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## Quick Start Guide

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# 1 Overview

This document helps you getting started with DevOps Code RealTime. It covers the following:

- Downloading Code RealTime and its documentation (see [Download](#))
- Installing Code RealTime (see [Install](#))
- Setting post-installation configuration for Code RealTime (see [Post-Installation Configuration](#))
- Uninstalling Code RealTime (see [Uninstalling](#))

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## 2 Download

The Code RealTime product and documentation can be downloaded from the [Visual Studio Marketplace](#) and [Open VSX Registry](#).

The Code RealTime detailed product documentation is available at <https://secure-dev-ops.github.io/code-realtime/>.

To download the commercial versions of Code RealTime, please refer to the following sources:

- My HCLSoftware portal: <https://my.hcltechsw.com/>
- IBM Passport Advantage: <https://www.ibm.com/software/passportadvantage/>

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### 2.1 IDE/Tool

Code RealTime can be used with either Visual Studio Code or Eclipse Theia.

- Download [Visual Studio Code](#).
- Download [Theia IDE](#).

An extension for C/C++ development should be installed for Code RealTime to work. These are supported by Code RealTime:

- [C/C++ for Visual Studio Code](#) available for Visual Studio Code
- [Clangd](#) available for [Visual Studio Code](#) and [Eclipse Theia](#)

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#### 2.1.1 Java

The Code RealTime language server requires a Java Virtual Machine (JVM). It should be a JVM for Java 17 or later.

You can use the OpenJDK which is a free JDK from <https://www.openlogic.com/openjdk-downloads>.

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## 3 Install

**Note:** The [Code Realtime documentation](#) provides in detail how to install the product. You can refer to the [Installing](#) topic of Code RealTime documentation. This covers information related to installing [Code RealTime from VSIX](#), installing [Code RealTime from Docker Image](#), [viewing Code RealTime](#) installation information and [portable code RealTime Mode](#) installation.

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## 4 Post-Installation Configuration

After a successful installation you need to perform a few configuration steps before you can start to use Code RealTime.

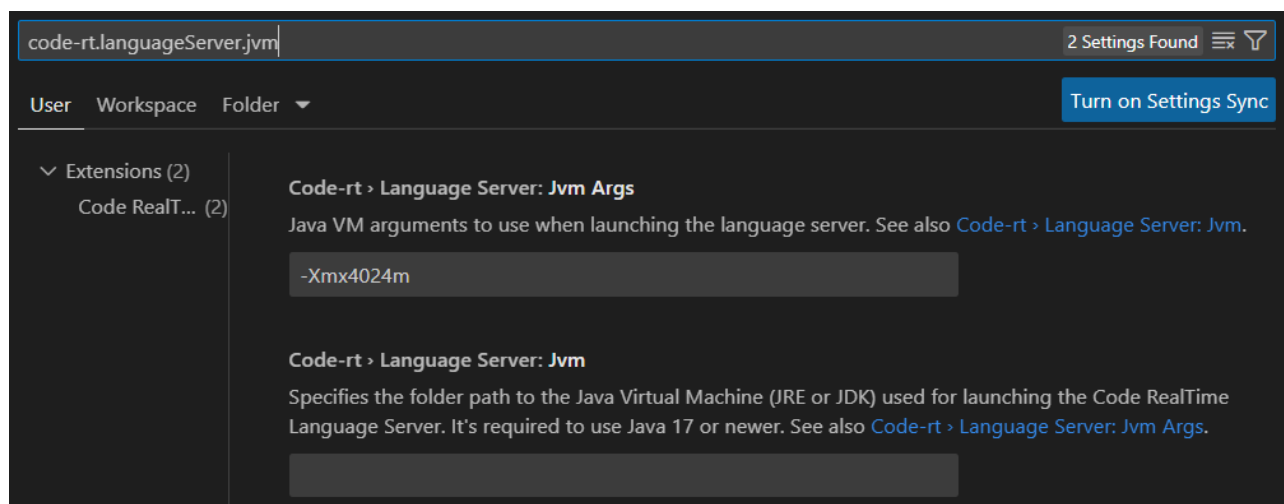
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### 4.1 Setup Java

Code RealTime uses a Java language server and hence needs a Java Virtual Machine (JVM). It's required to use a JVM for Java 17 or newer. If an appropriate JVM cannot be found when the Code RealTime extension is activated (which for example happens the first time you open an Art file), you will receive an error message.

Code RealTime follows the steps below in priority order when it looks for an appropriate JVM to use:

1. The setting `code-rt.languageServer.jvm` is examined. If it specifies a path to a JVM it will be used. You can edit this setting by invoking **File - Preferences – Settings** and then type the setting id mentioned above in the filter box.



