RTX64 3.2

SDK INSTALL GUIDE

IntervalZero

RTX64

RTX64 3.2 SDK Install Guide   IZ-DOC-X64-0176-R2   June 2017

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Requirements

This chapter describes system requirements for RTX64 Software Development Kit (SDK).

NOTE: This SDK installation does not include the RTX64 Runtime. To run your RTSS applications, you must install the separate Runtime installation. See the *RTX64 Runtime Install Guide* for more information.

Software Requirements

This section lists software requirements for RTX64 3.2.

Operating System Requirements

The RTX64 SDK is supported on any 64-bit operating system.

NOTE: The RTX64 3.2 SDK cannot be installed on a 32-bit operating system. Attempts to do so will result in the following Windows error: "This installation package is not supported by this processor type. Contact your product vendor."

Microsoft Visual Studio Requirements

The RTX64 SDK requires that you have one of the following versions of Microsoft Visual Studio installed if you wish to build or debug RTX64 programs with the Visual Studio IDE:

- Visual Studio 2017 (Enterprise, Professional, and Community editions supported)

  IMPORTANT!

  The RTX64 SDK requires the following Visual Studio 2017 prerequisites:

  - Visual Studio core editor

  - Visual Studio C++ core features

- Visual Studio C++ compilers and libraries for x86 and x64

The above prerequisites must be installed on the system before the RTX64 SDK is installed. If they are not installed, the RTX64 Visual Studio 2017 VSIX installation will fail without warning, and important features, such as the IntervalZero Real-Time Debugger, will not be available.

- Visual Studio 2015 with Update 3 (Ultimate, Premium, Pro, and Community editions supported)

  IMPORTANT!

  A *Typical* installation of Visual Studio 2017 or 2015 does not include the Visual C++ programming language required by the RTX64 project wizard. If the Visual C++ feature is not installed, the RTX64 project wizard fails with an exception. You can add the Visual C++ feature to Visual Studio 2017/2015 via Programs and Features in the Windows Control Panel.

- Visual Studio 2013 with Update 5 and newer

  NOTE: Visual Studio 2013 support has been deprecated and will be removed in a future release.

- Visual Studio 2012 with Update 1 or greater

  NOTE: Visual Studio 2012 support has been deprecated and will be removed in a future release.

Microsoft Visual Studio 2017 Prerequisites

WinDbg Extension Requirements

RTX64 WinDbg Extension requires the following:

- **Windows Driver Kit (WDK)** - **Debugging Tools for Windows (x64)**. You can download WinDbg and related documentation from this website:
  http://www.microsoft.com/whdc/devtools/debugging/default.mspx

  NOTE: RTX64 supports 64-bit WinDbg version 6.11.001.404 and above.

Microsoft .NET Framework

RTX64 requires Microsoft .NET Framework 4.5.1. If it is not already installed on your machine, the installation will install it for you. For more information, see Installation Instructions.

Administrator Privileges

Administrator privileges are required for installing and uninstalling the RTX64 SDK product.

RTX64 3.2 provides local Windows Groups to control user access to RTX64 features. By default, all users are members of the **RTX64Administrators** and **RTX64Users** groups. These groups should be modified to only include necessary users.

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Installation

NOTE: This SDK installation does not include the RTX64 Runtime. To run your RTSS applications, you must install the separate Runtime installation. See the *RTX64 Runtime Install Guide* for more information.

Before You Begin

Before you begin the installation, do the following:

- Verify that your configuration meets the requirements described earlier in this document.

- You must have administrator privileges on your system.

- If you have a beta or snapshot version, it is recommended that you uninstall it before installing this release.

- Install Microsoft Visual Studio (see Software Requirements for supported versions). This is required if you plan to use supported features.

  IMPORTANT!

  A *Typical* installation of Visual Studio 2017 or 2015 does not include the Visual C++ programming language required by the RTX64 project wizard. If the Visual C++ feature is not installed, the RTX64 project wizard fails with an exception. You can add the Visual C++ feature to Visual Studio 2017/2015 via Programs and Features in the Windows Control Panel.

- Exit all Windows programs, including any open instances of Visual Studio.

NOTE: When you upgrade your operating system, you must uninstall and then reinstall RTX64 after the OS upgrade.

Installation Instructions

About Multiple SDK Versions

Multiple major versions of the RTX64 SDK can be installed on a system at one time. If you have a pre-RTX64 3.x version of the SDK already installed, installing a new version will not uninstall the old version. Each major version of the SDK has a specific environment variable. For instance, the environment variable...

- *RTX64SDKDir3* indicates the pathname of the directory containing the RTX64 3.x SDK.

- *RTX64SDKDir2* indicates the pathname of the directory containing the RTX64 2014 SDK.

- *RTX64SDKDir* indicates the pathname of the directory containing the RTX64 2013 SDK

For more information, see System Modifications During Installation.

To install RTX64 SDK:

1. Download the zip file `RTX64_3.2_SDK_Setup.zip` from the IntervalZero website:

   http://www.intervalzero.com/rtx-downloads/rtx64-downloads/

   For access to evaluation kits, go to the URL:

   http://www.intervalzero.com/products/evaluations/

   In the form that appears, select RTX64 from the drop-down list, fill out the contact information, and click **Submit**.

   NOTE: Real-time applications built with an evaluation version will not run on a fully-licensed Runtime.

2. Extract the contents of the zip file.

3. Double-click the self-extracting executable `RTX64_3.2_SDK_Setup.exe`.

   NOTE: If Microsoft .NET 4.5.1 is not already installed on your machine, it will be automatically installed for you.

