

## Product Release Notice

### Update 3 for RTX64 3.7

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#### General Availability Release Date

November 18, 2020

#### Product Overview

Update 3 for RTX64 3.7 is the latest update to the 64-bit version of IntervalZero's market-leading hard real-time RTX64 3.7 software product. This update contains support for Windows 10 Update 2004. This is a cumulative update that contains all of the fixes included in [Update 1](#) and [Update 2](#) for RTX64 3.7

#### New Features and Issues Resolved

- Adds support for Windows 10 Feature Update Version 2004 (Windows 10 June 2020 Update). (9474, 9501)
- Improves interrupt latencies caused by too many concurrent SMIs (System Management Interrupts) generated by the UEFI BIOS and other software. (9495)
- Resolves EEPROM checksum errors with the Rtl10GB driver.
- Resolves an issue where incorrect values were read from the PCI config space for the CheckForNetworkCard routine in the Rtl10GB and RtlPCH drivers. (9497, 9447, 9448)
- Resolves an issue with the Rtl10GB driver which contained an invalid check for receive events in the Interrupt Service Thread (IST). (9502)
- Resolves build errors that resulted when building applications containing C++ STL (Standard Template Library) classes in Visual Studio 2019 version 16.6. (9487)

#### Resolved Issues from update 2

- Upgrades the RT-TCP/IP Stack to Treck version 6.0.1.66 to resolve reported security vulnerabilities. (9208)

## Resolved Issues from Update 1

- Resolves an issue where the Subsystem would sometimes hang on startup under stress conditions.
- Resolves an issue where attempts to start a process or create a thread with a Stack size greater than ~1 MB failed when using Windows memory. (8624)
- Resolves an issue where RTSS applications that include a call to the WriteFile API would crash. (8606)
- Resolves an issue where the Subsystem could cause a Blue Screen during a normal Windows shutdown when multiple real-time processes were active. (8524)
- Resolves an issue where the RTX64 Runtime caused a Blue Screen on VMware virtual machines running Windows 10 Update Version 1803 and later. (8276)
- Resolves an issue where RTSSDebug applications that contained WCHAR variables would sometimes cause Visual Studio 2019 and 2017 to crash. (8532)
- Resolves an issue where static 8-bit arrays caused the IntervalZero Real-Time Debugger to freeze in Visual Studio 2019. (8566)
- Resolves an issue where the Step Into feature in Visual Studio did not function correctly in certain scenarios. (8584)

## Activation & Licensing

Update 3 for RTX64 3.7 requires RTX64 3.7 to already be installed and licensed. The IntervalZero product licensing system allows for flexibility in how features are activated and deployed. Please [click here](#) for an overview of IntervalZero product licensing.

For additional information on deployment, please refer to the *[RTX64 Deployment Guide](#)*.

## Availability

Update 3 for RTX64 3.7 is available beginning November 18, 2020 through Partners and by contacting Sales: [sales@intervalzero.com](mailto:sales@intervalzero.com) or (781) 996-4481.

We look forward to any comments and feedback. If you have recommendations, or wish to suggest product enhancements, please contact Product Management at: [productmanagement@intervalzero.com](mailto:productmanagement@intervalzero.com).