

# KINGSTAR 4.5.2

## RUNTIME INSTALLATION GUIDE

KS-DOC-x64-0036-R11

Copyright © 1996-2025 by IntervalZero, Inc. All rights reserved.

No part of this document may be reproduced or transmitted in any form or by any means, graphic, electronic, or mechanical, including photocopying, and recording or by any information storage or retrieval system without the prior written permission of IntervalZero, Inc. unless such copying is expressly permitted by federal copyright law.

While every effort has been made to ensure the accuracy and completeness of all information in this document, IntervalZero, Inc. assumes no liability to any party for any loss or damage caused by errors or omissions or by statements of any kind in this document, its updates, supplements, or special editions, whether such errors, omissions, or statements result from negligence, accident, or any other cause. IntervalZero, Inc. further assumes no liability arising out of the application or use of any product or system described herein; nor any liability for incidental or consequential damages arising from the use of this document. IntervalZero, Inc. disclaims all warranties regarding the information contained herein, whether expressed, implied or statutory, including implied warranties of merchantability or fitness for a particular purpose.

IntervalZero, Inc. reserves the right to make changes to this document or to the products described herein without further notice.

Microsoft, MS, and Win32 are registered trademarks and Windows 11, Windows 10, Windows 8, Windows 7, Windows Vista, Windows XP, and Windows Server 2003 are trademarks of Microsoft Corporation.

All other companies and product names may be trademarks or registered trademarks of their respective holders.

KINGSTAR Runtime and SDK .....	1
Product editions and requirements .....	2
Product editions .....	2
Hardware requirements .....	2
Drives and I/O modules .....	2
Network interface card (NIC) .....	2
EtherCAT .....	3
Hardware considerations .....	4
Software requirements .....	5
Operating system requirements .....	5
Microsoft Visual Studio .....	5
Microsoft .NET Framework .....	6
Real-Time Software Development Kit .....	6
Administrator privileges .....	6
Request a free trial .....	6
Install KINGSTAR Runtime .....	7
Uninstall KINGSTAR .....	14
Licensing and activation .....	15
KINGSTAR Runtime components .....	16
KINGSTAR Fieldbus Runtime packages .....	18
KINGSTAR Motion packages .....	18
KINGSTAR Feature packages .....	20
Activate and configure KINGSTAR .....	21
Activate over the internet .....	21
Activate by the file .....	24
Activate using the dongle .....	32
Get support .....	34
Third-party support .....	34
Online support .....	34
Before calling technical support .....	34
The version number of your RTX64 and KINGSTAR software .....	34

Phone support .....	35
---------------------	----

# KINGSTAR Runtime and SDK

KINGSTAR provides two installations: a Runtime and a Software Development Kit (SDK). The Runtime supplies the KINGSTAR Subsystem that will be deployed as part of your application, while the SDK supplies headers and libraries for you to develop your own KINGSTAR applications.

KINGSTAR Runtime contains the following items:

- The KINGSTAR Subsystem.
- An [Analysis Console](#) to debug the system.
- A text-based [Commands](#) list that allows you to start or stop OPC UA, KINGSTAR PLC Runtime, KINGSTAR Subsystem, and RTX64 Subsystem. The commands can be combined with your own graphical user interface.
- A [Configuration Tool](#) to easily tune motors.
- A [Control Panel](#) that provides shortcuts to tools, and friendly UI to configure system settings.
- An [ESI Import Tool](#) to add custom hardware profiles into the KINGSTAR Subsystem.
- A [Scope](#) that records data and displays it on screen graphically.

# Product editions and requirements

The difference between product editions and the hardware, software requirements for KINGSTAR are listed below.

## Product editions

The features of the product depends on the licenses you purchase. To learn more about the KINGSTAR licenses, see [KINGSTAR Runtime components](#).

## Hardware requirements

This section lists hardware requirements for KINGSTAR and the considerations about processors.

## Drives and I/O modules

To create a motion application, KINGSTAR doesn't need to connect to any hardware. You can write the code in an IDE such as Visual Studio and use the built-in simulated hardware to test your application. However, when you want to run your application with real hardware, you need to connect your devices to your computer.


KINGSTAR can connect to any EtherCAT hardware, but advanced features need to be defined properly to be supported. KINGSTAR has already included definitions for many servo drives, stepper drives, EtherCAT I/O modules, and EtherCAT couplers. For the up-to date list, see the KINGSTAR Supported Hardware PDF file bundled with the KINGSTAR installer, or see the online help at [kingstar.com](http://kingstar.com) > Support > KINGSTAR 4.x Help.

## Network interface card (NIC)

KINGSTAR requires a dedicated NIC. The NIC is configured when the Install Wizard is run. For the up-to-date list, see [Network interface cards](#), or the PDF file at [kingstar.com](http://kingstar.com).

# EtherCAT

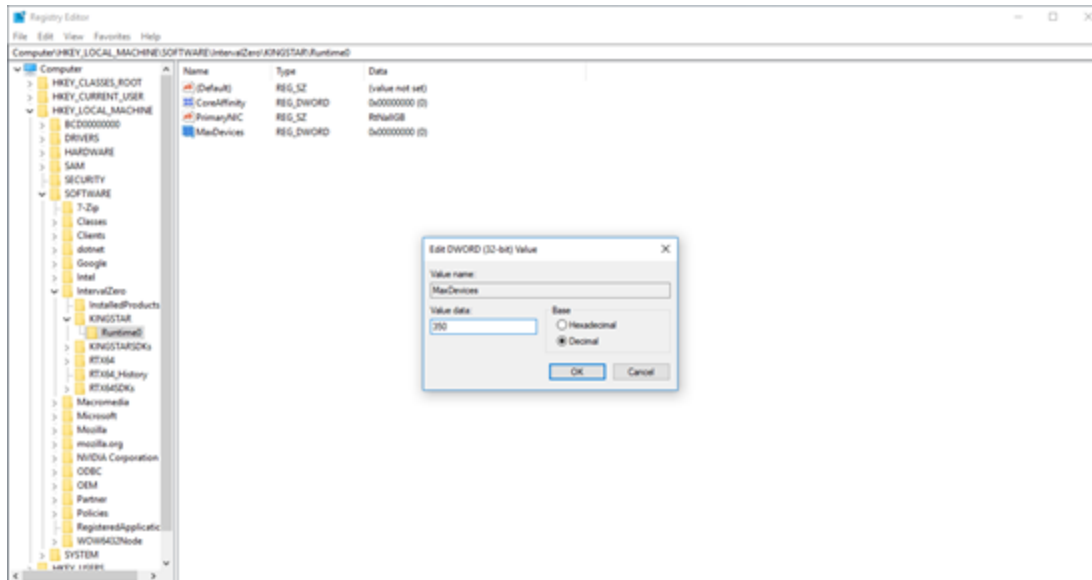
KINGSTAR uses EtherCAT technology for communication. When you are ready to run your KINGSTAR application on your hardware, do the following to set up your EtherCAT network:

1. Make sure your computer and devices have the network interface cards (NICs) or chips that support the EtherCAT protocol. To know whether the hardware supports EtherCAT:
  - Computers: in Windows, go to **Device Manager** and find the NIC under **Network adapters**. Make a note of the model number of the NIC. See the KINGSTAR online help from [kingstar.com](http://kingstar.com) > **Support** > **KINGSTAR 4.x Help** > **Network interface cards**, or see the offline help by clicking Start  > **KINGSTAR 4.5 Runtime** > **Help System** > **Network interface cards**. If your NIC is listed in the document, it supports EtherCAT.
  - Devices: see the manual of your device, or contact the device manufacturer.
2. Prepare the Ethernet cables that are CAT-5 (Category 5) or higher. The transmission rate needs to be at least 100 Mbps.
3. Connect your computer and devices using the Ethernet cables.

