4 w/ Updates	RTX64 3.5	RTX64 3.6
Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes

### Windows Secure Boot

RTX64 2014	RTX64 2014 w/ SP1	RTX64 2014 w/ SP2	RTX64 3.0 w/ Updates	RTX64 3.1	RTX64 3.2 w/ Updates	RTX64 3.3 w/ Updates	RTX64 3.4 w/ Updates	RTX64 3.5	RTX64 3.6
No	No	No	No	No	No	No	No	Yes	Yes

### Dedicated Mode (up to 63 processors for RTX64)

RTX64 2014	RTX64 2014 w/ SP1	RTX64 2014 w/ SP2	RTX64 3.0 w/ Updates	RTX64 3.1	RTX64 3.2 w/ Updates	RTX64 3.3 w/ Updates	RTX64 3.4 w/ Updates	RTX64 3.5	RTX64 3.6
Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes

### Deterministic Memory Allocation

RTX64 2014	RTX64 2014 w/ SP1	RTX64 2014 w/ SP2	RTX64 3.0 w/ Updates	RTX64 3.1	RTX64 3.2 w/ Updates	RTX64 3.3 w/ Updates	RTX64 3.4 w/ Updates	RTX64 3.5	RTX64 3.6
Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes

## System Tray Integration

<b>RTX64 2014</b>	<b>RTX64 2014 w/ SP1</b>	<b>RTX64 2014 w/ SP2</b>	<b>RTX64 3.0 w/ Updates</b>	<b>RTX64 3.1</b>	<b>RTX64 3.2 w/ Updates</b>	<b>RTX64 3.3 w/ Updates</b>	<b>RTX64 3.4 w/ Updates</b>	<b>RTX64 3.5</b>	<b>RTX64 3.6</b>
No	No	No	No	No	No	No	Yes	Yes	Yes

## SUBSYSTEM CONFIGURATION AND OPTIMIZATION

### Activation and Configuration Utility

<b>RTX64 2014</b>	<b>RTX64 2014 w/ SP1</b>	<b>RTX64 2014 w/ SP2</b>	<b>RTX64 3.0 w/ Updates</b>	<b>RTX64 3.1</b>	<b>RTX64 3.2 w/ Updates</b>	<b>RTX64 3.3 w/ Updates</b>	<b>RTX64 3.4 w/ Updates</b>	<b>RTX64 3.5</b>	<b>RTX64 3.6</b>
Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes

### Control Panel

<b>RTX64 2014</b>	<b>RTX64 2014 w/ SP1</b>	<b>RTX64 2014 w/ SP2</b>	<b>RTX64 3.0 w/ Updates</b>	<b>RTX64 3.1</b>	<b>RTX64 3.2 w/ Updates</b>	<b>RTX64 3.3 w/ Updates</b>	<b>RTX64 3.4 w/ Updates</b>	<b>RTX64 3.5</b>	<b>RTX64 3.6</b>
Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes

### Managed Code Framework Interface to Configure the Subsystem (SDK)

<b>RTX64 2014</b>	<b>RTX64 2014 w/ SP1</b>	<b>RTX64 2014 w/ SP2</b>	<b>RTX64 3.0 w/ Updates</b>	<b>RTX64 3.1</b>	<b>RTX64 3.2 w/ Updates</b>	<b>RTX64 3.3 w/ Updates</b>	<b>RTX64 3.4 w/ Updates</b>	<b>RTX64 3.5</b>	<b>RTX64 3.6</b>
Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes

## Native Framework Interface to Configure the Subsystem (SDK)

RTX64 2014	RTX64 2014 w/ SP1	RTX64 2014 w/ SP2	RTX64 3.0 w/ Updates	RTX64 3.1	RTX64 3.2 w/ Updates	RTX64 3.3 w/ Updates	RTX64 3.4 w/ Updates	RTX64 3.5	RTX64 3.6
No	No	No	No	No	No	No	Yes	Yes	Yes

## Performance Optimization with Intel® RDT

**NOTE:** This functionality is hardware-dependent.

RTX64 2014	RTX64 2014 w/ SP1	RTX64 2014 w/ SP2	RTX64 3.0 w/ Updates	RTX64 3.1	RTX64 3.2 w/ Updates	RTX64 3.3 w/ Updates	RTX64 3.4 w/ Updates	RTX64 3.5	RTX64 3.6
No	No	No	No	No	No	Yes (CAT / MBA Flat mode; requires Update 2)	Yes (CAT / MBA Flat mode)	Yes (Enable/disable; CAT / MBA Flat or Priority-based CLOS performance modes)	Yes (Enable/disable; CAT / MBA Flat or Priority-based CLOS performance modes)

## APPLICATION DEVELOPMENT

### Application & RTDLL Wizards

RTX64 2014	RTX64 2014 w/ SP1	RTX64 2014 w/ SP2	RTX64 3.0 w/ Updates	RTX64 3.1	RTX64 3.2 w/ Updates	RTX64 3.3 w/ Updates	RTX64 3.4 w/ Updates	RTX64 3.5	RTX64 3.6
Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes

## Structured Exception Handling (SEH)

<b>RTX64 2014</b>	<b>RTX64 2014 w/ SP1</b>	<b>RTX64 2014 w/ SP2</b>	<b>RTX64 3.0 w/ Updates</b>	<b>RTX64 3.1</b>	<b>RTX64 3.2 w/ Updates</b>	<b>RTX64 3.3 w/ Updates</b>	<b>RTX64 3.4 w/ Updates</b>	<b>RTX64 3.5</b>	<b>RTX64 3.6</b>
Yes	Yes (Global on/off, not by feature)	Yes (Global on/off, not by feature)	Yes (Global on/off, not by feature)	Yes (Global on/off, not by feature)	Yes (Global on/off, not by feature)	Yes (Global on/off, not by feature)	Yes (Global on/off, not by feature)	Yes (Global on/off, not by feature)	Yes (Global on/off, not by feature)

## Floating Point Support

<b>RTX64 2014</b>	<b>RTX64 2014 w/ SP1</b>	<b>RTX64 2014 w/ SP2</b>	<b>RTX64 3.0 w/ Updates</b>	<b>RTX64 3.1</b>	<b>RTX64 3.2 w/ Updates</b>	<b>RTX64 3.3 w/ Updates</b>	<b>RTX64 3.4 w/ Updates</b>	<b>RTX64 3.5</b>	<b>RTX64 3.6</b>
Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes

## MMX, SSE/SSE2/SSE3/SSE4

<b>RTX64 2014</b>	<b>RTX64 2014 w/ SP1</b>	<b>RTX64 2014 w/ SP2</b>	<b>RTX64 3.0 w/ Updates</b>	<b>RTX64 3.1</b>	<b>RTX64 3.2 w/ Updates</b>	<b>RTX64 3.3 w/ Updates</b>	<b>RTX64 3.4 w/ Updates</b>	<b>RTX64 3.5</b>	<b>RTX64 3.6</b>
Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes

## AVX

<b>RTX64 2014</b>	<b>RTX64 2014 w/ SP1</b>	<b>RTX64 2014 w/ SP2</b>	<b>RTX64 3.0 w/ Updates</b>	<b>RTX64 3.1</b>	<b>RTX64 3.2 w/ Updates</b>	<b>RTX64 3.3 w/ Updates</b>	<b>RTX64 3.4 w/ Updates</b>	<b>RTX64 3.5</b>	<b>RTX64 3.6</b>
Yes (2.0)	Yes (2.0)	Yes (2.0)	Yes (2.0)	Yes (2.0)	Yes (2.0)	Yes (2.0)	Yes (3.0)	Yes (3.0)	Yes (3.0)

## Microsoft C Runtime

RTX64 2014	RTX64 2014 w/ SP1	RTX64 2014 w/ SP2	RTX64 3.0 w/ Updates	RTX64 3.1	RTX64 3.2 w/ Updates	RTX64 3.3 w/ Updates	RTX64 3.4 w/ Updates	RTX64 3.5	RTX64 3.6
Yes	Yes	Yes	Yes	Yes (added support for functions <i>errno</i> , <i>fwrite</i> , <i>fflush</i> , <i>ferror</i> , <i>feof</i> , <i>clearer</i> )	Yes	Yes (added support for library call <i>strftime</i> )	Yes	Yes (added support for functions <i>assert</i> and <i>abort</i> )	Yes

