

RTX64 Release Lifecycle

Overview

Each release of IntervalZero's RTX64 software product has a lifecycle and there are **several important dates** to consider for each release. This includes the dates of:

1. General Availability
2. End of Technical Support
3. End of Purchasable Software Development Kits (SDKs)

It is important to note that while there is a defined lifecycle for RTX64 SDK sales and for Support, there is **NO END DATE** for Runtime sales of any version of RTX64. Any customer who has developed a system on RTX64 can obtain the required Runtime from their sales representative or IntervalZero Partner.

Product Release End Dates

1. The **General Availability** date is the date of first shipment of the product release for use in production.
2. The **End of Technical Support** is the date IntervalZero no longer provides technical assistance. IntervalZero supports the current RTX64 product release and 1 major version back for up to 5 years from when it was first made generally available.
 - Before this date, customers who are covered by Support will be provided technical assistance with respect to how to use the software, as well as help troubleshooting challenges related to deployment of their software. Each SDK covered by Support entitles a customer to designate one developer to have access to the IntervalZero Support Portal and who can initiate support cases for supported products. Further, IntervalZero will maintain products by providing corrected or modified versions of the supported products in the form of product updates, and engineering updates for issues reported by customers.
 - When a release becomes two (2) major versions back from the current product release it will no longer be supported or actively maintained. Customers will no longer be able to open new support cases for unsupported product versions. Any open support cases for a newly unsupported product version will continue to be investigated by the IntervalZero support team until a resolution is found.

- When a release is more than five (5) year from the original release date it will no longer be supported or actively maintained. Customers will no longer be able to open new support cases for unsupported product versions. Any open support cases for a newly unsupported product version will continue to be investigated by the IntervalZero support team until a resolution is found.
3. The **End of Purchasable SDKs** date coincides with the End of Support. Once a version of RTX64 is no longer under support & maintenance, IntervalZero will no longer sell the SDK for new development. The unsupported SDKs can still be purchased for existing projects by contacting Sales. Customers with SDKs covered by SDK Upgrade Rights can upgrade to the latest product release at any time.

Dates by Release

The chart below provides the key lifecycle dates for each release of RTX64.

RTX64 Version	General Availability	Under Support
RTX64 2013 RTX64 2013 with SP1	March 7, 2013 October 25, 2013	No
RTX64 2014 RTX64 2014 with SP1 RTX64 2014 with SP2	September 5, 2014 February 20, 2015 July 24, 2015	No
RTX64 3.0	September 9, 2016	No
RTX64 3.1	March 17, 2017	No
RTX64 3.2	June 16, 2017	No
RTX64 3.3	October 26, 2017	No
RTX64 3.4	April 27, 2018	No
RTX64 3.4 NAL	May 25, 2018	No
RTX64 3.5	October 19, 2018	No
RTX64 3.6	February 8, 2019	No
RTX64 3.7	August 30, 2019	No
RTX64 3.7 Vision	November 22, 2019	No
RTX64 4.0 RTX64 4.0 Vision	May 4, 2020 August 17, 2020	Yes
RTX64 4.1 RTX64 4.1 Vision	April 5, 2021 May 25, 2021	Yes
RTX64 4.2	January 14, 2022	Yes
RTX64 4.3	November 11, 2022	Yes
RTX64 4.4	May 16, 2023	Yes
RTX64 4.5	January 26, 2024	Yes