4. Click **Next** in the IntervalZero RTX64 installation Welcome window.

5. Read the End User License Agreement, select **I accept the terms in the license agreement** and then click **Next**.

6. Optionally, on the Destination Folder screen, choose a destination location other than the default: `C:\Program Files\IntervalZero\RTX64 SDK\3.2.`

7. Click **Next** in the Destination Folder screen.

8. In the Custom Setup screen, optionally select the components you want to install, and then click **Next**.

9. In the Ready to Install the Program screen, click **Install**.

10. Click **Finish** in the installation Completed screen.

11. Activate your product. See Product Activation. If you plan to also install the RTX64 Runtime, you can skip this step and activate the SDK later when you activate the Runtime.

Product Activation

The Activation dialog appears once the RTX64 SDK has been successfully installed. You must activate your RTX64 SDK product through this dialog before you can build a Real-time application that can be run.

NOTE: Licenses for RTX64 2014 and previous versions will not work with RTX64 3.2. You must purchase a new license to activate RTX64 3.2. Note that licenses for RTX64 3.0 will work for RTX64 3.2.

When this symbol appears in the Activation and Configuration dialog, it indicates that the RTX64 SDK component was licensed by an Evaluation license which has since expired. To resolve this, purchase a full license for the RTX64 SDK by contacting Sales at sales@intervalzero.com

Activating your Product

You can activate and lock your product to a specific machine or IntervalZero-provided dongle. The steps required to activate your product will depend on whether or not the machine is connected to the Internet.

NOTE: You may not be able activate and lock your product to a machine with RAID controllers. In this scenario, you will need to lock RTX64 to a dongle instead.

Licensing your Product to a Machine

Follow the appropriate steps below to license RTX64 components to a specific machine.

To activate your product (Internet connection):

1. Open the **Activation and Configuration** dialog. This dialog appears once RTX64 has been installed. You can also launch it from **Start > All Programs > RTX64 3.2 SDK > Activation and Configuration**.
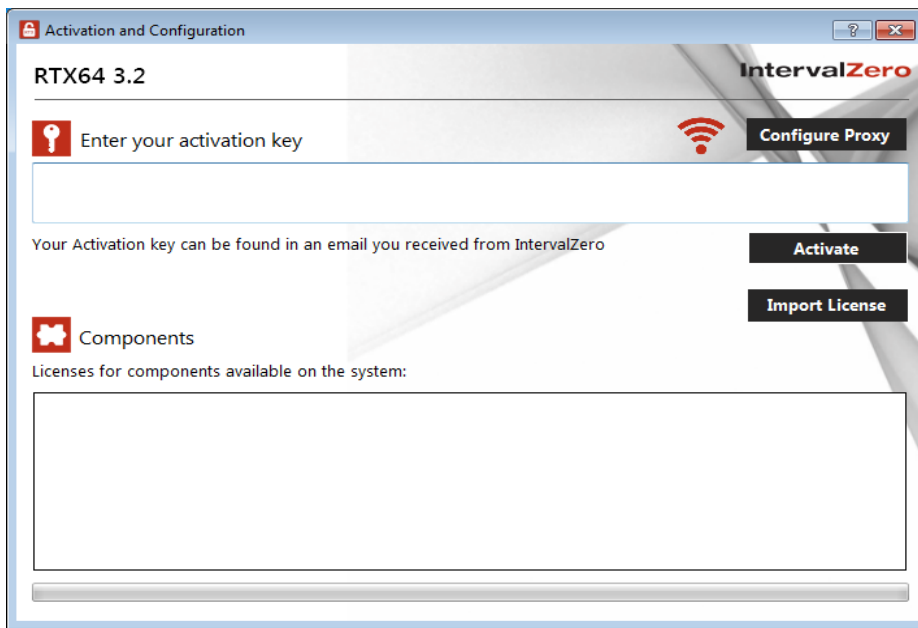
If you have a dongle connected to the machine, click the dongle icon to turn off the dongle.

Icon:	
Status:	Dongle recognized but turned off
Result:	Locks RTX64 component(s) to the machine

2. Make sure your machine is connected to the Internet with access to the IntervalZero License Server.
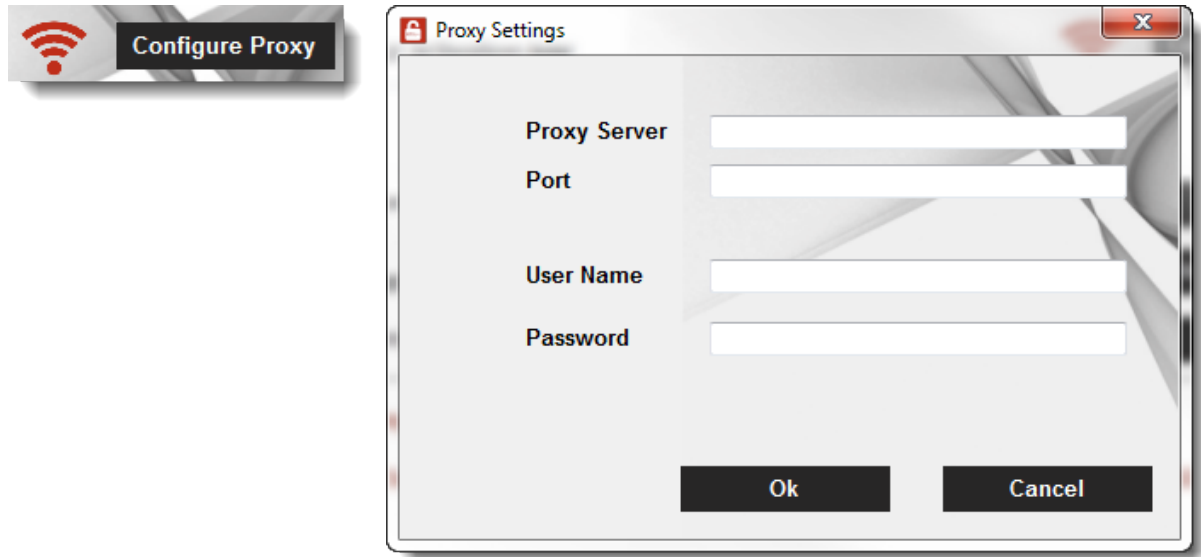
Icon:		
Status:	Network Connection	No Network Connection
Result:	Continue with activation	Configure a Proxy Server