## APPLICATION DEBUGGING

### Local Debugging

RTX64 2014	RTX64 2014 w/ SP1	RTX64 2014 w/ SP2	RTX64 3.0 w/ Updates	RTX64 3.1	RTX64 3.2 w/ Updates	RTX64 3.3 w/ Updates	RTX64 3.4 w/ Updates	RTX64 3.5	RTX64 3.6
Yes (VS 2010)	Yes (VS 2013 and 2012)	Yes (VS 2013 and 2012)	Yes (VS 2015, 2013, and 2012)	Yes (VS 2017 and 2015); <i>Available but deprecated</i> in VS 2013 and 2012	Yes (VS 2017 and 2015); <i>Available but deprecated</i> in VS 2013 and 2012	Yes (VS 2017 and 2015); <i>Available but deprecated</i> in VS 2013 and 2012	Yes (VS 2017 and 2015); <i>Available but deprecated</i> in VS 2013 and 2012	Yes (VS 2017 and 2015); <i>Available but deprecated</i> in VS 2013 and 2012	Yes (VS 2017 and 2015); <i>Available but deprecated</i> in VS 2013 and 2012



## Remote Debugging

RTX64 2014	RTX64 2014 w/ SP1	RTX64 2014 w/ SP2	RTX64 3.0 w/ Updates	RTX64 3.1	RTX64 3.2 w/ Updates	RTX64 3.3 w/ Updates	RTX64 3.4 w/ Updates	RTX64 3.5	RTX64 3.6
No	Yes (VS 2013 and 2012)	Yes (VS 2013 and 2012)	Yes (VS 2015, 2013, and 2012)	Yes (VS 2017, 2015); <i>Available but deprecated in VS 2013 and 2012</i>	Yes (VS 2017, 2015); <i>Available but deprecated in VS 2013 and 2012</i>	Yes (VS 2017, 2015); <i>Available but deprecated in VS 2013 and 2012</i>	Yes (VS 2017, 2015); <i>Available but deprecated in VS 2013 and 2012</i>	Yes (VS 2017, 2015); <i>Available but deprecated in VS 2013 and 2012</i>	Yes (VS 2017, 2015); <i>Available but deprecated in VS 2013 and 2012</i>

## Debugger Launch

RTX64 2014	RTX64 2014 w/ SP1	RTX64 2014 w/ SP2	RTX64 3.0 w/ Updates	RTX64 3.1	RTX64 3.2 w/ Updates	RTX64 3.3 w/ Updates	RTX64 3.4 w/ Updates	RTX64 3.5	RTX64 3.6
Yes (VS 2010)	Yes (VS 2013 and 2012)	Yes (VS 2013 and 2012)	Yes (VS 2015, 2013, and 2012)	Yes (VS 2017, 2015); <i>Available but deprecated in VS 2013 and 2012</i>	Yes (VS 2017, 2015); <i>Available but deprecated in VS 2013 and 2012</i>	Yes (VS 2017, 2015); <i>Available but deprecated in VS 2013 and 2012</i>	Yes (VS 2017, 2015); <i>Available but deprecated in VS 2013 and 2012</i>	Yes (VS 2017, 2015); <i>Available but deprecated in VS 2013 and 2012</i>	Yes (VS 2017, 2015); <i>Available but deprecated in VS 2013 and 2012</i>

## Debugger Attach

RTX64 2014	RTX64 2014 w/ SP1	RTX64 2014 w/ SP2	RTX64 3.0 w/ Updates	RTX64 3.1	RTX64 3.2 w/ Updates	RTX64 3.3 w/ Updates	RTX64 3.4 w/ Updates	RTX64 3.5	RTX64 3.6
No	No	No	No	Yes (VS 2017, 2015); Local running RTSS processes	Yes (VS 2017, 2015); Local running RTSS processes	Yes (VS 2017, 2015); Local running RTSS processes	Yes (VS 2017, 2015); Local running RTSS processes	Yes (VS 2017, 2015); Local running RTSS processes	Yes (VS 2017, 2015); Local running RTSS processes

## TOOLS & UTILITIES

### Tools to Start/Stop Processes (RtssRun, RtssKill, Task Manager)

<b>RTX64 2014</b>	<b>RTX64 2014 w/ SP1</b>	<b>RTX64 2014 w/ SP2</b>	<b>RTX64 3.0 w/ Updates</b>	<b>RTX64 3.1</b>	<b>RTX64 3.2 w/ Updates</b>	<b>RTX64 3.3 w/ Updates</b>	<b>RTX64 3.4 w/ Updates</b>	<b>RTX64 3.5</b>	<b>RTX64 3.6</b>
Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes

### Schedule Auto-start Processes

<b>RTX64 2014</b>	<b>RTX64 2014 w/ SP1</b>	<b>RTX64 2014 w/ SP2</b>	<b>RTX64 3.0 w/ Updates</b>	<b>RTX64 3.1</b>	<b>RTX64 3.2 w/ Updates</b>	<b>RTX64 3.3 w/ Updates</b>	<b>RTX64 3.4 w/ Updates</b>	<b>RTX64 3.5</b>	<b>RTX64 3.6</b>
No	No	No	No	No	No	No	No	Yes (Task Manager)	Yes (Task Manager)

### Console to Display Process Output

<b>RTX64 2014</b>	<b>RTX64 2014 w/ SP1</b>	<b>RTX64 2014 w/ SP2</b>	<b>RTX64 3.0 w/ Updates</b>	<b>RTX64 3.1</b>	<b>RTX64 3.2 w/ Updates</b>	<b>RTX64 3.3 w/ Updates</b>	<b>RTX64 3.4 w/ Updates</b>	<b>RTX64 3.5</b>	<b>RTX64 3.6</b>
Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes

### Tool to Evaluate Performance

<b>RTX64 2014</b>	<b>RTX64 2014 w/ SP1</b>	<b>RTX64 2014 w/ SP2</b>	<b>RTX64 3.0 w/ Updates</b>	<b>RTX64 3.1</b>	<b>RTX64 3.2 w/ Updates</b>	<b>RTX64 3.3 w/ Updates</b>	<b>RTX64 3.4 w/ Updates</b>	<b>RTX64 3.5</b>	<b>RTX64 3.6</b>
Yes (Latency View)	Yes (Latency View)	Yes (Latency View)	Yes (Latency View)	Yes (Latency View)	Yes (Latency View)	Yes (Latency View)	Yes (Latency View)	Yes (Latency View)	Yes (Latency View)

## Tool to Trace Process Behavior

<b>RTX64 2014</b>	<b>RTX64 2014 w/ SP1</b>	<b>RTX64 2014 w/ SP2</b>	<b>RTX64 3.0 w/ Updates</b>	<b>RTX64 3.1</b>	<b>RTX64 3.2 w/ Updates</b>	<b>RTX64 3.3 w/ Updates</b>	<b>RTX64 3.4 w/ Updates</b>	<b>RTX64 3.5</b>	<b>RTX64 3.6</b>
Yes (Monitor)	Yes (Monitor)	Yes (Monitor)	Yes (Monitor)	Yes (Monitor)	Yes (Monitor)	Yes (Monitor)	Yes (Monitor)	Yes (Monitor)	Yes (Monitor)

## Tool to Display Process Behavior

<b>RTX64 2014</b>	<b>RTX64 2014 w/ SP1</b>	<b>RTX64 2014 w/ SP2</b>	<b>RTX64 3.0 w/ Updates</b>	<b>RTX64 3.1</b>	<b>RTX64 3.2 w/ Updates</b>	<b>RTX64 3.3 w/ Updates</b>	<b>RTX64 3.4 w/ Updates</b>	<b>RTX64 3.5</b>	<b>RTX64 3.6</b>
No	No	No	No	Text file (Runtime), Tracealyzer (SDK)	Text file (Runtime), Tracealyzer (SDK)	Text file (Runtime), Tracealyzer (SDK)	Text file (Runtime), Tracealyzer (SDK)	Text file (Runtime), Tracealyzer (SDK)	Text file (Runtime), Tracealyzer (SDK)

