NOTE: The BuildAndRun script uses VS2017. This should not be changed as of 4.1 (thought that may change in 4.2 or later); this test should only be done with VS2017.

1. In a browser, navigate to <https://github.com/owenmonahan/llvm-project>
2. Click the Clone or Download button
3. Get latest P4V: \\QA\QA Unit Tests\RTX64\RTX64 3.5\RTX64\_GCCTestSuite
4. Copy this to C:\ on the machine on which you will be running this test suite
5. Copy the .\Libcxx\test folder to the test suite directory
6. Copy Assert.h and cassert files into the test/support directory
7. Remove the llvm folder from the test suite directory (if it is present)
8. Uncheck "Read-only" on the test suite directory
9. Start Powershell as administrator.
10. Enable/Allow scripts for that machine.
11. Build //QA/QA Unit Tests/RTX64///QA/QA Unit Tests/RTX64/RTX64 4.0/RTX64 3.5/RTX64\_GCCTestSuite/RTX64\_GCCTestSuiteMonitor in Debug or Release, and place the EXE in C:\RTX64\_GCCTestSuite on the machine where the test suite will be running
12. Run SetUpTestSuite.ps1
13. Close Powershell
14. Reopen Powershell as administrator
15. In the RTX64 Server Console, set Log File to “C:\CPPTestsLog.txt” and enable Log output to File
16. Run BuildAndRun.ps1
    1. This will generate two CSVs, one for RtssDebug results, and one for RtssRelease results
17. Copy & Paste the content of the generated RtssDebug CSV into the Results Template Matrix:
    1. Highlight row 3
    2. Press Ctrl+Shift+Down until all tests are highlighted
    3. Copy
    4. Paste into the RtssDebug sheet of the Results Template Matrix
18. Copy & Paste the content of the generated RtssRelease CSV into the Results Template Matrix
19. The Matrix should report an overall pass rate of 91%