IntervalZero

Product Release Notice

Update 2 for RTX64 3.2

General Availability Release Date

August 10, 2018

Product Overview

Update 2 for RTX64 3.2 is the latest update to the 64-bit version of IntervalZero's market-leading hard real-time RTX64 3.2 software product. Update 2 for RTX64 3.2 can be downloaded here.

Resolved Issue

- Resolves an issue regarding Windows security updates that prevent Meltdown-Spectre vulnerabilities for Windows 10, Windows 8.1, and Windows 7 causing the RTX64 Subsystem to crash on startup. (7131, 6608, 6514)
- Resolves an issue regarding the C Runtime function fflush returning an error when used in the RTSS environment. (7135, 6671)
- Resolves an issue regarding the Subsystem failing to start on Skylake i9 -7900X systems that include Intel® Advanced Vector Extensions 512 (AVX-512) instructions. (7130,6573) NOTE: This contains code that uses newer INTEL XSAVES functionality when supported, which can speed up the context switching between threads.
- Resolves an issue regarding the Subsystem crashing on Symmetric Multiprocessing (SMP) systems when RTX64 Structured Exception Handling (SEH) logic was stressed. (7125, 6576, 6327)
- Resolves an issue regarding file content being over written when fopen was used to open a file in append mode. (7129, 7127, 5951, 5745)
- Resolves an issue regarding the Subsystem crashing on reboot when the Time Quantum and HAL Timer Period values were the same and the RT-TCP/IP Stack was enabled. (7126, 5995).

- Resolves an issue regarding RtWaitForSingleObject and RtWaitForMultipleObjects not working correctly with timeout values above 2^32/10000 (429496) milliseconds. (7124, 5346)
- Resolves an issue regarding Real-Time function RtMapMemory causing a Blue Screen in Windows processes linked to RTAPI when called before RTAPI's DLLMain. (7136)
- Resolves an issue regarding an error sometimes occurring when starting the RT-TCP/IP Stack: Error executing/Tcpip-Internal error: RtQueryRtssInformation failed: error=0x0. (7156)

Activation & Licensing

Update 2 for RTX64 3.2 requires RTX64 3.2 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 2 for RTX64 3.2 is available beginning August 10, 2018 through Partners and by contacting Sales: sales@intervalzero.com or (781) 996-4481.

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