## Tool to Display CPU Usage

<b>RTX64 2014</b>	<b>RTX64 2014 w/ SP1</b>	<b>RTX64 2014 w/ SP2</b>	<b>RTX64 3.0 w/ Updates</b>	<b>RTX64 3.1</b>	<b>RTX64 3.2 w/ Updates</b>	<b>RTX64 3.3 w/ Updates</b>	<b>RTX64 3.4 w/ Updates</b>	<b>RTX64 3.5</b>	<b>RTX64 3.6</b>
No	No	Yes (command line)	Yes (command line)	Yes (command line)	Yes (command line)	Yes (command line)	Yes (command line)	Yes (Task Manager)	Yes (Task Manager)

## Tool to Display Object State (Command Line)

<b>RTX64 2014</b>	<b>RTX64 2014 w/ SP1</b>	<b>RTX64 2014 w/ SP2</b>	<b>RTX64 3.0 w/ Updates</b>	<b>RTX64 3.1</b>	<b>RTX64 3.2 w/ Updates</b>	<b>RTX64 3.3 w/ Updates</b>	<b>RTX64 3.4 w/ Updates</b>	<b>RTX64 3.5</b>	<b>RTX64 3.6</b>
No	No	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes

## Tool to Collect System Information (Command Line)

<b>RTX64 2014</b>	<b>RTX64 2014 w/ SP1</b>	<b>RTX64 2014 w/ SP2</b>	<b>RTX64 3.0 w/ Updates</b>	<b>RTX64 3.1</b>	<b>RTX64 3.2 w/ Updates</b>	<b>RTX64 3.3 w/ Updates</b>	<b>RTX64 3.4 w/ Updates</b>	<b>RTX64 3.5</b>	<b>RTX64 3.6</b>
Yes (RTX64 Analyzer)	Yes (RTX64 Analyzer)	Yes (RTX64 Analyzer)	Yes (RTX64 Analyzer)	Yes (RTX64 Analyzer)	Yes (RTX64 Analyzer)	Yes (RTX64 Analyzer)	Yes (RTX64 Analyzer)	Yes (RTX64 Analyzer)	Yes (RTX64 Analyzer)

## NETWORK DEVICES

### Plug and Play Devices

<b>RTX64 2014</b>	<b>RTX64 2014 w/ SP1</b>	<b>RTX64 2014 w/ SP2</b>	<b>RTX64 3.0 w/ Updates</b>	<b>RTX64 3.1</b>	<b>RTX64 3.2 w/ Updates</b>	<b>RTX64 3.3 w/ Updates</b>	<b>RTX64 3.4 w/ Updates</b>	<b>RTX64 3.5</b>	<b>RTX64 3.6</b>
Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes

### Line-based Interrupts

<b>RTX64 2014</b>	<b>RTX64 2014 w/ SP1</b>	<b>RTX64 2014 w/ SP2</b>	<b>RTX64 3.0 w/ Updates</b>	<b>RTX64 3.1</b>	<b>RTX64 3.2 w/ Updates</b>	<b>RTX64 3.3 w/ Updates</b>	<b>RTX64 3.4 w/ Updates</b>	<b>RTX64 3.5</b>	<b>RTX64 3.6</b>
Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes

### Message-based & Extended Message-based Interrupts

<b>RTX64 2014</b>	<b>RTX64 2014 w/ SP1</b>	<b>RTX64 2014 w/ SP2</b>	<b>RTX64 3.0 w/ Updates</b>	<b>RTX64 3.1</b>	<b>RTX64 3.2 w/ Updates</b>	<b>RTX64 3.3 w/ Updates</b>	<b>RTX64 3.4 w/ Updates</b>	<b>RTX64 3.5</b>	<b>RTX64 3.6</b>
Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes

## Multiple Vector Interrupt Support for MSI-X

<b>RTX64 2014</b>	<b>RTX64 2014 w/ SP1</b>	<b>RTX64 2014 w/ SP2</b>	<b>RTX64 3.0 w/ Updates</b>	<b>RTX64 3.1</b>	<b>RTX64 3.2 w/ Updates</b>	<b>RTX64 3.3 w/ Updates</b>	<b>RTX64 3.4 w/ Updates</b>	<b>RTX64 3.5</b>	<b>RTX64 3.6</b>
No	No	No	No	No	No	Yes	Yes	Yes	Yes

## NETWORK SUPPORT

### IPv4

<b>RTX64 2014</b>	<b>RTX64 2014 w/ SP1</b>	<b>RTX64 2014 w/ SP2</b>	<b>RTX64 3.0 w/ Updates</b>	<b>RTX64 3.1</b>	<b>RTX64 3.2 w/ Updates</b>	<b>RTX64 3.3 w/ Updates</b>	<b>RTX64 3.4 w/ Updates</b>	<b>RTX64 3.5</b>	<b>RTX64 3.6</b>
Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes

### IPv6

<b>RTX64 2014</b>	<b>RTX64 2014 w/ SP1</b>	<b>RTX64 2014 w/ SP2</b>	<b>RTX64 3.0 w/ Updates</b>	<b>RTX64 3.1</b>	<b>RTX64 3.2 w/ Updates</b>	<b>RTX64 3.3 w/ Updates</b>	<b>RTX64 3.4 w/ Updates</b>	<b>RTX64 3.5</b>	<b>RTX64 3.6</b>
Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes

### UDP

<b>RTX64 2014</b>	<b>RTX64 2014 w/ SP1</b>	<b>RTX64 2014 w/ SP2</b>	<b>RTX64 3.0 w/ Updates</b>	<b>RTX64 3.1</b>	<b>RTX64 3.2 w/ Updates</b>	<b>RTX64 3.3 w/ Updates</b>	<b>RTX64 3.4 w/ Updates</b>	<b>RTX64 3.5</b>	<b>RTX64 3.6</b>
Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes

## TCP

<b>RTX64 2014</b>	<b>RTX64 2014 w/ SP1</b>	<b>RTX64 2014 w/ SP2</b>	<b>RTX64 3.0 w/ Updates</b>	<b>RTX64 3.1</b>	<b>RTX64 3.2 w/ Updates</b>	<b>RTX64 3.3 w/ Updates</b>	<b>RTX64 3.4 w/ Updates</b>	<b>RTX64 3.5</b>	<b>RTX64 3.6</b>
Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes

## ICMPv4

<b>RTX64 2014</b>	<b>RTX64 2014 w/ SP1</b>	<b>RTX64 2014 w/ SP2</b>	<b>RTX64 3.0 w/ Updates</b>	<b>RTX64 3.1</b>	<b>RTX64 3.2 w/ Updates</b>	<b>RTX64 3.3 w/ Updates</b>	<b>RTX64 3.4 w/ Updates</b>	<b>RTX64 3.5</b>	<b>RTX64 3.6</b>
Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes

## ICMPv6

<b>RTX64 2014</b>	<b>RTX64 2014 w/ SP1</b>	<b>RTX64 2014 w/ SP2</b>	<b>RTX64 3.0 w/ Updates</b>	<b>RTX64 3.1</b>	<b>RTX64 3.2 w/ Updates</b>	<b>RTX64 3.3 w/ Updates</b>	<b>RTX64 3.4 w/ Updates</b>	<b>RTX64 3.5</b>	<b>RTX64 3.6</b>
Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes

## ARP

<b>RTX64 2014</b>	<b>RTX64 2014 w/ SP1</b>	<b>RTX64 2014 w/ SP2</b>	<b>RTX64 3.0 w/ Updates</b>	<b>RTX64 3.1</b>	<b>RTX64 3.2 w/ Updates</b>	<b>RTX64 3.3 w/ Updates</b>	<b>RTX64 3.4 w/ Updates</b>	<b>RTX64 3.5</b>	<b>RTX64 3.6</b>
Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes

## Ethernet

<b>RTX64 2014</b>	<b>RTX64 2014 w/ SP1</b>	<b>RTX64 2014 w/ SP2</b>	<b>RTX64 3.0 w/ Updates</b>	<b>RTX64 3.1</b>	<b>RTX64 3.2 w/ Updates</b>	<b>RTX64 3.3 w/ Updates</b>	<b>RTX64 3.4 w/ Updates</b>	<b>RTX64 3.5</b>	<b>RTX64 3.6</b>
Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes

## Multicast

RTX64 2014	RTX64 2014 w/ SP1	RTX64 2014 w/ SP2	RTX64 3.0 w/ Updates	RTX64 3.1	RTX64 3.2 w/ Updates	RTX64 3.3 w/ Updates	RTX64 3.4 w/ Updates	RTX64 3.5	RTX64 3.6
Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes

## Raw Sockets

RTX64 2014	RTX64 2014 w/ SP1	RTX64 2014 w/ SP2	RTX64 3.0 w/ Updates	RTX64 3.1	RTX64 3.2 w/ Updates	RTX64 3.3 w/ Updates	RTX64 3.4 w/ Updates	RTX64 3.5	RTX64 3.6
Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes

## Jumbo Packets

**NOTE:** Support is driver-dependent.

RTX64 2014	RTX64 2014 w/ SP1	RTX64 2014 w/ SP2	RTX64 3.0 w/ Updates	RTX64 3.1	RTX64 3.2 w/ Updates	RTX64 3.3 w/ Updates	RTX64 3.4 w/ Updates	RTX64 3.5	RTX64 3.6
Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes

## MAC Layer Filter (Single Layer)

RTX64 2014	RTX64 2014 w/ SP1	RTX64 2014 w/ SP2	RTX64 3.0 w/ Updates	RTX64 3.1	RTX64 3.2 w/ Updates	RTX64 3.3 w/ Updates	RTX64 3.4 w/ Updates	RTX64 3.5	RTX64 3.6
Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes

## Basic Winsock 2.0

<b>RTX64 2014</b>	<b>RTX64 2014 w/ SP1</b>	<b>RTX64 2014 w/ SP2</b>	<b>RTX64 3.0 w/ Updates</b>	<b>RTX64 3.1</b>	<b>RTX64 3.2 w/ Updates</b>	<b>RTX64 3.3 w/ Updates</b>	<b>RTX64 3.4 w/ Updates</b>	<b>RTX64 3.5</b>	<b>RTX64 3.6</b>
Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes

## Multi-Homing

<b>RTX64 2014</b>	<b>RTX64 2014 w/ SP1</b>	<b>RTX64 2014 w/ SP2</b>	<b>RTX64 3.0 w/ Updates</b>	<b>RTX64 3.1</b>	<b>RTX64 3.2 w/ Updates</b>	<b>RTX64 3.3 w/ Updates</b>	<b>RTX64 3.4 w/ Updates</b>	<b>RTX64 3.5</b>	<b>RTX64 3.6</b>
No	No	No	No	No	Yes	Yes	Yes	Yes	Yes

## Virtual Network (Single Network)

<b>RTX64 2014</b>	<b>RTX64 2014 w/ SP1</b>	<b>RTX64 2014 w/ SP2</b>	<b>RTX64 3.0 w/ Updates</b>	<b>RTX64 3.1</b>	<b>RTX64 3.2 w/ Updates</b>	<b>RTX64 3.3 w/ Updates</b>	<b>RTX64 3.4 w/ Updates</b>	<b>RTX64 3.5</b>	<b>RTX64 3.6</b>
Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes

## Networking Tools (RtssArp, RtssIpConfig, RtssPing, RtssRoute)

<b>RTX64 2014</b>	<b>RTX64 2014 w/ SP1</b>	<b>RTX64 2014 w/ SP2</b>	<b>RTX64 3.0 w/ Updates</b>	<b>RTX64 3.1</b>	<b>RTX64 3.2 w/ Updates</b>	<b>RTX64 3.3 w/ Updates</b>	<b>RTX64 3.4 w/ Updates</b>	<b>RTX64 3.5</b>	<b>RTX64 3.6</b>
Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes



# Key Features by Release

## RTX64 3.6

### GENERAL

- Added support for Windows 10 October Feature Update version 1809 and Long Term Servicing Channel (LTSC) version 2019. (7507)

### CONFIGURATION

- Added a Subsystem validation feature that validates the RTSS boot configuration and warns when changes to the RTSS boot configuration will cause conflicts with existing ideal processor and affinity mask assignments. (7250)

### TOOLS AND UTILITIES

- Upgraded the Percepio Tracealyzer diagnostic tool to version 4, which includes:
  - Revamped UI with added docking support for windows/views.
  - A welcome page with a list of recent sessions.
  - Improved Trace View to support common functionality in both vertical and horizontal views.
  - Support for intervals and state machines.
  - Query-based Finder window.
  - The ability for Tracealyzer to display application pathnames for Windows proxy processes. (5414)
- Made improvements to monitoring and the Monitor utility:
  - Added support for monitor session files (.monx). (5465)
  - Changed the open session dialog to open a file (.monx, .mev) rather than a folder. (7492)
  - Added functionality to the Monitor utility and Control Panel that allows you to check all or clear all events. (6275, 7575)
  - Added functionality to the Monitor utility that allows you to pause a monitoring session. The Control Panel displays a Monitoring paused status when the current session is in a paused state. (7479, 7480)
  - Added new monitoring events:
    - Watchdog Reset – represents an instance where a watchdog timer reset occurs on certain cores. (6967)
    - Heap Re-Allocate – represents a successful call to real-time API HeapReAlloc. (6552)
    - Thread Open – represents the instance a real-time thread is opened. (5914)

- CLOS Set – represents a change in Class of Service (CLOS) of a thread. (6807)
- Added support for enabling/disabling monitor event generation by product component. Currently, this only controls event generation for the RT-TCP/IP Stack. (2798)
- Added functionality that allows you to toggle inclusion of network-related events in a monitoring session. This can either be done on a persistent level, through the Control Panel, or on a transient (per session) level, through the Monitor utility. (7567)

## APPLICATION DEVELOPMENT

- Added support for Visual Studio 2017 version 15.9. (7652)

## SDK

- Real-Time
  - Increased the maximum number of objects supported by `RtWaitForMultipleObjects` from 16 to 64. (7371)
  - Added new Real-Time functions and enumerations to support enabling/disabling of monitor event generation by product component (2798):
    - `RtMonitorGetEnabledComponents` – retrieves the transient configuration of RTX64 product components that currently have monitoring event generation enabled.
    - `RtMonitorEnableComponents` – transiently enables the generation of monitor events by one or more RTX64 product components.
    - `RTX64_MONITOR_COMPONENT` – an enumeration that represents RTX64 product components that can have their monitoring event generation enabled/disabled transiently.
  - Added new Real-Time functions and structures to support setting event types and custom event types as triggers to start monitoring:
    - `RtMonitorSetCustomTriggers` – transiently sets the custom event types that will trigger the start of a monitoring session.
    - `RtMonitorSetTriggers` – transiently sets the event types that will trigger the start of a monitoring session.
    - `RT_MONITOR_CUSTOM_TRIGGER_CONTROL` – Transiently associates trigger values to custom monitoring event types.
    - `RT_MONITOR_TRIGGER_CONTROL` – Transiently associates trigger values to monitoring event types.
  - Added new Real-Time function, `RtMonitorChangeState`, which allows you to transition between monitoring states.
  - Added a new Real-Time function `RtMonitorSetEvents`, which enables or disables a collection of events during a monitoring session.
  - Added constants to Real-Time enumeration `RTX64_MONITOR_CONTROL_OP`:
    - `MONITOR_CONTROL_ENABLE_COMPONENTS` – transiently enables generation of monitoring events by one or more RTX64 product components.