2. The environment variable `JAVA_HOME` is examined. If it specifies a path to a JVM it will be used.

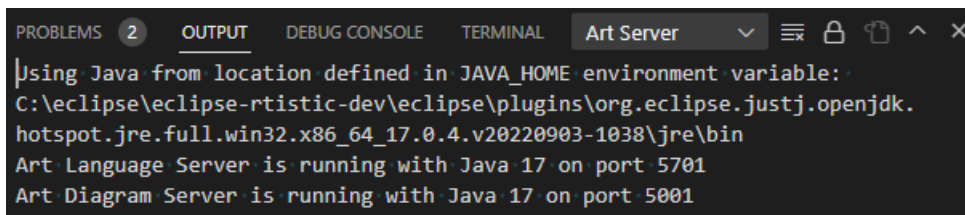
3. An attempt is made to launch the java command without using a path. The first JVM found in the system path, if any, will be used.

You may also need to adjust the arguments for the JVM. By default the JVM is launched with the below argument:

```
-Xmx4024m
```

To change the JVM arguments set the setting `code-rt.languageServer.jvmArgs` shown in the image above.

When the Code RealTime extension is activated information about which Java that is used is printed to the Art Server output channel.

A screenshot of the Eclipse IDE's 'Art Server' output window. The window has a dark background with light-colored text. The title bar shows 'PROBLEMS 2 OUTPUT DEBUG CONSOLE TERMINAL Art Server'. The output text is as follows:

```
Using Java from location defined in JAVA_HOME environment variable:  
C:\eclipse\eclipse-rtistic-dev\eclipse\plugins\org.eclipse.justj.openjdk.  
hotspot.jre.full.win32.x86_64_17.0.4.v20220903-1038\jre\bin  
Art Language Server is running with Java 17 on port 5701  
Art Diagram Server is running with Java 17 on port 5001
```

Here you will also see if the launching of the language server for some reason failed.

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## 4.2 Setup C++ Build Tools

When Code RealTime builds generated C++ code it uses C++ build tools such as a make tool, a C++ compiler, a C++ linker etc. These tools need to be in the path when you start Visual Studio Code or Eclipse Theia. If you have multiple C++ build tools installed, make sure the correct ones are present in the path before launching Visual Studio Code or Eclipse Theia. For example, if you use the Microsoft C++ compiler, it's recommended to launch from a Visual Studio native tools command prompt with the correct version (e.g. 32 bit or 64 bit). Build errors caused by inconsistent versions of C++ build tools being used can be tricky to find.

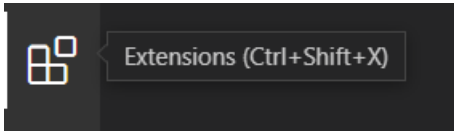
You also need to install an extension for C/C++ development into Visual Studio Code or Eclipse Theia. Even if you can use any such extension, Code RealTime provides the best integration with either [C/C++ for Visual Studio Code](#) or [clangd](#).

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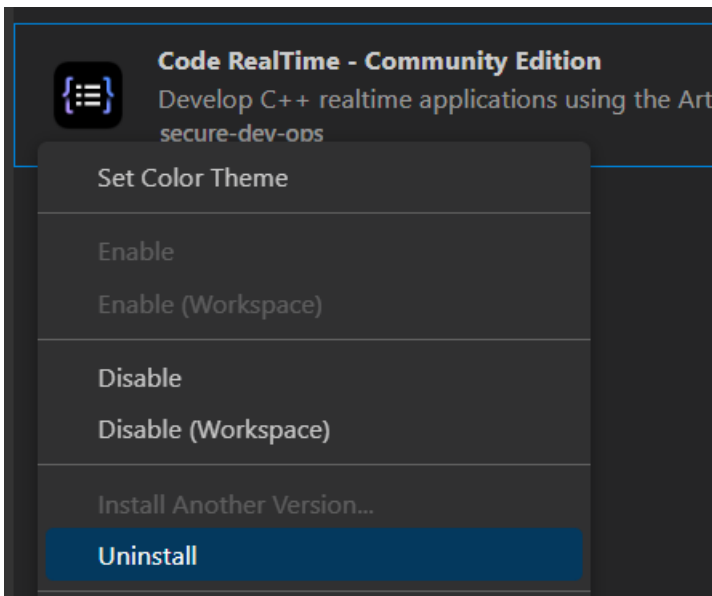
## 5 Uninstalling

To uninstall Code RealTime follow these steps:

1. Click "Extensions" in the left side-bar.



2. Find the Code RealTime extension in the "Installed" section and invoke the "Uninstall" command (in Visual Studio Code the command is available in the context menu, while in Theia it shows up as a button to click).



Once the uninstallation is finished you will no longer see Code RealTime in the "Installed" section.