Technically, the EtherCAT protocol allows up to 65,535 devices to be connected, but rarely an EtherCAT master supports such many devices, which take large memory. By default, KINGSTAR supports up to 256 devices, but you can increase the maximum number of supported devices by adding a registry key.

1. Press the Windows key + R.
2. In the **Run** dialog box, enter "regedit" and click **OK**.
3. In **Registry Editor**, go to **HKEY\_LOCAL\_MACHINE** > **SOFTWARE** > **IntervalZero** > **KINGSTAR** > **Runtime0**.
4. In the right area, right-click the empty space and click **New** > **DWORD (32-bit) Value** to add a registry key.
5. In the **Name** cell, enter "MaxDevices" for the newly added key's name.
6. Right-click the **MaxDevices** key and click **Modify**.

7. In the **Edit DWORD (32-bit) Value** dialog box, in the **Base** area, click **Decimal**. In the **Value** data, enter a value for the maximum value of supported devices.
8. Click **OK**.



## Hardware considerations

KINGSTAR requires a multiprocessor platform that supports 64-bit Windows 10 with Update and Windows 10 IoT Enterprise. Uniprocessor systems are not supported. At minimum, two cores are required; one core must be dedicated to Windows and another core must be dedicated to the KINGSTAR Subsystem. Systems with up to 64 cores are supported.

**NOTE:** If your system is hyper-threaded, you should assign an even number of processors between Windows and KINGSTAR real-time components. The Windows logical processor and real-time logical processor must not share the same physical processor.

Some hardware configurations are not supported by the KINGSTAR Runtime installations. Although KINGSTAR runs on most x64 platforms, unique attributes of some processors require special consideration before using them in your system.

- For a comprehensive list of approved and supported hardware, see the Windows hardware certification web page:



<https://docs.microsoft.com/en-us/windows-hardware/drivers/dashboard/windows-certified-products-list>

- For a comprehensive list of system requirements for Windows 10, see the Windows 10 System Requirements web page:

<https://www.microsoft.com/en-us/windows/windows-10-specifications>

## Software requirements

This section lists software requirements for KINGSTAR and things to know before you install the software.

## Operating system requirements

KINGSTAR are supported on 64-bit multiprocessor configurations for the following operating systems:

- Windows 11 Update Version 23H2
- Windows 11 Update Version 22H2
- Windows 11 Update Version 21H2
- Windows 10 Update Version 22H2
- Windows 10 Update Version 21H2
- Windows 10 October Update Version 1809
- Windows 10 Anniversary Update Version 1607

**NOTE:** For the compatible KINGSTAR versions, please refer to [Operating system compatibility](#) for more details.

## Microsoft Visual Studio

Microsoft Visual Studio 2019 or 2017 must be installed in your system if you want to develop KINGSTAR applications. For KINGSTAR 4.x, Visual Studio 2019 is preferred.

## Microsoft .NET Framework

Microsoft .NET Framework 4.7.2 is required. If the client is not detected, the Install Wizard installs the client for you.

## Real-Time Software Development Kit

KINGSTAR SDK is required for KINGSTAR application development.

## Administrator privileges

Administrator privileges are required for installing and uninstalling the KINGSTAR, which provides local Windows Groups to control user access to KINGSTAR features. By default, all users can access the KINGSTAR features. You should modify groups to limit the access to specific users.

## Request a free trial

For access to evaluation kits, go to <http://kingstar.com/download-trial/>. In the form that appears, select KINGSTAR from the product choices, fill out the contact information, and then click **Request Trial**.

# Install KINGSTAR Runtime

After purchasing KINGSTAR Runtime, you will receive an email confirmation that includes a link to the KINGSTAR Runtime download page. After downloading the file, complete the steps that follow to install KINGSTAR Runtime.

1. Go to **Control Panel > Uninstall a program**. Select 3.x or earlier version of KINGSTAR Runtime from the list and uninstall it. RTX64 Runtime should be uninstalled together with KINGSTAR Runtime. If not, uninstall it manually.

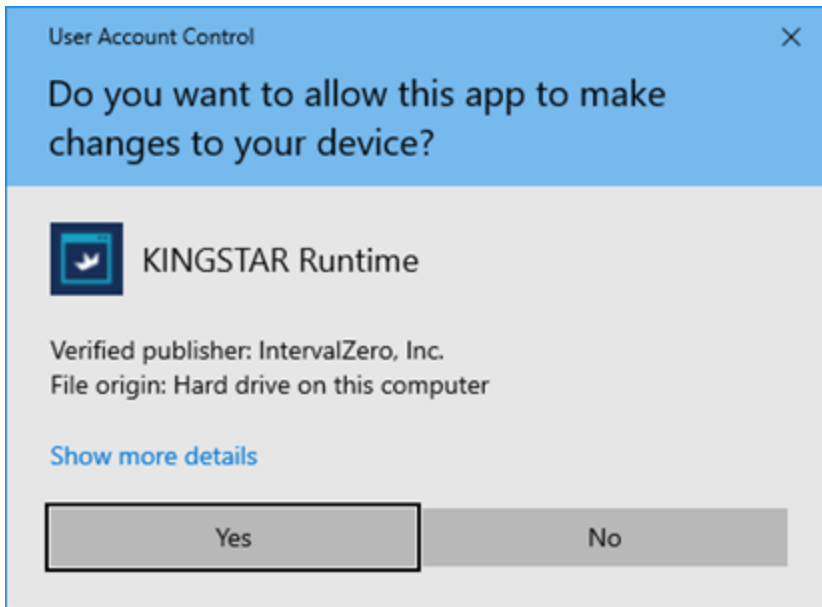
**IMPORTANT:** Because KINGSTAR Runtime 4.x and the included RTX64 Runtime are incompatible with their 3.x or earlier versions, you must uninstall these versions before installing 4.x.