- MONITOR\_CONTROL\_GET\_ENABLED\_COMPONENTS – retrieves the transient configuration of RTX64 product components that currently have monitoring event generation enabled.
  - MONITOR\_CONTROL\_PAUSE – pauses collection of monitoring events during the current session without having to create a new session file.
  - MONITOR\_CONTROL\_RESUME – resumes the monitoring session from a Paused state.
- Managed Code Framework
  - Added new class MonitorEventThreadOpen under IntervalZero.RTX64.Monitor, which represents the instance a real-time thread is opened. This occurs when a real-time process calls OpenThread. (5914)
  - Added new class MonitorEventHeapReAlloc under IntervalZero.RTX64.Monitor, which represents a successful call to HeapReAlloc. (6552)
  - Added new class MonitorEventWatchdogReset under IntervalZero.RTX64.Monitor, which represents an instance where a watchdog timer reset occurs on certain cores. (6967)
  - Added new class MonitorEventCLOSet under IntervalZero.RTX64.Monitor, which allows you to set a new Class Of Service (CLOS) for a thread. (6807)
  - Added new method GetEventReader to the EventReader class under IntervalZero.RTX64.Monitor, which opens a monitor session file (.monx) or a monitor event file (.mev), which opens the Event Reader session. (5465)
  - Added new methods and enumerations to class IntervalZero.RTX64.Monitor.Subsystem to support enabling/disabling of monitor event generation by product component (2798):
    - GetEnabledComponents – this method returns the transient or persistent configuration specifying which product components currently have monitor event generation enabled
    - EnableComponents – this method transiently or persistently enables monitor event generation for one or more product components.
    - MonitorComponent – this enumeration represents the product components that can have monitor event generation enabled/disabled transiently or persistently.
  - Added new method SetWindowsAndRtssProcessorsRequested to class IntervalZero.RTX64.Config.Subsystem, which atomically sets the requested number of Windows and RTSS processors. (7573)

# RTX64 3.5

## GENERAL

- Added support for Secure Boot on Windows 10. (7031)
- Added support for C++ magic static local variables and implicit Thread-Local Storage (TLS), which supports initialization and finalization of variables declared with storage class *thread\_local* and *\_\_declspec(thread)*. (5885, 6089, 7033)

## SUBSYSTEM

- Added support for performance optimization with Intel® Resource Director Technology (RDT) resource allocation capabilities, including Cache Allocation Technology (CAT) and Memory Bandwidth Allocation (MBA) configurations. See SDK below for a list of Real-time functions and configuration functions that have been added to support this functionality. (6460, 6043)
- Improved Watchdog Timer support. Modified internal calculation so dedicated RTSS cores correctly reset on a context switch, not the processor idle thread. See SDK below for information on the newly provided API to manually reset a watchdog timer for given cores along with configuring the feature within the Subsystem. (4430)
- Added support for overriding Windows Energy/Performance Bias, along with a range for configuring performance vs. energy savings in RTX64. (6449)
- Added support for GS segment registers, which enable use of:
  - Windows SDKs newer than version 8.1
  - C++ magic static local variables and implicit Thread-Local Storage (TLS), which supports initialization and finalization of variables declared with storage class *thread\_local* and *\_\_declspec(thread)*.

(5885, 6089, 7033, 6111)

## RT-TCP/IP STACK AND DRIVERS

- Added support for the Matrox Concord GE (customized Intel® 82574) Ethernet Controller (0x10D3) to the Intel® RtE1000 driver. See the RTX64 Supported NICs document for more information: <https://www.intervalzero.com/technical-support/guides-and-minitutorials/> (6983)

## TOOLS AND UTILITIES

- Added the following enhancements to the Task Manager:
  - Task Manager now provides CPU utilization information at a per-process, -thread, and -processor level. (6340)

- Task Manager now displays a status (Running, Under Debug, Suspended, Frozen) for each listed process. (2816)
- Task Manager now displays the Ideal Processor for listed RTSS processes. (6263)
- You can now type the name of an .rtss file or .exe file in the Start New Task dialog to start a process, in addition to browsing to the file. (2817)
- The current sort order is now saved when the tool is closed and retained when it is next opened. (6729)
- Added the following enhancements to the RTX64 Analyzer:
  - Analyzer output now includes information on the Windows updates installed on the system (7034).
  - Analyzer output now includes information on the status of performance optimization with Intel® Resource Director Technology. (6763)

## APPLICATION DEVELOPMENT

- Added support for secure C Runtime functions *assert* and *abort* under Debug mode that cause assertions when invalid parameters are passed. Visual Studio templates have been modified to include a new debug StartupCRTd library under the linker options in RTSSDebug configurations to handle the assertions. Assertion checks that fail through secure functions will throw an exception and display a message through the RTX64 Server console. (2688, 7019, 7020)

## SDK

- Real-Time
  - Added new Real-Time functions for configuring performance optimization with Intel® Resource Director Technology (RDT) resource allocation:
    - RtGetRDTCapability – returns the system Resource Director Technology (RDT) allocation capability.
    - RtGetThreadCLOS – retrieves the Class of Services (CLOS) value of a specified thread.
    - RtSetThreadCLOS – overwrites a thread's implicit or default Class of Services (CLOS), which is based on its priority.
  - Added a new Real-Time function, RtGetProcessIdealProcessor, which retrieves the ideal processor for a given RTSS process handle. (2079)
  - Added a new Real-Time function, RtResetWatchdog, which resets the watchdog timer counter on given RTSS cores. (4424)
  - Added a new Real-Time function, RtGetProcessTimes, which retrieves timing information for the specified RTSS process. (2815)
  - Added a new Real-Time function, RtGetSystemTimes, which retrieves an array of system timing information. (2815)
- Managed Code Framework
  - Added a new Managed Framework property, WindowsEnergyPerformanceBias, which configures the Windows Processor Energy/Performance Bias functionality. (7066, 7069)

- Added new Managed Framework properties to support configuring performance optimization with Intel® Resource Director Technology (RDT) resource allocation:
  - CATMode – retrieves the current Intel® Cache Allocation Technology (CAT) mode for performance differentiation among RTSS threads.
  - MBAMode – retrieves the current Intel® Memory Bandwidth Technology (MBA) mode for performance differentiation among RTSS threads.
  - RDT – retrieves the current state of Intel® Resource Director Technology (RDT) performance optimization.
- Added two new Managed Framework enumerations that represent the status of performance optimization with Intel® Resource Director Technology (RDT) resource allocation:
  - RDTState – this enumeration represents the state of Intel® Resource Director Technology (RDT) performance optimization.
  - RDTFeatureMode – this enumeration represents the mode of the Intel® Resource Director Technology (RDT) features.
- Native Framework
  - Added two new Native Framework functions that set/get the configuration for the Windows Energy/Performance Bias feature. (7066, 7069)
    - RtfwGetWindowsEnergyPerformanceBias – reads the current configuration for the WindowsEnergyPerformanceBias feature.
    - RtfwSetWindowsEnergyPerformanceBias – sets the configuration for the WindowsEnergyPerformanceBias feature.
  - Added two new Native Framework enumerations that represent the status of performance optimization with Intel® Resource Director Technology (RDT):
    - RTFW\_RDT\_STATE – this enumeration represents the state of Intel® Resource Director Technology (RDT) performance optimization.
    - RTFW\_RDT\_FEATURE\_MODE – this enumeration represents the mode of the Intel® Resource Director Technology (RDT) features.
  - Expanded the Native Framework RTFW\_SUBSYSTEM\_CONFIGURATION structure to include RDT resource features. Calls to RtfwGetSubsystemConfiguration and RtfwSetSubsystemConfiguration can now be used for feature configuration.
  - Added new RTX64 Native Framework Library functions for managing scheduled tasks (6680):
    - RtfwCreateScheduledProcess – creates a new scheduled process to start with the Real-time Subsystem.
    - RtfwDeleteAllScheduledProcesses – deletes all scheduled processes.
    - RtfwDeleteScheduledProcessByID – deletes the scheduled process specified by an identifier.
    - RtfwGetCurrentScheduledProcessCount – retrieves the total number of scheduled processes.
    - RtfwGetPIDByScheduledID – retrieves the last known PID of the scheduled process that is currently running.
    - RtfwGetScheduledProcess – retrieves information about a previously scheduled process.