If no network connection is found, make sure all network cables are plugged in and that your firewall will allow access to the IntervalZero license server, and then click the Network icon to refresh. If a network connection still isn't found, you may need to configure a Proxy Server. To do this, click the **Configure Proxy** button and provide the requested settings:

This information should be available from your IT department.

NOTE: The proxy server must be able to proxy HTTP connections. SOCKS proxies are not supported.

NOTE: If no network connection can be established, skip to *To activate your product (no Internet connection)*.

3. Enter your activation key and then click **Activate**. The product components activated by your key are indicated by the message "Activation Succeeded". (Note that the RT-TCP/IP Stack requires a separate license.) Components that appear in a black font are installed. Components that appear in a gray font are *not* installed.

NOTE: You can find your activation key in the email you received from IntervalZero Sales.

To activate your product (no Internet connection):

If the computer on which you installed RTX64 is *not* connected to the Internet, the activation process requires a few additional steps.

1. Open the **Activation and Configuration** dialog. This dialog appears once RTX64 has been installed. You can also launch it from **Start > All Programs > RTX64 3.2 SDK > Activation and Configuration**.
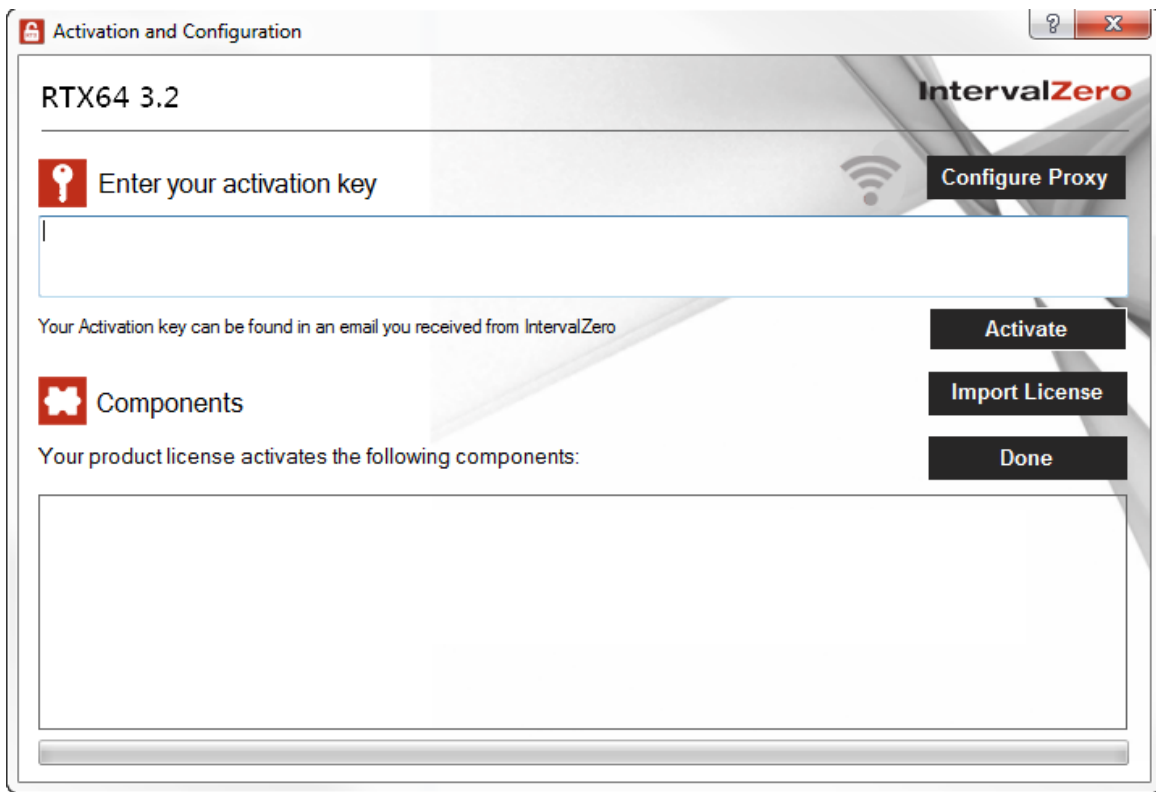
If you have a dongle connected to the machine, click the dongle icon to turn off the dongle.

| Icon:	
Status:	Dongle recognized but turned off
Result:	Locks RTX64 component(s) to the machine

2. Check your Internet connection. Continue with these steps only if there is no connection to the Internet. If you are connected, follow the steps in the previous section:

3. Enter your activation key and then click **Activate**.

   NOTE: You can find your activation key in the email you received from IntervalZero Sales.

   NOTE: If you enter an invalid activation key, you will not know until you attempt to generate a license file in Step 11.