**IMPORTANT:** Either your previous Runtime is KINGSTAR Motion or KINGSTAR Fieldbus, you must remove it.

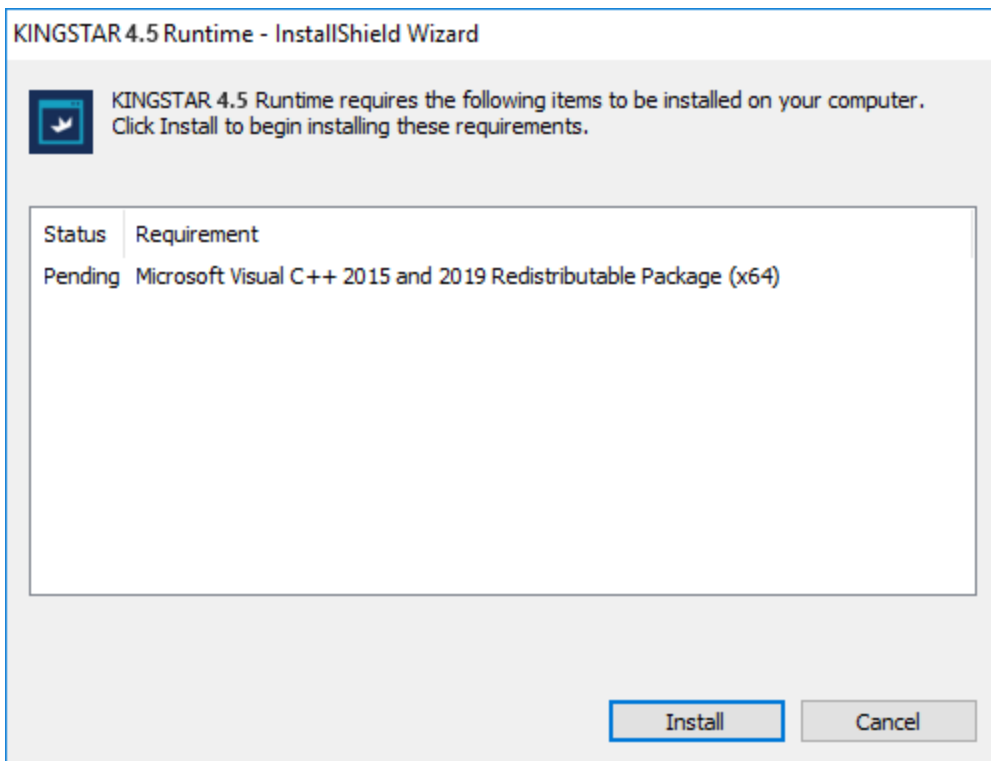
**NOTE:** If you have installed a previous 4.x version, you can upgrade directly using the installer of the latest version.

2. Unzip the downloaded file.
3. Double-click `KINGSTARRuntimeInstaller.exe`.

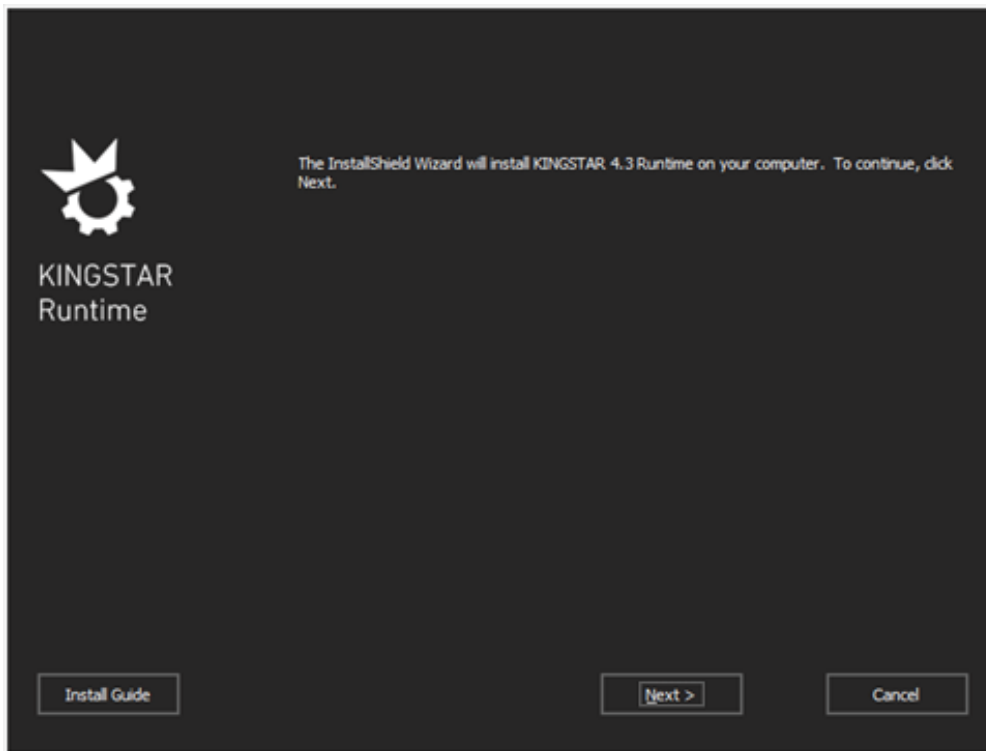
**NOTE:** You must have the administrator permission to install KINGSTAR Runtime. Before the installation begins, the **User Account Control** dialog box may ask if you want the installer to make changes to your device. Click **Yes** to continue the installation.



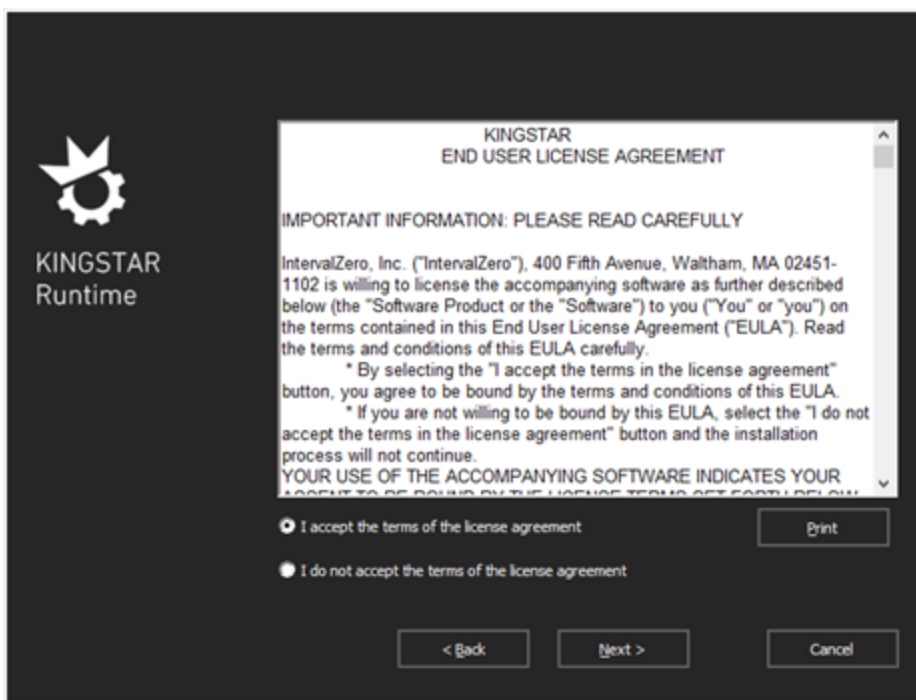
**NOTE:** If you have not installed Visual C++ 2015 and 2019 Redistributable Package (x64), KINGSTAR Runtime will ask you to install it. Click **Install**.