- `RtfwModifyScheduledProcess` – modifies an existing scheduled process.
- `RTFW_SCHEDULED_PROCESS` – a structure that holds the data fields for a single scheduled process.

## SAMPLES

- Added an `RDTPerformance` Sample, which provides an example of how to use RTX64-supported Intel® Resource Director Technology (RDT) to optimize the performance of particular RTSS threads with high performance requirements. (6828)
- Added a sample that demonstrates how to use `FastSemaphores`. (4243)

## RTX64 3.4

### GENERAL

- Added support for Windows 10 April 2018 Update Version 1803.
- Added support for the RTX64 Network Abstraction Layer (NAL).
- Product Help for RTX64 is now available in HTML5 format, replacing the CHM format previously installed. This new format provides a more contemporary look-and-feel, as well as improved search functionality.

### ACTIVATION AND CONFIGURATION

- Redesigned and added new functionality to the Activation and Configuration utility. You can now:
  - activate and manage licenses for RTX64 components and set the RTSS boot configuration from a single screen. (5848)
  - enable and disable licenses through the Activation and Configuration utility. (6258)
  - delete licenses from a license file on a hard drive and dongle. (5636)

### SUBSYSTEM

- Added support for Intel® Advanced Vector Extensions 512 (AVX-512) instructions.

### TOOLS AND UTILITIES

- Added a System Tray application for RTX64 that displays the current state of the Subsystem and provides links to various RTX64 tools from a right-click menu.

- Improved Task Manager to allow for tasks to be scheduled to start automatically with the Subsystem. (1011)

## SDK

- Added the RTX64 Native Framework (RtfwAPI.dll), a native DLL and import library that replicates the functionality of the Managed Code Framework.
- Added support for Windows applications to Real-time function RtMonitorControl. (5850)
- Added a new Real-time function, RtGetProcessorInfo, that retrieves the number values for the lowest and highest RTSS processors. (3178)

## SAMPLES

- Added a new sample, MulticoreResponseTimeMeasurements, which runs a System Response Timer on different cores simultaneously. (4427)
- Added a new sample, Native Framework Client, which demonstrates how to use the RTX64 Native Framework library in a Visual Studio C/C++ project.
- Added a new sample, RawIpSocket, which runs a raw IP echo client and/or raw IP echo server, depending on the specified command line options. (2687)
- Improved the TCPIP sample to include TCPIPClientNblock, which demonstrates how to use non-blocking connect. (4938)

# RTX64 3.3

## GENERAL

- Added support for Multiple Vector Interrupts in MSI-X. (1575)

## LICENSING

- Added the ability to activate RTX64 product components using a fingerprint file even when the machine is connected to the Internet. (4441)

## SDK

- Added support for Windows applications to Real-time function RtMonitorControl. (5850)
- Expanded existing and added new Real-time functions to support Multiple Vector Interrupts (1575):



- Added a new AttachVersion type, ATTACH\_MESSAGE\_BASED\_MULTI\_VECTOR, to the structure ATTACH\_INTERRUPT\_PARAMETERS used by RtAttachInterrupt, which allows the user to attach to message-based multiple vector interrupts.
- RtGetPciMsixFreeMessages returns a PCI device's MSI-X free messages (the MSI-X table entries available for attaching messages).
- RtQueryProcessorVectorFreeCount queries the number of RTSS processor vectors (Interrupt Descriptor Table vectors) currently available for attaching interrupts.
- Added a new Real-time function, RtOpenThread, which opens an existing thread object and returns a handle to that thread object. (4667)
- Added new Real-time functions for setting and retrieving APIC counts per RTX64 HAL timer period (5702):
  - RtGetHalTimerPeriodCounts
  - RtSetHalTimerPeriodCounts
- Added a new Real-time function, RtGetThreadStack, which retrieves the thread stack parameters for an existing thread object. (1639)

## SAMPLES

- Added the new sample MultiVectorI350, which provides an example of using Message Signaled Interrupts (MSI-X) with multiple vector attachment on Intel Ethernet Controller I350 with Dual or Quad ports. (1575)

## RTX64 3.2

### GENERAL

- Added support for the Intel® Apollo Lake platform. (5493)
- Added support for Windows 10 Creators Update Version 1703.

### RT-TCP/IP STACK AND DRIVERS

- Added support for multiple (up to 12) IPv4 Addresses and Netmasks for a single physical interface. You can now configure multiple IPv4 Address/Netmask pairings in the RTX64 Control Panel on the *Manage Interfaces and Filters* page. (5471)
- Incorporated the RTX64 Intel® PCH Network Interface (RTIPCH) driver, which provides support for the Intel i219 Network Interface Cards (NICs), as well as updated support for several Intel ICH8, ICH9, ICH10, and PCH controllers. This driver was previously released as a BETA driver on the Support site. See the *RTX64 Supported NICs* document for a list of supported devices: <https://www.intervalzero.com/technical-support/guides-and-minitutorials/>

## TOOLS AND UTILITIES

- Added new options to the Configure RT-TCP/IP Stack Behavior page in the RTX64 Control Panel:
  - Set the time-out on IP fragmentation
  - Set the maximum number of ARP entries allowed for the RT-TCP/IP Stack

Previously, these values could only be changed in the Windows registry.

## SAMPLES

- Added new options to the RtTcpiClient and RtTcpiServer program samples to support multiple IPv4 addresses. (5600)
  - RtTcpiClient: *a=<ip> switch* – Specify the IP to bind the client socket to.
  - RtTcpiServer: */m* – Run multiple instances of the server.

# RTX64 3.1

## SUBSYSTEM

- Improved Subsystem performance by a range of 16%-33%, depending on system cache architecture. (987)

## TOOLS AND UTILITIES

- Improved monitoring event capture to gather information about processes running before monitoring is started. (5043)
- Implemented these improvements in the RTX64 Analyzer:
  - Analyzer output now contains a listing of the installed versions of .NET (5284)
  - Analyzer output now contains a listing of the RTX64 DLLs in the Global Assembly Cache (GAC). (5284)
  - Analyzer output now contains the contents of internal Registry keys. (5285)

## APPLICATION DEVELOPMENT AND DEBUGGING

- Added the feature Attach to RTSS Process, which allows you to attach the Visual Studio 2015 debugger to any running RTSS process on the local machine.
- Added support for Intel Compiler 17.0.1 ( as shipped with Intel Parallel Studio XE 2017 Update 1). (5317)

- Added a new debugging property in Visual Studio that allows you to allocate memory from the Windows memory pool, which uses non-deterministically allocated memory. Note that this only applies when the default memory allocation behavior is set to use Local memory. (4257)
- Added BETA support for Visual Studio 2017 (RC2 was tested).