4. In the dialog that appears, click **Yes** to create a fingerprint file.
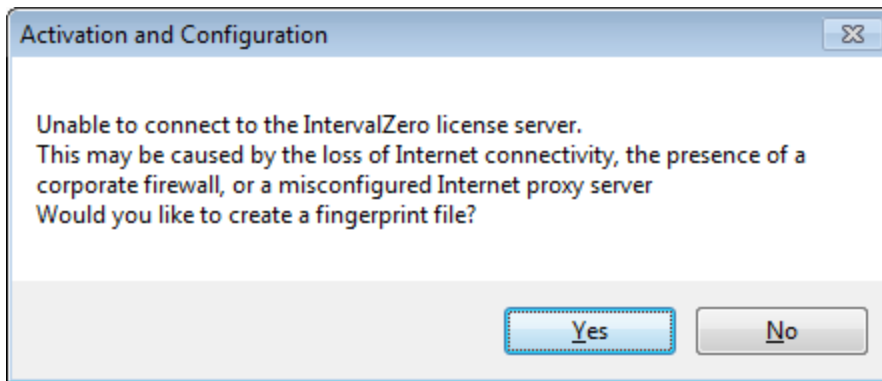
5. In the **Save As** dialog, name the file `fingerprint.rfp`. By default, the file will be saved to the desktop.

6. Navigate to the desktop, and then copy and paste the file `fingerprint.rfp` to an external device.

7. Connect the device to a machine with Internet connectivity.

8. Launch a web browser, and navigate to http://Activation.IntervalZero.com.

9. Browse for and open the file `fingerprint.rfp`.

10. Read and agree with the **Terms & Conditions**.

11. Click **Activate** to generate a license (`.lic`) file.

12. In the File Download dialog, click **Save**.

13. Copy the file `License.lic` to the external device, and transfer it to the machine on which RTX64 is installed.

14. In the Product Activation dialog, click **Import License**.
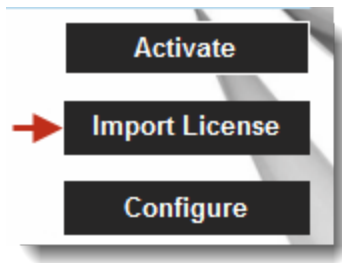
15. Browse for and open the file `License.lic`.

Licensing your Product to a Dongle

Follow the appropriate steps below to license RTX64 components to an IntervalZero-provided dongle. Dongles are available in two sizes:

	Small Form Factor	Standard
Supported RTX64 Versions	RTX64 2014 with Service Pack 2 and above	All
Holds a copy of the license file	Yes	No

Activation Options for Small Form Factor Dongles

You have three options when purchasing a small form factor dongle and a product license at the same time:

- **Option 1 (default)** – IntervalZero activates the dongle for you when you purchase the software and a small form factor dongle. Simply plug in the dongle to use RTX64.

- **Option 2** – Request that IntervalZero not activate the dongle for you when you purchase the software and a small form factor dongle. You will then need to activate the product to the dongle yourself, following the steps below.

- **Option 3** – Use an existing small form factor dongle. You will need to activate the product the dongle yourself, following the steps below.

If you have a dongle that has already been activated for the components you have installed, skip to section To use a dongle that has already been activated.

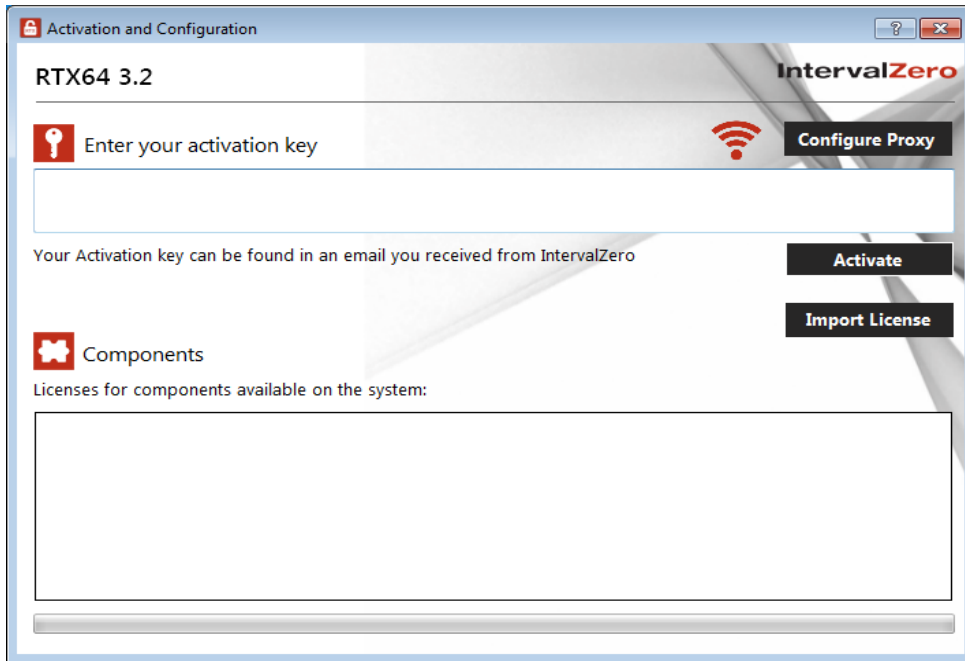**NOTE: You can also license RTX64 components to an IntervalZero-provided dongle using the Dongle Activation Utility. The IntervalZero-provided Dongle Activation Utility can be used to pre-activate licensed components on machines where RTX64 is not installed. You can download the Dongle Activation Utility from the IntervalZero website at http://www.intervalzero.com/rtx-downloads/tools-utilities/.**

NOTE: Multiple RTX64 versions and components can be licensed to the same dongle.

IMPORTANT! You cannot license RTX64 components to a dongle when more than one dongle is connected to the machine.