4. On the installation page, click **Next** to begin the installation.



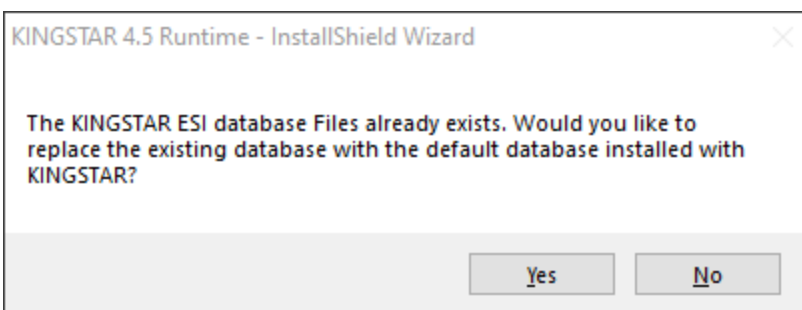
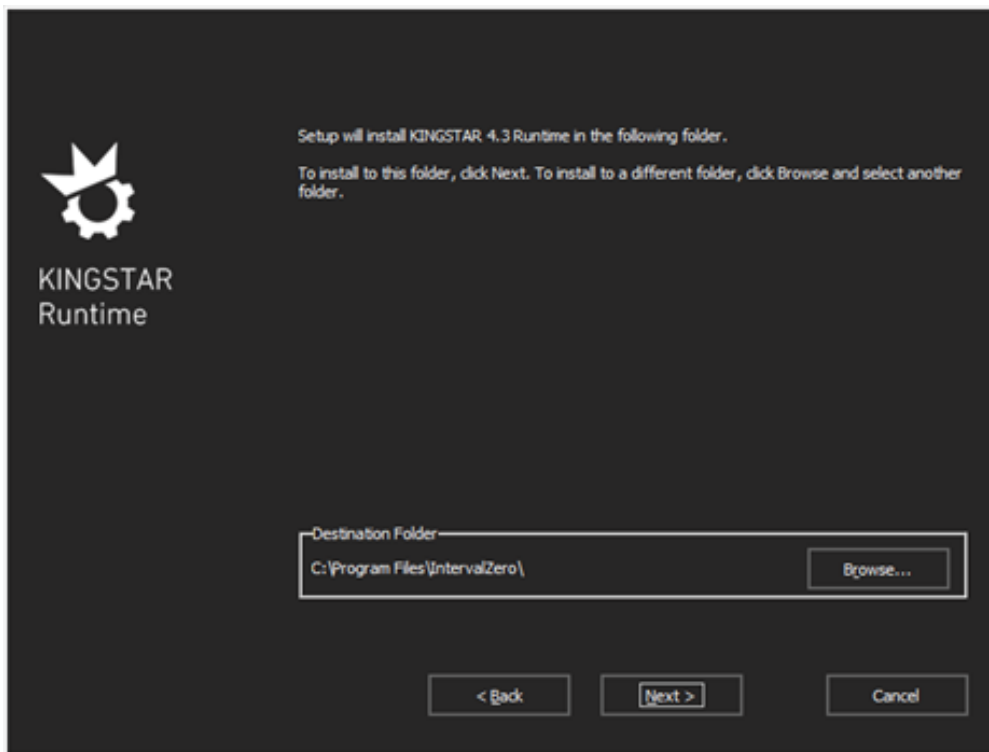
5. Read the End User License Agreement, select **I accept the terms of the license agreement** and click **Next**.



6. Choose the location you want to install KINGSTAR Runtime. You can accept the default installation path, or click **Browse** to choose a different location. When you are done, click **Next**.

After you click **Next**, KINGSTAR will check whether an ESI database has already existed at the specified location. If it has, it will ask whether you want to use the default ESI database to replace the one exists. If it hasn't, it won't show any message.

In the message, click **Yes** if you want to replace; click **No** if you want to use the existed database.



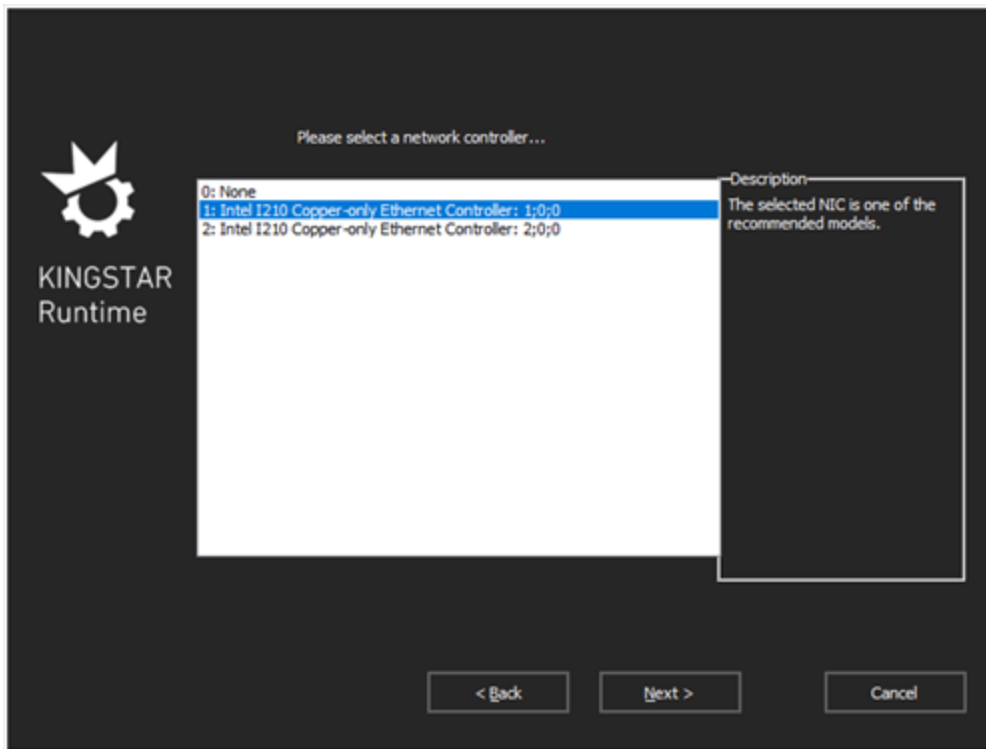
7. On the **KINGSTAR Runtime Network Interface Setup** page, select a network interface card (NIC) for KINGSTAR to use, and then click **Next**.

- **None** – Do not associate an NIC with KINGSTAR Runtime now. You need to manually associate an NIC and configure it before you can use KINGSTAR Runtime. To manually associate an NIC, in the online or offline help, go to **Tools > KINGSTAR Control Panel > Tools > Runtime Settings > Network Interface Cards** and see **Control**'s description. If you have two identical cards, see **Network Interface Cards -> Two identical cards**.
- **<NIC>** – Select an NIC to associate with KINGSTAR Runtime, and configure its interface to use this NIC for KINGSTAR network communication. We give you a demonstration of an NIC list in the screen shot. You should select an NIC that meets your needs.