## SDK

- Added new Real-Time Network functions:
  - RtnAttachProcessExitHandler registers an application's networking exit handler to allow an RTSS application to perform custom socket code cleanup when an application exits.
  - RtnReleaseProcessExitHandler removes an application's networking exit handler registered by the function RtnAttachProcessExitHandler.
 (5355)
- Added support for these Interlocked functions in real-time applications:
  - InterlockedAdd
  - InterlockedAdd64
  - InterlockedAnd
  - InterlockedAnd8
  - InterlockedAnd16
  - InterlockedAnd64
  - InterlockedCompare64Exchange128
  - InterlockedCompareExchange16
  - InterlockedCompareExchange64
  - InterlockedCompareExchange128
  - InterlockedCompareExchangePointer
  - InterlockedDecrement16
  - InterlockedDecrement64
  - InterlockedExchange8
  - InterlockedExchange16
  - InterlockedExchange64
  - InterlockedExchangePointer
  - InterlockedExchangeSubtract

- InterlockedExchangeAdd64
- InterlockedIncrement16
- InterlockedIncrement64
- InterlockedOr
- InterlockedOr8
- InterlockedOr16
- InterlockedOr64
- InterlockedXor
- InterlockedXor8
- InterlockedXor16
- InterlockedXor64
- Added a new Real-Time API `RtIsDebuggerPresent`, which determines whether a local real-time process is attached to the IntervalZero Real-Time Debugger. (5417)
- Added support for these C Runtime functions:
  - `errno`
  - `fwrite`
  - `fflush`
  - `ferror`
  - `feof`
  - `clearerr`
- See the *Matrix of C Library Supported Functions* in the RTX64 Help for the full list. (5280)

## RTX64 3.0

### GENERAL

- Added support for Windows 10 Anniversary Update Version 1607.
- Added support for Windows 10 Version 1511 (Feb 2016). (4598)
- Added user notification pop-ups when a IntervalZero-dongle is plugged in and is available for use (4599)

## RT-TCP/IP STACK AND DRIVERS

- Added support for the Intel x540 10Gb/s network adapter (0x1528) through the RTX64 RtI10GB driver. This driver also includes untested support for several other Intel network adapters in the same family. See the RTX64 Supported NICs document, available at <https://www.intervalzero.com/technical-support/guides-and-minitutorials/>, for a list of supported devices. (4567)
- Incorporated the RtBCM driver, which had previously been released as a standalone. See the RTX64 Supported NICs document, available at <https://www.intervalzero.com/technical-support/guides-and-minitutorials/>, for a list of supported devices. (4566)
- Resolved performance issues that occurred when socket applications were run on gigabit connections and on at least two different cores. (4663)
- Added support for the Intel® I210 Flash-less Copper-only Ethernet Controller (device ID 0x157B) to the RtIGB driver. (4531)
- Added support for the Intel® PRO/1000 PF Dual Port Server Adapter (device ID 0x105F) to the RtE1000 driver. (4880)

## TOOLS AND UTILITIES

- Added Tracealyzer for RTX64, a diagnostics tool from Percepio for viewing monitoring session data, to the SDK. (4692)
- New Monitoring features:
  - Improved monitor event MonitorEventSemaphoreRelease to include the handle of the semaphore. (4314)
  - Improved monitor events MonitorEventWFSOReturned and MonitorEventWFMOReturned to return a pointer to the objects they acted upon. (4315)
  - Expanded monitor events to include handles for Release events. (4312)
  - Improved Critical Section monitor events to include the mutex handle of the critical section object. (4701)
  - Added these new monitor events: (4904, 4432)
    - File Object Create – Generated when a file has been opened by the subsystem.
    - File Object Destroy – Generated when a file has been destroyed by the subsystem.
    - SRI to Windows Event – Generated when an SRI over to Windows has been initiated.
    - SRI to Windows Return Event – Generated when an SRI over to Windows has returned.
    - Thread Terminate – Generated when a thread terminates.
- Improved the Latency View tool to allow each graph view to be scaled independently and to log the duration of the test run. (4414, 1668, 3548)
- Added the following information to RTX64 Analyzer output:
  - System boot configurations. (4798)

**NOTE:** In order to display boot configuration data when running RTX64 Analyzer from the Start Menu shortcut, you must right-click and choose Run as administrator.

- Monitor configuration information (4792)
- VSIX Extensions installed on the machine (4784)
- On Windows 8.1 systems: whether the supported Windows 8.1 version (Windows 8.1 with Update) is installed. (4793)

## SDK

- Integrated standalone Visual Studio 2015 with Update 2 build and debug support, including (4844, 4530):
  - Visual Studio templates for creating a RTX64 Application and RTDLL.
  - Support for statically linked Debug and Release versions of the Microsoft Visual Studio C Runtime.
  - Added Snippets for some key RTAPI function calls.
  - Added debugging support through launch.
  - Added support for Start Without Debugging within the Visual Studio debugger.
  - Added support for launching a RTSS process on a remote target system for debugging.
- Added support for Intel Compiler 16.0. (4396, 4406)
- Added custom error codes that can be returned by Real-Time APIs. (4601, 4459)
- Added a new Real-Time function `RtGetModuleFileNameEx`, which retrieves the fully-qualified path for the file that contains the specified module. (4470)
- Added new RTK API functions that verify whether a specified RTX64 Runtime or RT-TCP/IP Stack version is installed and licensed (4660):
  - `RtkIsRuntimeLicensed` – Verifies that a specified RTX64 Runtime is installed and has a valid license.
  - `RtkIsTcpStackLicensed` – Verifies that a specified RTX64 RT-TCP/IP Stack component is installed and has a valid license.
- Added new API functions that return whether the provided RTSS application binary can be run, which means it has been built to run with the provided license feature and that there is a valid license for the feature on the system. (4643)
  - `RtIsAppRunnable`
  - `RtkIsAppRunnable`
- Added new API functions that return the version of the installed RTX64 Runtime (3151):
  - `RtGetRuntimeVersionEx`
  - `RtkGetRuntimeVersionEx`
  - `RT_VERSION_INFO`

- Added support for the Windows-supported API function `GetModuleHandleEx`, which retrieves a module handle for the specified module in a specified process. (3176)
- Added support for these C-Runtime functions: (4541)
  - `_beginthread`, `_beginthreadex`
  - `_endthread`, `_endthreadex`
- Added new Real-Time API functions for setting and retrieving the flush TLB tick mod of a RTSS process. By default, a processor's TLB cache is flushed when the processor is idle (4690):
  - `RtSetFlushTLBTickMod`
  - `RtGetFlushTLBTickMod`
- Added new Real-Time API functions for setting and retrieving the time quantum value for a specified thread, in microseconds (4714):
  - `RtSetThreadTimeQuantumEx`
  - `RtGetThreadTimeQuantumEx`
- Added support for Winsock function `WSAEnumNetworkEvents`, which discovers occurrences of network events for the indicated socket. Additionally, support was added for structure `WSANETWORKEVENTS`, used to store a socket's internal information about network events for `WSAEnumNetworkEvents`. (4703)
- Improved performance in the Real-Time Network Device function `RtndFrameTransmit`. (4688)
- Added a new Real-Time API function, `RtEnumProcessEx`, which retrieves the process identifier for each RTSS process object using data specified by new structure `RTPROCESS_INFORMATION`. (4775)

## SAMPLES

- Added a Start Menu entry that points directly to the location to which Samples are installed by default: `%public%\Documents\IntervalZero\RTX64 SDK\Samples`. You can also access RTX64 program samples directly from the RTX64 SDK Welcome Screen. (3579, 4564)
- Updated the `RTKIPC` sample, which now requires Visual Studio 2015 and WDK 10 to build. The resulting binary will run on all Windows versions supported by RTX64 (7, 8.1, and 10). As part of this update, Visual Studio 2012 and Visual Studio 2013 versions of the sample are no longer provided. (4877, 4885)
- Added an Advanced Installer sample to the Merge Modules installation showing how to use the RTX64 Runtime merge modules. (4966, 4705)

# RTX64 2014 with Service Pack 2

## GENERAL

- Added support for Windows 8.1 with Update (3220, 3221).

## ACTIVATION AND CONFIGURATION

- Added support for smaller form factor dongles that can hold license files. (3394)
- Added functionality to provide dongle information through command line utilities and API calls. (3880)

## SUBSYSTEM

- You can now configure a Search Path to allow RTX64 to load an RTSS application or RTDLL by base filename only, assuming one of the directories in the search path contains the file you want to load. (3895, 3709, 2027)

## TOOLS AND UTILITIES

- Added a new RTX64 CPU Usage utility, which displays CPU usage information for all RTSS cores on the system. (3782)
- Added a new RTX64 Objects utility, which displays information about RTSS processes and their associated objects, such as events, semaphores, and loaded RTDLLs. (3454)

## MONITORING

- Provided the ability to associate a monitor event with a trigger to start monitoring (2971)
- Improved the Timer Set monitoring event to include fields for Expiration Period and Interval Period. (3302)
- Redesigned the Monitor utility and added support for the optional association of monitor events with triggers. (3376)
- Added new memory free failure events to the Monitor utility (3410):
  - Local Memory Free Fail – Represents failed freeing of local memory.
  - TLS Free Fail – Represents a failed call to TlsFree by a user application.
  - Heap Free Fail – Represents failed freeing of memory via HeapFree().
  - Contiguous Memory Free Fail – Represents failed freeing of contiguous memory
  - Windows Memory Free Fail – Represents failed freeing of memory to Windows.