To activate your product (Internet connection):

1. Open the **Activation and Configuration** dialog. This dialog appears once RTX64 has been installed. You can also launch it from **Start > All Programs > RTX64 3.2 SDK > Activation and Configuration**.

2. Connect the IntervalZero-provided dongle to the machine now. When a dongle is connected to the machine, a dongle icon appears in the **Activation and Configuration** dialog.

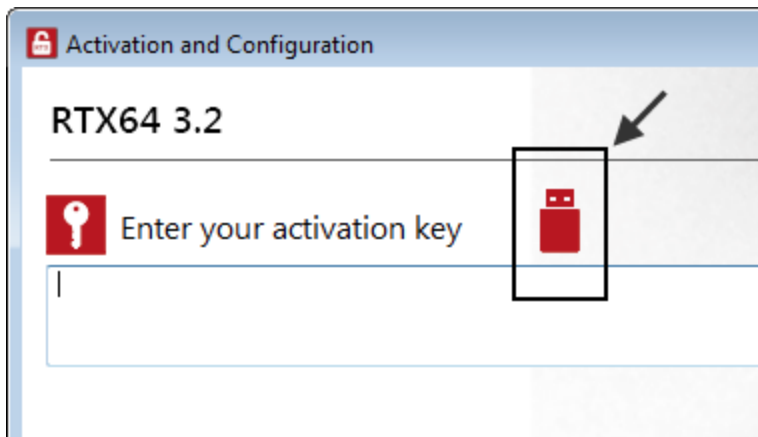| **Icon:**			
Status:	Dongle recognized and active	Dongle is connected but turned off. Click the icon to enable the dongle.	Multiple dongles detected
Result:	Locks RTX64 component(s) to the dongle	Locks RTX64 component(s) to the machine	You cannot license RTX64 components to a dongle when more than one dongle is connected to the machine.

IMPORTANT! Once components are locked to a dongle, the dongle must be connected in order to use RTX64 components on that machine.

3. Make sure your machine is connected to the Internet with access to the IntervalZero License Server.

Icon:		
Status:	Network Connection	No Network Connection
Result:	Continue with activation	Configure a Proxy Server

If no network connection is found, make sure all network cables are plugged in and that your firewall will allow access to the IntervalZero license server, and then click the Network icon to refresh. If a network connection still isn't found, you may need to configure a Proxy Server. To do this, click the **Configure Proxy** button and provide the requested settings:

This information should be available from your IT department.

NOTE: The proxy server must be able to proxy HTTP connections. SOCKS proxies are not supported.

NOTE: If no network connection can be established, skip to *To activate your product (no Internet connection)*.

4. Enter your activation key and then click **Activate**. The product components activated by your key are indicated by a check mark in the Components box.

NOTE: You can find your activation key in the email you received from IntervalZero Sales, or that you received from a third party if you are using a third party key.
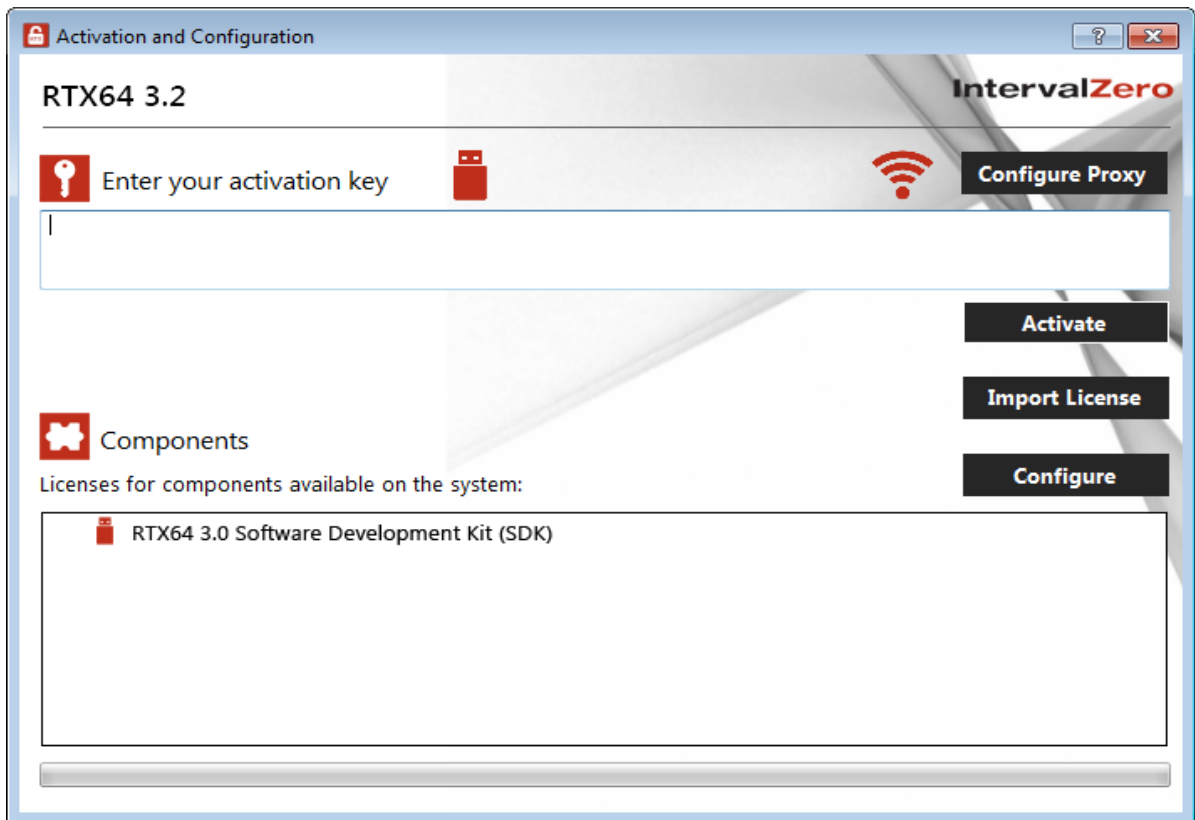
The listed components are those you have licensed. Components that appear in a black font are installed. Components that appear in a gray font are *not* installed.