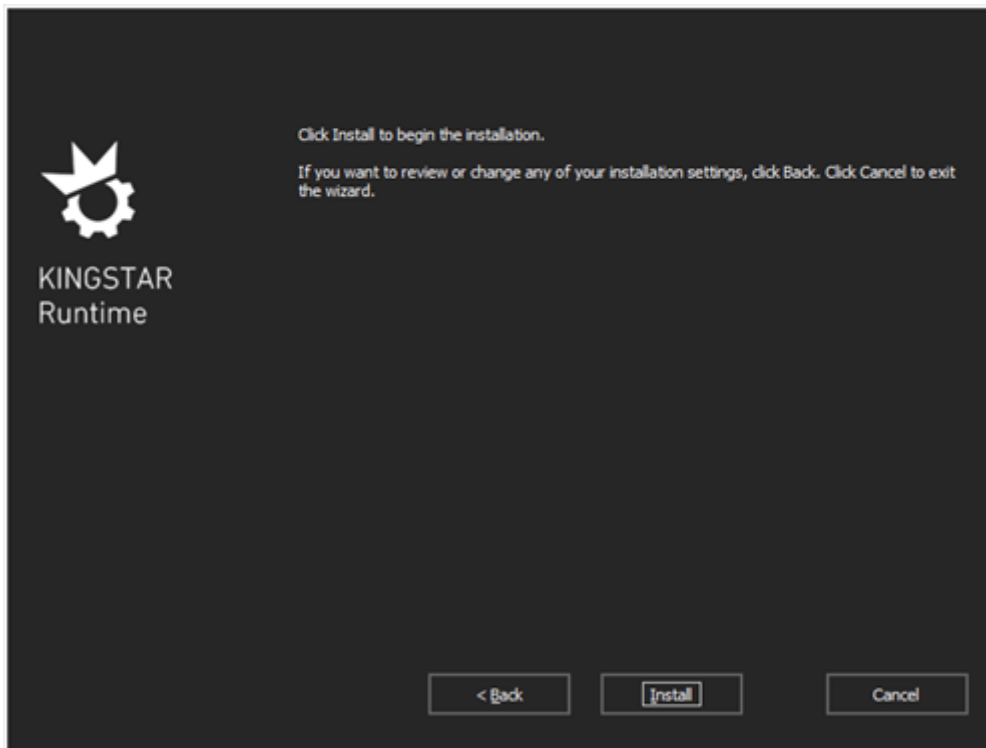
If you have two or more identical network cards, when you select one of them in this step, the selected one will be associated with KINGSTAR Runtime, and others will be under RTX64 control but not associated with KINGSTAR Runtime. This happens due to the limitation of Windows. To solve this problem, in the online or offline help, see **Tools > KINGSTAR Control Panel > Tools > Runtime Settings > Network Interface Cards -> Return a card to Windows -> Two identical cards**.

We suggest you select an NIC. KINGSTAR Runtime will automatically associate and configure the card so you don't need to manually configure it later.

**NOTE:** When you select an NIC, KINGSTAR reminds you whether it is a recommended model. The recommended list can be found in **Network interface cards**, or the PDF of **Supported Network Interface Card**.

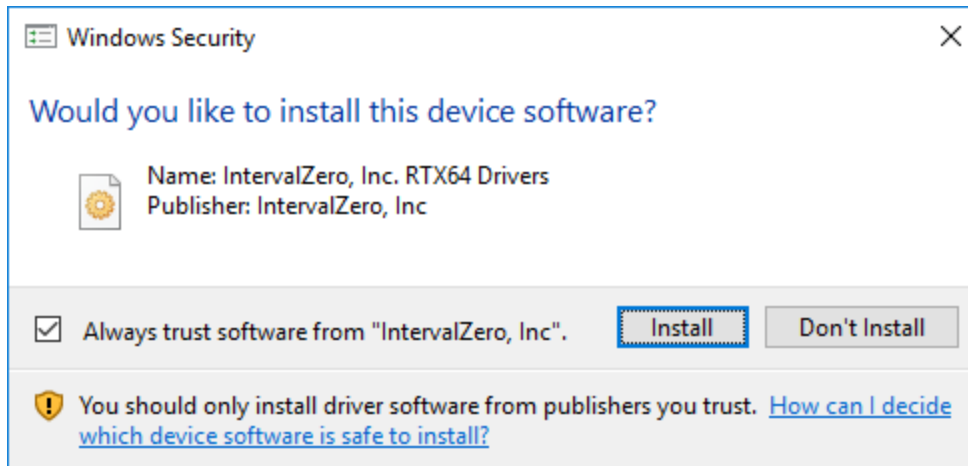


8. Click **Install** to install KINGSTAR Runtime.

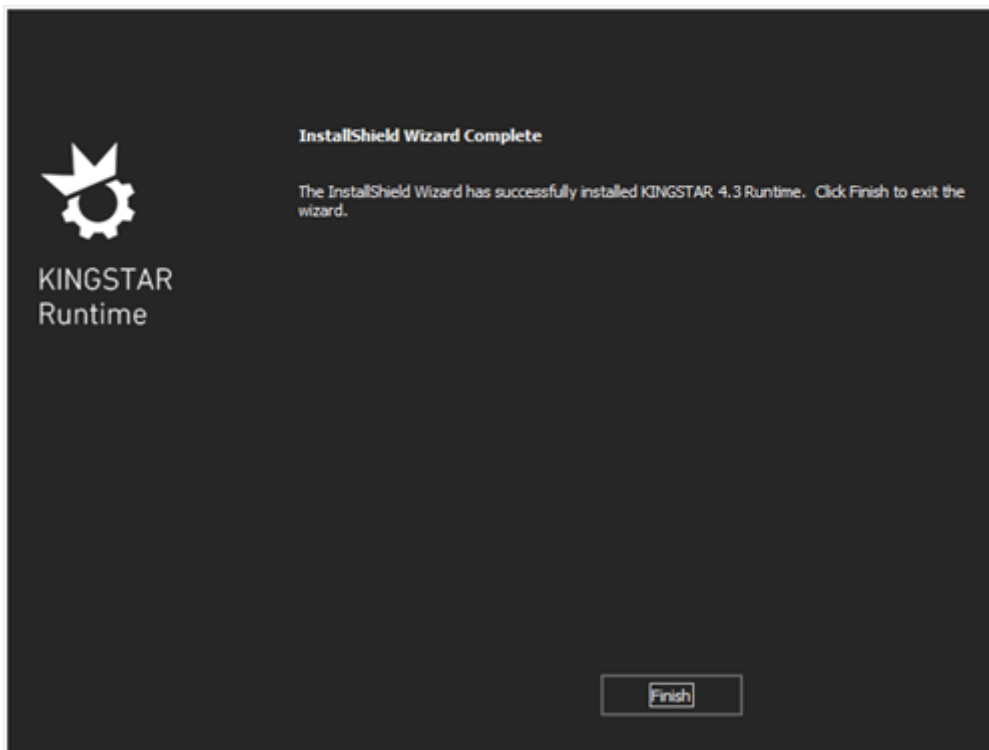




**NOTE:** If KINGSTAR or RTX64 has never been installed on your machine before, a message will be displayed to ask you to install the RTX64 driver. Click **Install**.



9. After the installation is completed, click **Finish** to close the wizard. For more information about activating your KINGSTAR Runtime components, see **Activate and configure KINGSTAR**.



# Uninstall KINGSTAR

Before uninstalling the KINGSTAR Runtime, consider the following:

- When KINGSTAR Runtime is uninstalled from a system, any device given to KINGSTAR will no longer have an associated driver and should be returned to Windows. When you uninstall KINGSTAR, the network interface card (NIC) used by KINGSTAR will be returned to Windows automatically. If you want to give it back manually, see one of the following guides:
  - KINGSTAR online or offline help > Tools > KINGSTAR Control Panel > Tools > Runtime Settings > Network Interface Cards
  - KINGSTAR online and offline help > Manually configure system settings > Return an NIC to Windows
- KINGSTAR applications must not be running.
- KINGSTAR Subsystem and Real-Time Subsystem must be stopped. You can turn them off in KINGSTAR Control Panel.
- If the RTX64 boot configuration is the only boot configuration present on uninstallation, it will be retained so that you can start your system.