## RT-TCP/IP STACK AND DRIVERS

- Added support for the Intel Gigabit ET2 Quad-Port driver. (3323)
- Added support for the Intel i217 and i218 Network Interface Cards (NICs). (3711, 3228, 3100)

## DEBUGGING

- Added new debugging properties to application Property Pages in Visual Studio (3848). You can:
  - Choose to override default subsystem behavior to allocate memory from the RTX64 local memory pool, which uses deterministically allocated memory.
  - Set the ideal processor on which the main thread of the debugged process will run.
  - Set the affinity mask that specifies the processor(s) on which the debugged process will run.

## SDK

- Added new API functions that list the serial number for each dongle connected to the machine. (2676)
  - RtGetDongles
  - GetDonglesInfo (available from the Managed Code Framework)
- Added two new API functions that retrieve information about licenses installed on the system. (3034)
  - RtGetLicenses
  - RtkGetLicenses
- Added new API functions that verify whether a specified RTX64 Runtime or RT-TCP/IP Stack version is installed and licensed:
  - RtIsRuntimeLicensed – Verifies that a specified RTX64 Runtime is installed and has a valid license.
  - RtIsTcpStackLicensed – Verifies that a specified RTX64 RT-TCP/IP Stack component is installed and has a valid license.
- Added support for an IP Helper function and structures (3536):
  - GetAdaptersAddresses, which retrieves the addresses associated with the adapters on the local computer.
  - IP\_ADAPTER\_ADDRESSES, which is the header node for a linked list of addresses for a particular adapter.
  - IP\_ADAPTER\_UNICAST\_ADDRESS, which stores a single unicast IP address in a linked list of IP addresses for a particular adapter.
- Expanded the enumeration RTX64\_MONITOR\_CONTROL\_OP to include operations for setting and resetting triggers for monitoring events (4139):
  - MONITOR\_CONTROL\_SET\_EVENT\_TRIGGERS – Deterministically sets triggers for monitoring events.
  - MONITOR\_CONTROL\_RESET\_EVENT\_TRIGGERS – Deterministically resets (i.e., turns off) triggers for monitoring events.
  - MONITOR\_CONTROL\_SET\_CUSTOM\_EVENT\_TRIGGERS – Deterministically sets triggers for custom monitoring events.

- MONITOR\_CONTROL\_RESET\_CUSTOM\_EVENT\_TRIGGERS – Deterministically resets (i.e., turns off) triggers for custom monitoring events.
- Added Seek functionality to the Monitoring API. (3819)

## SAMPLES

- Added a new SimpleProducerConsumer sample that demonstrates performance impact caused by CPU cache. The sample builds two applications: a consumer and a producer. (2774)
- Added a new RTX64Config sample that contains a subset of the source code for RTX64Config, the command-line tool for configuration and control of the RTX64 Runtime component. This sample demonstrates how to use the RTX64 Managed Code Framework (IntervalZero.RTX64.dll), which provides programmatic access to all RTX64 configuration and control operations. (2834)

## RTX64 2014 with Service Pack 1

### TOOLS AND UTILITIES

- Added support to log Windows custom events with support for RtGenerateEvent under Windows. (2972)
- Added optimizations to reduce generation of monitoring events to no more than 20 instructions in real-time code paths. (2870)

### RT-TCP/IP STACK AND DRIVERS

- Increased the size of datagram packets used by the RT-TCP/IP Stack from 8k to 64k. (3480)
- Added support for IGMPv3, MLDv2, and IPV6\_MULTICAST\_LOOP in the RT-TCP/IP Stack. (3573)
- Incorporated Intel 82579 controller support into this release of RTX64. (3436)

### DEBUGGING

- Added support to Visual Studio 2012 and 2013 for local and remote debugging of Real-time applications in Visual Studio:
  - Added local debugging support through launch. (1577, 3211)
  - Added support for Start without Debugging within the Visual Studio debugger. (2643)
  - Added support for launching a RTSS process on a remote target system for debugging. (3213)

## SDK

- Added development support for Visual Studio 2013.
- Added new Visual Studio templates for creating a RTSS Application or Real-Time DLLs.
- Added the API call `RtEnumProxyProcesses`, which enumerates proxy processes associated with Windows processes linked to RTAPI.
- Added a collection of code snippets for Real-Time API calls that can be inserted where you need them in your code in Visual Studio.
- Added two new Winsock API calls:
  - `inet_ntop` – Converts an IPv4 or IPv6 Internet network address into a string in Internet standard format.
  - `inet_pton` – Converts an IPv4 or IPv6 Internet network address in its standard text presentation form into its numeric binary form.
- Added support for additional socket options in the RTX64 Winsock API. For the complete list of supported options, see `getsockopt` and `setsockopt`. (3554)

## RTX64 2014

### SUBSYSTEM

- Added monitoring infrastructure that allows you to profile real-time application behavior.
- Added AVX 2.0 support.
- Improved thread priority mapping between Windows processes and how they interact with the real-time subsystem. You now have complete control over how Window proxy threads interact with RTSS thread and objects.

### TOOLS AND UTILITIES

- Improved the control panel to allow for modification of Network interface friendly names.
- Improved error messages provided by tools when RTSS binaries are incorrectly stamped or user does not have the proper permissions.
- The control panel now provides the ability to disable the logic used by the RTX64 subsystem to prevent windows power management of processor speeds.
- Added new tools:
  - Task Manager – view active Real-time processes (.rtss) and windows processes linked to RTX64 (.exe). You can start new tasks and terminate currently running tasks.
  - Monitor – start and stop monitoring sessions, and generate log files of monitoring results.

- Analyzer now includes information about the status of Virtual Network components.

## RT-TCP/IP STACK AND DRIVERS

- Added a Virtual Network that provides a virtual point-to-point connection between Windows and RTX64. It emulates a local area network connection between Windows and the Real-time Subsystem with no additional hardware required.

## DEBUGGING

- Added the RTX64 WinDbg Extension, which extends Microsoft's 64-bit version of WinDbg and provides a way to analyze and interpret the state of RTSS applications and the RTX64 Subsystem.

## SDK

- The managed code framework now provides functionality to disable the logic used by the RTX64 subsystem to prevent windows power management of processor speeds.
- The Managed code interface now provides functionality to allow Windows applications to enumerate RTSS processes.
- Added support for multiple RTX64 SDKs on the same system through common tools and versioned build environments.
- New RTAPI calls were added to support getting and setting of priorities for Windows proxy threads. New API calls are as follows:
  - RtSetProxyThreadPriority - sets the priority of a RTSS proxy thread from a Windows application.
  - RtGetProxyThreadPriority - gets the priority of a RTSS proxy thread from a Windows application.
  - RtkSetProxyThreadPriority - sets the priority of a RTSS proxy thread from a Windows kernel driver.
  - RtkGetProxyThreadPriority - gets the priority of a RTSS proxy thread from a Windows kernel driver.
- Added an API call RtGetEnabledXStateFeature which allows developers to determine the capabilities of the system processor.
- Added new API calls to support Monitoring functionality:
  - RtGenerateEvent – allows you to generate user defined events within an RTSS process.
  - RtMonitorControl – allows you to control monitoring within an RTSS process programmatically.
- Added new API calls to support link status monitoring:
  - RtnIsDeviceOnline – gets the online status of a network device for link status monitoring.
  - RtnIsStackOnline – gets the online status of the RT-TCP/IP stack for link status monitoring.
- Added support for the Windows API call GetModuleFileName, which retrieves a handle for each module in a specified process.
- Added support for the Windows API call TryEnterCriticalSection, which attempts to enter a critical section without blocking. If the call is successful, the calling thread takes ownership of the critical section.