To activate your product (no Internet connection):

If the computer on which you installed RTX64 is *not* connected to the Internet, the activation process requires a few additional steps.

1. Open the **Activation and Configuration** dialog. This dialog appears once RTX64 has been installed. You can also launch it from **Start > All Programs > RTX64 3.2 SDK > Activation and Configuration**.

2. Connect the IntervalZero-provided dongle to the machine now. When a dongle is connected to the machine, a dongle icon appears in the **Activation and Configuration** dialog.

Icon:			
Status:	Dongle recognized and active	Dongle is connected but turned off. Click the icon to enable the dongle.	Multiple dongles detected
Result:	Locks RTX64 component(s) to the dongle	Locks RTX64 component(s) to the machine	You cannot license RTX64 components to a dongle when more than one dongle is connected to the machine.

IMPORTANT! Once components are locked to a dongle, the dongle must be connected in order to use RTX64 components on that machine.

3. Check your Internet connection. Continue with these steps only if there is no connection to the Internet. If you are connected, follow the steps in the previous section:

4. Enter your activation key and then click **Activate**.

    NOTE: You can find your activation key in the email you received from IntervalZero Sales.

    NOTE: If you enter an invalid activation key, you will not know until you attempt to generate a license file in Step 12.

5. In the dialog that appears, click **Yes** to create a fingerprint file.
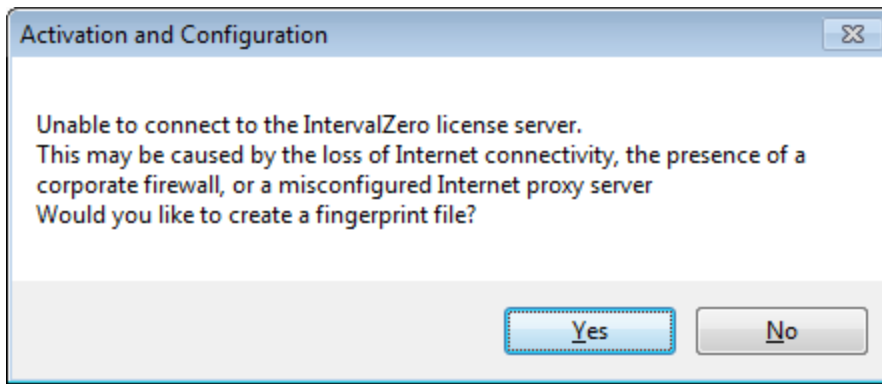
6. In the **Save As** dialog, name the file `fingerprint.rfp`. By default, the file will be saved to the desktop.

7. Navigate to the desktop, and then copy and paste the file `fingerprint.rfp` to an external device.

8. Connect the device to a machine with Internet connectivity.

9. Launch a web browser, and navigate to http://Activation.IntervalZero.com.

10. Browse for and open the file `fingerprint.rfp`.

11. Read and agree with the **Terms & Conditions**.

12. Click **Activate** to generate a license (`.lic`) file.

13. In the File Download dialog, click **Save**.

14. Copy the file `License.lic` to the external device, and transfer it to the machine on which RTX64 is installed.

15. In the Product Activation dialog, click **Import License**.
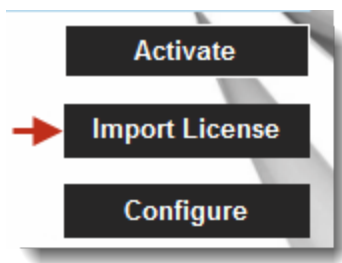
16. Browse for and open the file `License.lic`.

To use a dongle that has been pre-activated:

If the dongle you have received has already been pre-activated, you only need to:

Small Form Factor	Standard
Plug in the dongle (the license file is already on the dongle)	Import the license file

If you have a dongle that has already been activated for the components you have installed, skip to section To use a dongle that has already been activated.

1. Connect the IntervalZero-provided dongle to a USB port on the machine.

2. Open the **Activation and Configuration** dialog. This dialog appears once RTX64 has been installed. You can also launch it from **Start > All Programs > RTX64 3.2 SDK > Activation and Configuration**.

3. Make sure the Activation and Configuration utility recognizes the dongle:

Icon:	
Status:	Dongle recognized and active
Result:	Locks RTX64 component(s) to the dongle

If the dongle is not recognized, make sure it is securely connected to your machine. Proceed once you see the Dongle Active icon.

Steps 4-5 are for Standard dongles only:

4. In the Product Activation dialog, click **Import License**.
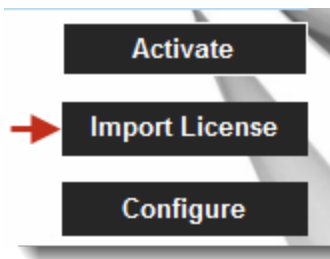
5. Browse for and open the file `License.lic` you received with the activated dongle.

   NOTE: The license is locked to the dongle. The dongle must be connected to the machine in order to use RTX64 components. A pop-up message appears when the dongle is ready to be used.