To uninstall KINGSTAR, you can either use the Windows Control Panel or the KINGSTAR installer:

- Uninstall from Windows Control Panel:
  1. Go to **Control Panel**. Under **Programs**, click **Uninstall a program**.
  2. Select the KINGSTAR software from the list and uninstall it.
  3. After uninstalling KINGSTAR, restart your computer.
- Uninstall using the KINGSTAR installer:
  1. Double-click the KINGSTAR installer (Runtime, SDK or Remote Tools).
  2. When the installer enters the Setup screen, select **Remove** and proceed the process.

# Licensing and activation

This section describes KINGSTAR licensing (packages) and explains how to activate KINGSTAR keys.

- **KINGSTAR Runtime components:** from primary to advanced, KINGSTAR offers sufficient flexibility for you to combine the packages that best meet your needs.
- **Activate and configure KINGSTAR:** activates KINGSTAR keys online, offline, or using dongles.

# KINGSTAR Runtime components

To provide the greatest flexibility to customers, KINGSTAR offers packages that can be added on to the KINGSTAR Fieldbus Runtime. The available packages are described below. You can combine packages depending on your application's needs. To see the API functions, structures, and types each package supports, click the links in **Functions**, **Structures**, **Types**, and **Feature**.

**NOTE:** To streamline the information, only RT/Win32 functions and types are listed. Other interfaces have the same features.

The following diagram shows what each package includes. For further details, see the text that follows.



## KINGSTAR Runtime Product Components

(Fieldbus powered by EtherCAT)

### RTX64 Runtime Core Package for use with KINGSTAR (Required)

Solo (1 core)	INCLUDED	Entry (2 cores)	UPGRADE
Basic (3 cores)	UPGRADE	Professional (7 cores)	UPGRADE

### Add One Motion Package (Optional)

<b>Point to Point (PTP)</b> REQUIRES AN AXIS PACKAGE: <div>Level 1 (up to 8 axes) INCLUDED</div> <div>Level 2 (up to 16 axes) UPGRADE</div> <div>Level 3 (up to 32 axes) UPGRADE</div> <div>Level 4 (unlimited axes) UPGRADE</div>	<b>Synchronization (incl. PTP)</b> REQUIRES AN AXIS PACKAGE: <div>Level 1 (up to 8 axes) INCLUDED</div> <div>Level 2 (up to 16 axes) UPGRADE</div> <div>Level 3 (up to 32 axes) UPGRADE</div> <div>Level 4 (unlimited axes) UPGRADE</div>
<b>Blending (incl. PTP &amp; Synch)</b> REQUIRES AN AXIS PACKAGE: <div>Level 1 (up to 8 axes) INCLUDED</div> <div>Level 2 (up to 16 axes) UPGRADE</div> <div>Level 3 (up to 32 axes) UPGRADE</div> <div>Level 4 (unlimited axes) UPGRADE</div>	<b>Kinematics (incl. PTP, Synch &amp; Blending)</b> REQUIRES AN AXIS PACKAGE: <div>Level 1 (up to 8 axes) INCLUDED</div> <div>Level 2 (up to 16 axes) UPGRADE</div> <div>Level 3 (up to 32 axes) UPGRADE</div> <div>Level 4 (unlimited axes) UPGRADE</div>

### Other Add-On Packages (Optional)

KINGSTAR High Speed Timer Package	KINGSTAR Multiple Master Package
KINGSTAR Hot Connect Package	KINGSTAR Cable Redundancy Package
KINGSTAR PLC Package	KINGSTAR Vision Package

# KINGSTAR Fieldbus Runtime packages

The Fieldbus Runtime is the primary component of KINGSTAR and provides an EtherCAT master and communication capabilities. This package has no axes support. Only I/O modules can be controlled. The Fieldbus Runtime package comes with an RTX64 Runtime Solo Core package, allowing for one core to be dedicated to the KINGSTAR Subsystem and applications. You can upgrade the Core package to any of the following:

- RTX64 Runtime Entry Core Package – allows for up to 2 cores to be dedicated to the KINGSTAR Subsystem and applications.
- RTX64 Runtime Basic Core Package – allows for up to 3 cores to be dedicated to the KINGSTAR Subsystem and applications.
- RTX64 Runtime Professional Core Package – allows for up to 7 cores to be dedicated to the KINGSTAR Subsystem and applications.

**Functions:** all Fieldbus Runtime packages support KINGSTAR Fieldbus and [KINGSTAR COM](#) functions, structures, and types, *except* the features supported in Feature packages.

# KINGSTAR Motion packages

Provides support for motion control within KINGSTAR. If you want to use KINGSTAR to control axes, you need to get one of the packages. The lowest package is PTP Motion and the highest is Kinematic. The higher the package, the more the supported functions.

You must have one Fieldbus Runtime package, and then you can use Motion packages. The following packages provide different levels of motion control:

- PTP Motion Package – allows for point to point single-axis motion. This package does not include cam and gear motion.

**Functions:** Axis PTP motion

- Synchronization Motion Package – allows for point to point single-axis and multi-axis motion, including cam, gear, and static spline motion.

Static spline motion: the splines cannot be adjusted during a spline move.

**Functions:** Cam, Gear, Spline, Axis PTP motion, and Group motion

- Blending Motion Package – allows for point to point single-axis and multi-axis motion, including cam, gear, blending, and dynamic spline motion.

Dynamic spline motion: the splines can be adjusted during a spline move.

**NOTE:** Dynamic spline motion is not supported in KINGSTAR 4.5.

- **Functions:** Cam, Gear, Spline, Axis PTP motion, and Group motion
- **Types:** McBufferMode (blending parameters)
- Kinematic Package – allows for coordinate transformation among Axis Coordinate System (ACS), Machine Coordinate System (MCS), and Product Coordinate System (PCS).
  - **Functions:** Cam, Gear, Axis PTP motion, Group motion, and 3D coordinate transformation
  - **Structures:** McKinRef
  - **Types:** McKinType

## KINGSTAR Axis packages

Each motion package comes with an Axis Level 1 package, allowing up to 8 axes to be used for motion control. Axis packages are only related to the number of axes you can control. It doesn't include or affect any API function supported in Fieldbus Runtime and Motion packages.

You can upgrade the Axis package to any of the following:

- Level 2 Axis Package – allows for up to 16 axes to be used with KINGSTAR motion control.
- Level 3 Axis Package – allows for up to 32 axes to be used with KINGSTAR motion control.
- Level 4 Axis Package – allows for an unlimited number of axes to be used with KINGSTAR motion control.

# KINGSTAR Feature packages

The optional Feature Packages add functionalities to the KINGSTAR Subsystem and EtherCAT master.

- Cable Redundancy Package – supports connecting the last EtherCAT slave to another network interface card on the computer so all the slaves can be communicated even if one cable is broken.

**Feature:** `EnableRedundancy`

- High Speed Timer Package – supports an EtherCAT cycle time of less than 1000 microseconds (in LogicLab if you have PLC Package license).

**Feature:** able to set a value less than 1000 for **Cycle** in `SetCycleTime`

**NOTE:** KINGSTAR Runtime supports a minimum cycle time of 100 microseconds; KINGSTAR PLC supports a minimum cycle time of 250 microseconds.

- Hot Connect Package – supports adding new hardware to an EtherCAT network while the KINGSTAR Subsystem is running.

**Feature:** `EnableHotConnect`

- Multiple Master Package – supports multiple EtherCAT masters running concurrently using different network cards and cores. This feature requires the upgraded Fieldbus core package.

