

CodeDynamics 2017.0 Supported Platforms

Versions

Interpret version information in the following ways:

- **Compilers:** Versions are given as a range, from the earliest supported version to the latest supported version, which is usually the current version. All versions within the range are supported.
- **Operating Systems:** Specific supported versions are listed. If a whole number is given, all minor versions of that whole number are supported.

Support Notes

- The version of this document in the product distribution is a snapshot. For the latest information, see the PDF version on the CodeDynamics documentation page of the Rogue Wave web site.
- **X Windows:** X Windows is required on all platforms to run the CodeDynamics UI.
- **ReplayEngine for reverse debugging:** Supported on Linux x86 and x86-64 operating systems. On other platforms, ReplayEngine buttons and menu selections are grayed out in the UI. For more information, please see the document *Reverse Debugging with ReplayEngine*.
Replay Engine supports the IP transport mechanism on most MPI systems. It supports communication over Infiniband using either the IBverbs or the QLogic PSM transport layers on some systems. Please see the section "Using ReplayEngine with Infiniband MPIs" in the *TotalView for HPC Users Guide* for details.

Platform Support

Platforms	Operating Systems	Compilers
Linux x86-64	Red Hat Enterprise Linux 5, 6, and 7 Red Hat Fedora 23, 24, and 25 Ubuntu 14.04, 15.04, 15.10, and 16.04 Open SuSE 12 and 13 SuSE Linux Enterprise Server 11 and 12	Intel Parallel Studio XE 15-17 GNU 4.3 - 6.2 PGI Workstation 11.2 - 16.1 Oracle Solaris Studio 12 C and C++: LLVM Clang 3.3 - 3.5 Fortran: Absoft Pro 16 Lahey Fortran 6.2 - 8
Apple Macintosh	Mac OS X Yosemite (10.10), El Capitan (10.11), and macOS Sierra (10.12)	Intel Parallel Studio XE 15-17 GNU 4.3 - 6.2 C/C++: Apple Clang 4.1 - 6.0 Fortran: Absoft Pro 16