VSIX Packages Installed with the RTX64 SDK

The RTX64 SDK installer installs the following VSIX packages to the folder `%RTX64SDKDir3%\VSExtensions`:

- `RTX64VSSupport.vsix` – IntervalZero Real-Time Debugger and templates for creating RTSS applications and RTDLLs for Visual Studio 2017

- `RtBaseDebugMonitorVs2015.vsix` – IntervalZero Real-Time Debugger for Visual Studio 2015

- `RtBaseDebugMonitorVs2013.vsix` – IntervalZero Real-Time Debugger for Visual Studio 2013

- `RtBaseDebugMonitorVs2012.vsix` – IntervalZero Real-Time Debugger for Visual Studio 2012

- `RTXProjectWizard.vsix` – Templates for creating RTSS applications and RTDLLs

NOTE: These packages are installed even when Visual Studio is not installed on the system.

You can run a RTX64 VSIX package to install its functionality in Visual Studio without having to re-install the RTX64 SDK in its entirety. This is typically useful in the scenario where an RTX64 SDK feature is suddenly needed but support for that feature was initially omitted from the RTX64 SDK installation. For example, say you elected not to install the Real-Time Debugger during installation of the RTX64 SDK, but then a situation arises where the Real-Time Debugger is needed. In such a scenario, you can run the VSIX package for that specific Real-Time Debugger version to install that functionality.

To install the Real-Time Debugger for a Visual Studio version:

Run the VSIX package `RtBaseDebugMonitorVsXXXX.vsix` that corresponds to the appropriate Visual Studio version.

To install templates for creating RTSS applications and RTDLLs:

Run the VSIX package `RTXProjectWizard.vsix`.

To install the Debugger and templates for Visual Studio 2017:

Run the VSIX package `RTX64VSSupport.vsix`.

Uninstalling

Performing the Uninstall

If you need to uninstall any of the RTX64 components, perform the appropriate procedure, as described below, for your version of Windows.

Steps:

1. Close Microsoft Visual Studio if it is open.

2. Navigate to the **Windows Control Panel**.

3. Under *Programs*, click **Uninstall a Program**.

4. Select the **RTX64 3.2** program and click **Uninstall**.

5. Click **Yes** to confirm.

6. If the Files In Use dialog appears, select **Automatically close applications and attempt to restart them after setup is complete** and then click **OK**.

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Installing RTX64 SDK from the Command Line

The silent installer provides the ability to install the RTX64 SDK from the command line. This makes it possible to install the RTX64 SDK within another product installation. Take note of the following information before you begin.

- If a previous version of RTX64 is already installed on the system, RTX64 3.2 SDK will be installed alongside the previous version(s).

- **Administrator privileges are required** — Installation must be done from an account that has administrator privileges.

Before You Begin

Before you begin the installation, do the following:

- Verify that your configuration meets the requirements described earlier in this document.

- You must have administrator privileges on your system.

- If you have a beta or snapshot version, it is recommended that you uninstall it before installing this release.

- Install Microsoft Visual Studio (see Software Requirements for supported versions). This is required if you plan to use supported features.

   IMPORTANT!

A *Typical* installation of Visual Studio 2017 or 2015 does not include the Visual C++ programming language required by the RTX64 project wizard. If the Visual C++ feature is not installed, the RTX64 project wizard fails with an exception. You can add the Visual C++ feature to Visual Studio 2017/2015 via Programs and Features in the Windows Control Panel.

- Exit all Windows programs, including any open instances of Visual Studio.

NOTE: When you upgrade your operating system, you must uninstall and then reinstall RTX64 after the OS upgrade.

Installation Command Line Parameters

Setup.exe Supported Options

The RTX64 Silent Installer uses `Setup.exe` to perform the installation. You can use other supported `Setup.exe` options if desired. For a full list of options, enter this command in a Command Prompt:

`RTX64_3.2_SDK_Setup.exe /?`

Option	Description
`/s`	**Required.** Makes the `setup.exe` run silently.
`/v`	**Required.** Tells `setup.exe` to pass the quoted parameters into msiexec.exe.
`/qn`	**Required.** Tells `msiexec.exe` to run silently.

Unsupported Msiexec.exe Options

The following are `Msiexec.exe` options that are not supported. If used, an error message will appear and setup will abort.

Option	Description
`/a`	An administrative install, performed using the `/a` option, is not the same as "running with administrative permissions". The RTX64 SDK Silent Installation must be run with administrative permissions, as explained in this document. An administrative install is performed to a network for the purpose of making a product available to users in a workgroup. This type of group-wide installation is not supported by RTX64.
`/j`	Advertise a product

Available RTX64 Options

Option	Description
ADDLOCAL	**Optional.** Used to select which features to install on the system. See *ADDLOCAL and REMOVE Options* for more information.
REMOVE	**Optional.** Used to select which installed features to remove from the system. See *ADDLOCAL and REMOVE Options* for more information.
INSTALLDIR=*<Directory>*	**Optional.** Installation directory. If you omit this parameter, the installation process installs RTX64 SDK into this directory: *<WINDISK>*\Program Files\IntervalZero\RTX64 where *<WINDISK>* represents the disk on which Windows is currently installed. If you use this parameter, your installation process is responsible for verifying that the disk exists and the directory is valid and writeable.

ADDLOCAL and REMOVE Options

Silent install of the RTX64 SDK supports the use of ADDLOCAL and REMOVE options with the specified features and feature sets shown in the table below. RTX64 3.2 uses MSI logic to handle selection of features during silent installation. You can implement the ADDLOCAL and REMOVE properties to define a comma-delimited list of features to install.

NOTE: The REMOVE parameter cannot be used to remove certain features during a new install. It can only be used to remove features that have already been installed.

NOTE: Features are case-sensitive.