**Feature:** able to set a value greater than zero for **Instance** in `Create` or **KINGSTAR Control Panel**

- PLC Package – supports KINGSTAR PLC, which provides KINGSTAR PLC Runtime for you to run PLC motion programs developed using KINGSTAR LogicLab. KINGSTAR PLC Runtime requires the PLC Package to activate, while KINGSTAR LogicLab can be used without any limitation.

KINGSTAR LogicLab contains KINGSTAR motion function blocks (FBs), which require a Motion package. Without a Motion package, only communications FBs can be used.

**Feature:** KINGSTAR PLC Runtime

- Vision Package – supports the use of GigE Vision Cameras. The upgraded Fieldbus' core package is recommended with this feature.



# Activate and configure KINGSTAR

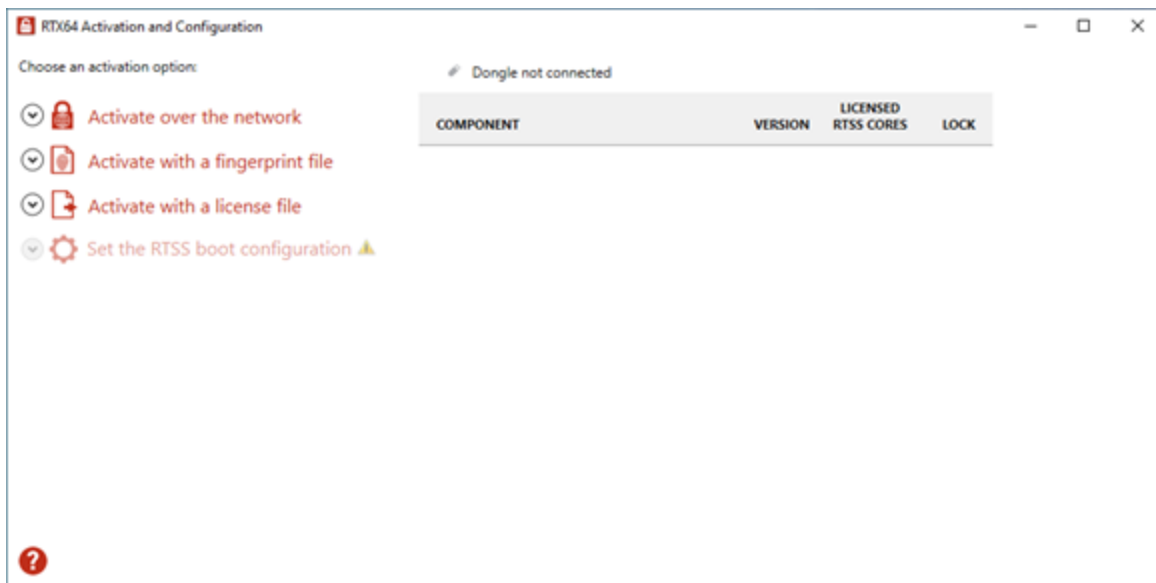
The instructions in this section apply to KINGSTAR 4.x. For more information about the 4.x license, see KINGSTAR Runtime components.

## Activate over the internet

These steps apply only if you can access the IntervalZero license server. If you do not have the internet access, see the section [Activate by the file](#).

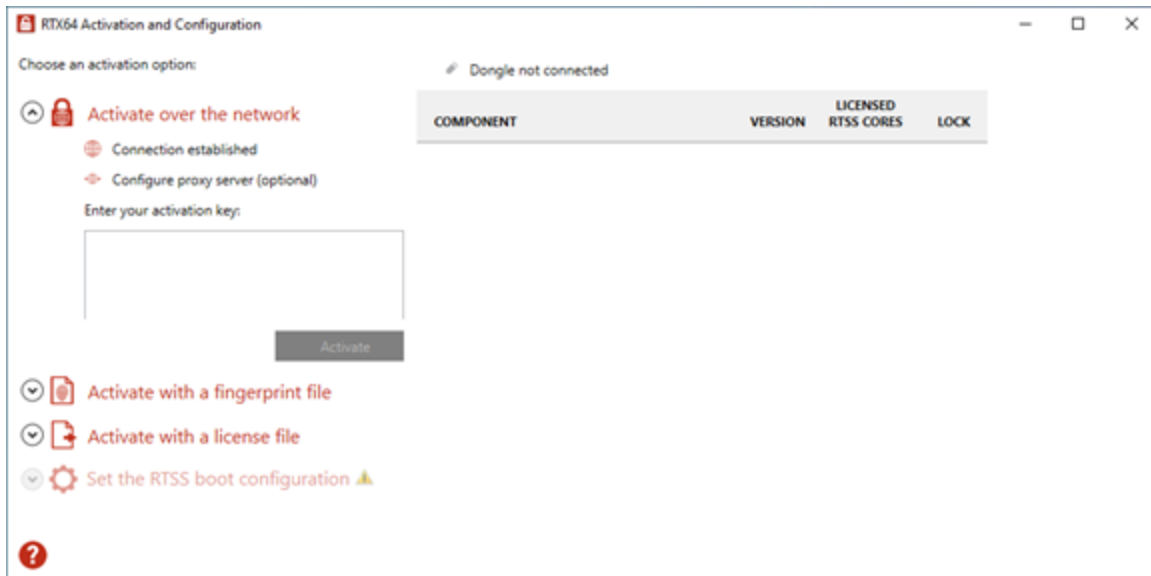
1. On the taskbar, click Start  > **RTX64 4.5 Runtime** > **RTX64 Activation and Configuration**.

**NOTE:** You must have administrative permissions to launch this utility. Before the utility starts, **User Account Control** may ask if you want to allow this app to make changes to your device. Click **Yes** to continue.



2. Click **Activate over the network**. Make sure your machine is connected to the internet with the access to the IntervalZero license server. If a connection is available, you will see **Connection established**. If the connection is not available, make sure all network

cables are plugged in and click **Unable to establish a connection** to refresh. If the connection is still not available, you may need to configure a proxy server.

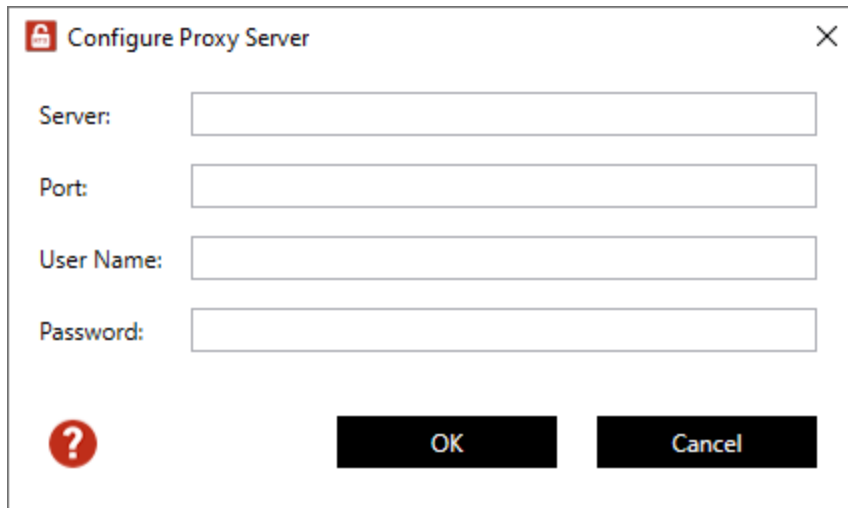


3. To configure a proxy server:

- a. Click **Configure proxy server**.
- b. In the **Configure Proxy Server** dialog box, enter the information in the empty boxes and click **OK**. The information should be available from your IT department.

