

# HCL Software

## System Requirements

### HCL DevOps Model RealTime 12.1

#### Supported Operating Systems

- Windows 10 64-bit
- Windows 11 (64-bit)
- Windows Server 2019 (64-bit)
- Red Hat Enterprise Linux (RHEL) Workstation 7.9 or higher (x86-64)
- Red Hat Enterprise Linux (RHEL) Workstation 8.x (x86-64)
- macOS Monterey 12.x (x64)
- macOS Sonoma 14.x (AArch64) - Eclipse UI support is experimental

**Note:** On Linux

- GTK3.20 or later must be used.
- WebKit should be used to render web pages in Eclipse. Using other browsers may lead to minor glitches in the user interface.
- The following 32-bit libraries need to be available: libc, libnsl, libxcrypt.

Other operating systems on which Eclipse runs may also work, but have not been tested.

#### Other requirements

- [Eclipse 2024-06 \(4.32\) for C/C++ Developers](#),
- Java Runtime Environment (JRE) version 21 64-bit, such as OpenJDK 21 JRE included with Eclipse 2024-06 or Oracle JDK 21

#### Compilers

To compile the generated code, suitable C++ build tools are required (compiler, linker and make tool). It is recommended to use a compiler that supports C++ 11. It is however possible to set a preference to generate C++ code that doesn't use any C++ 11 constructs, and then an older C++ compiler can also be used (both for compiling generated code and the TargetRTS). However, with a non-C++ 11 compiler not all DevOps Model RealTime features can be used. Note that the C++ compiler must have support for the long long predefined type.

Refer to the documentation of your compiler to see if it's necessary to set any special compiler flag in order to use C++ 11.

The following C++ compilers are supported and have been used for building the prebuilt versions of the Target RTS that are shipped with Model RealTime.

- MinGW 12.2 (Windows 64 bit)
- Microsoft Visual Studio 2022, version 17 (Windows 64 and 32 bit)
- GNU 12 (Linux 64 bit)
- Clang 16<sup>1</sup> (Windows 64 bit)
- Clang 14<sup>2</sup> (macOS on x64)
- Clang 15<sup>2</sup> (macOS on AArch64)

Most other C++ compilers will also work but could require modifications or re-compilation of the Target RTS.

## Integrations

### VxWorks

Generated code can be built into an application that can be run on the [VxWorks](#) RTOS. Model RealTime provides a target configuration called VxWorks7T.simnt-Clang-15.x which uses a prebuilt Target RTS for building an application that can be run on the VxWorks Simulator on Windows.

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<sup>1</sup> This version of Clang is compatible with MinGW and can be installed through the MSYS2 package mingw-w64-x86\_64-clang

<sup>2</sup> An installation of Perl is required for building with this target configuration.