Option	Description	Examples
Help	**Optional.** Information on developing and debugging applications, a complete SDK reference, and information on provided samples.	**To add:** RTX64_3.2_SDK_Setup.exe /s /v"/qn ADDLOCAL=Help" **To remove:** RTX64_3.2_SDK_Setup.exe /s /v"/qn REMOVE=Help"

Option	Description	Examples
HeadersAndLibs	**Optional.** Headers and libraries necessary to build real-time applications.	**To add:** RTX64_3.2_SDK_Setup.exe /s /v"/qn ADDLOCAL=HeadersAndLibs" **To remove:** RTX64_3.2_SDK_Setup.exe /s /v"/qn REMOVE=HeadersAndLibs"
TcpIpHeadersAndLibs	**Optional.** Headers and libraries necessary to build real-time TCP/IP applications.	**To add:** RTX64_3.2_SDK_Setup.exe /s /v"/qn ADDLOCAL=TcpIpHeadersAndLibs" **To remove:** RTX64_3.2_SDK_Setup.exe /s /v"/qn REMOVE=TcpIpHeadersAndLibs"
DriverSource	**Optional.** Source code for supported real-time network drivers.	**To add:** RTX64_3.2_SDK_Setup.exe /s /v"/qn ADDLOCAL=DriverSource" **To remove:** RTX64_3.2_SDK_Setup.exe /s /v"/qn REMOVE=DriverSource"
Samples	**Optional.** Sample applications including source code showing how to develop real-time applications with RTX64.	**To add:** RTX64_3.2_SDK_Setup.exe /s /v"/qn ADDLOCAL=Samples" **To remove:** RTX64_3.2_SDK_Setup.exe /s /v"/qn REMOVE=Samples"
VisualStudio2017	**Optional.** Visual Studio 2017 support includes extensions for real-time applications and DLL templates, build, and debug support.	**To add:** RTX64_3.2_SDK_Setup.exe /s /v"/qn ADDLOCAL=VisualStudio2017" **To remove:** RTX64_3.2_SDK_Setup.exe /s /v"/qn REMOVE=VisualStudio2017"

Option	Description	Examples
VisualStudio2015	**Optional.** Visual Studio 2015 support includes extensions for real-time applications and DLL templates, build, and debug support.	**To add:** RTX64_3.2_SDK_Setup.exe /s /v"/qn ADDLOCAL=VisualStudio2015" **To remove:** RTX64_3.2_SDK_Setup.exe /s /v"/qn REMOVE=VisualStudio2015"
VisualStudio2013	**Optional.** Visual Studio 2013 support includes extensions for real-time applications and DLL templates, build, and debug support.	**To add:** RTX64_3.2_SDK_Setup.exe /s /v"/qn ADDLOCAL=VisualStudio2013" **To remove:** RTX64_3.2_SDK_Setup.exe /s /v"/qn REMOVE=VisualStudio2013"
VisualStudio2012	**Optional.** Visual Studio 2012 support includes extensions for real-time applications and DLL templates, build, and debug support.	**To add:** RTX64_3.2_SDK_Setup.exe /s /v"/qn ADDLOCAL=VisualStudio2012" **To remove:** RTX64_3.2_SDK_Setup.exe /s /v"/qn REMOVE=VisualStudio2012"
WinDbgExt	**Optional.** WinDbg Extension and Symbols to support postmortem debugging and host-target break-in analysis of status information.	**To add:** RTX64_3.2_SDK_Setup.exe /s /v"/qn ADDLOCAL= WinDbgExt" **To remove:** RTX64_3.2_SDK_Setup.exe /s /v"/qn REMOVE= WinDbgExt"
Tracealyzer	**Optional.** Tracealyzer for RTX64 provides a visual analysis of the runtime behavior of your real-time applications, using monitoring session data output by the RTX64 Monitor utility.	**To add:** RTX64_3.2_SDK_Setup.exe /s /v"/qn ADDLOCAL= Tracealyzer" **To remove:** RTX64_3.2_SDK_Setup.exe /s /v"/qn REMOVE= Tracealyzer"

The installer looks through the entire list of ADDLOCAL parameters provided, and if an option is found that isn't recognized as a valid switch by the installer, an error message is displayed and the installation will not continue.

Format

Below are examples of supported commands:

```
RTX64_3.2_SDK_Setup.exe /s /v/qn
```

and

```
RTX64_3.2_SDK_Setup.exe /s /v"/qn
ADDLOCAL=VisualStudio2013,DriverSource,WinDbgExt"
```

If you want to change the default destination folder:

```
RTX64_3.2_SDK_Setup.exe /s /v"/qn INSTALLDIR=\"C:\Program Files\MyFolder\""
```

Uninstalling Using the Command Line

The same system configuration changes will result when performing a silent install as would occur when using the Windows Add/Remove program utility. For more information, see Uninstalling.

The complete format of the command line interface for uninstalling RTX64 SDK is:

```
msiexec /qn /norestart /x {23350260-6900-45EB-8BAA-478FED1887C1}
```

Appendix A

System Modifications during Installation

The following table describes the system modifications that are made during the RTX64 SDK installation.

System Modifications During Installation

Name	Description
RTX64SDKDIR3	This environment variable contains the path to the directory containing the RTX64 3.x SDK. It is created by RTX64 3.x and will not exist if the customer does not have the RTX64 3.x SDK installed.
RTX64SDKDIR2	This environment variable contains the path to the directory containing the RTX64 2014 SDK. It is created by RTX64 2014 and will not exist if the customer has only the RTX64 2013 SDK installed.
RTX64SDKDir	This environment variable contains the path to the directory containing the RTX64 2013 SDK.
RTX64Common	This environment variable contains the path to the directory that contains installed files shared between RTX64 SDK versions and the RTX64 Runtime.

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 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. Please 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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