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

**NOTE:** If no network connection can be established, see the section [Activate by the file](#).

A screenshot of a 'Configure Proxy Server' dialog box. The dialog has a title bar with a red lock icon and a close button (X). It contains four input fields: 'Server:', 'Port:', 'User Name:', and 'Password:'. At the bottom left is a red circle with a white question mark. At the bottom right are two buttons: 'OK' and 'Cancel'.

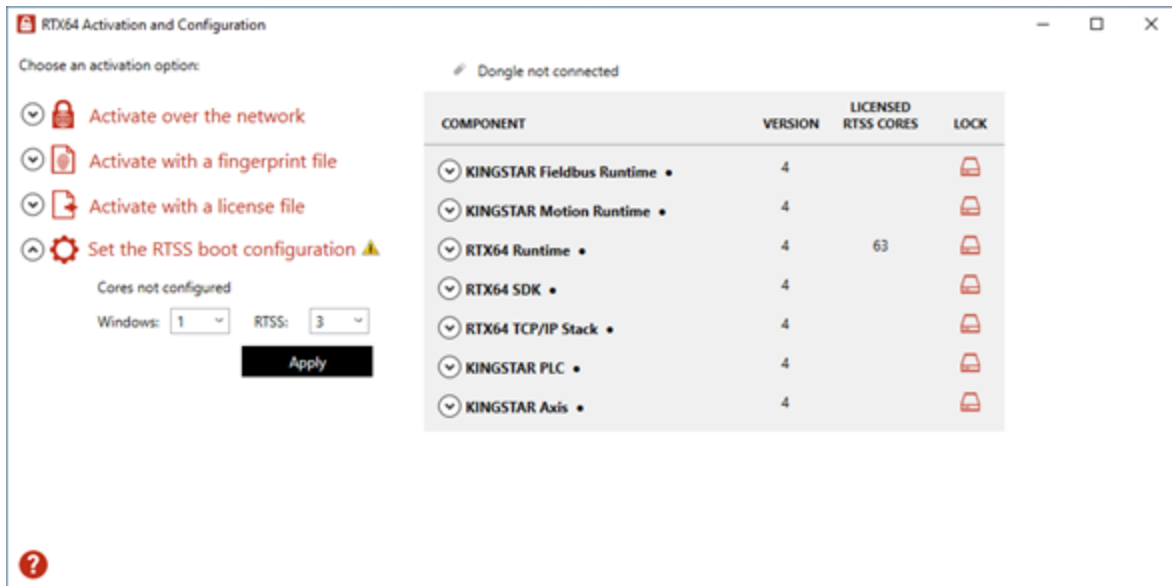
4. Back to the **RTX64 Activation and Configuration** dialog box, in the **Enter your activation key** box, enter your activation key and click **Activate**.

The product components activated by your keys are listed on the right. These are the possible components:

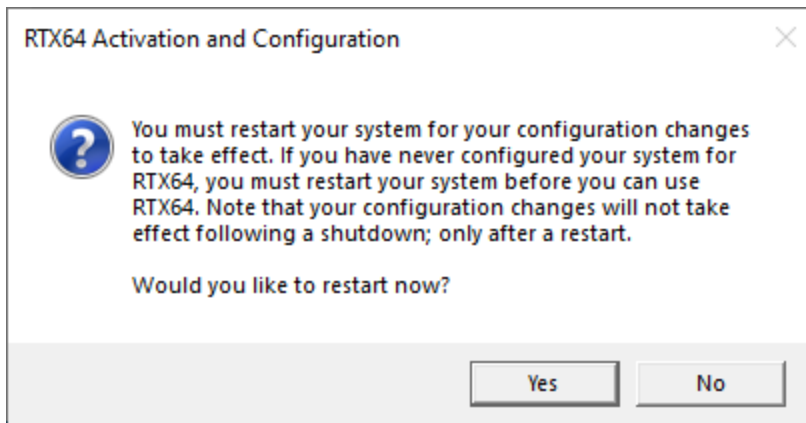
- KINGSTAR Fieldbus Runtime
- KINGSTAR Motion Runtime
- RTX64 Runtime
- RTX64 SDK
- RTX64 TCP/IP Stack
- KINGSTAR PLC
- KINGSTAR Axis

**NOTE:** The order of the components varies between keys.

5. Click **Set the RTSS boot configuration** to assign processors between Windows and RTX64 (RTSS). There must be at least one processor for Windows. You must configure this setting before you use KINGSTAR. Click **Apply** after you finish the configuration.



- When you are prompted to restart your computer, click **Yes**.



- Choose the RTX64 boot configuration at system startup:


Windows 10 – RTX64

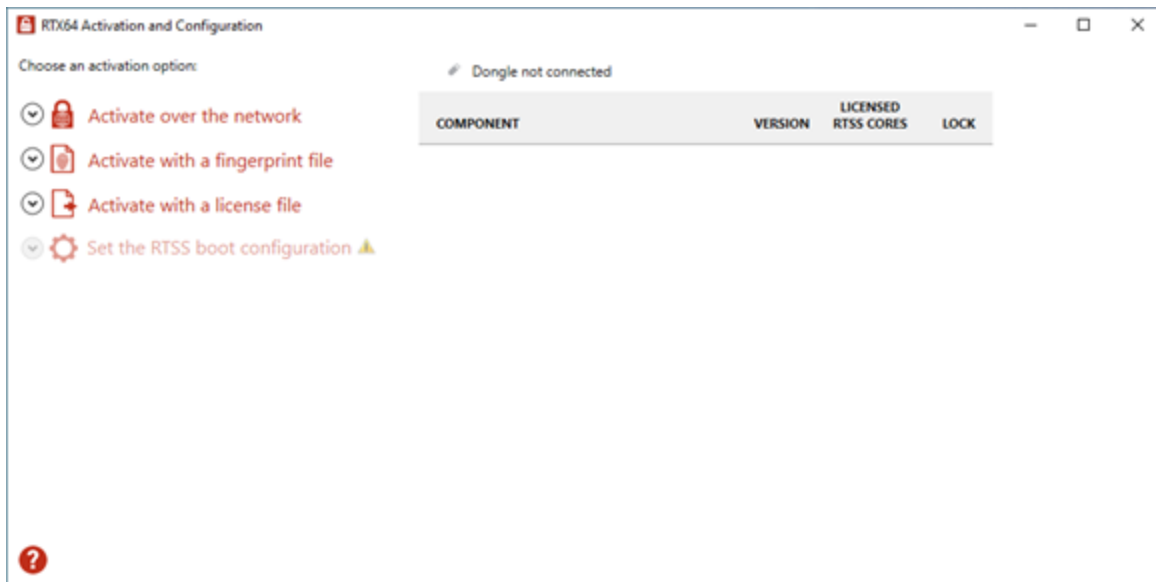
**NOTE:** If you start your system with a configuration without RTX64, KINGSTAR won't work properly.

## Activate by the file

Take the following steps if you can't access the IntervalZero license server.

## Step I. Create a fingerprint file

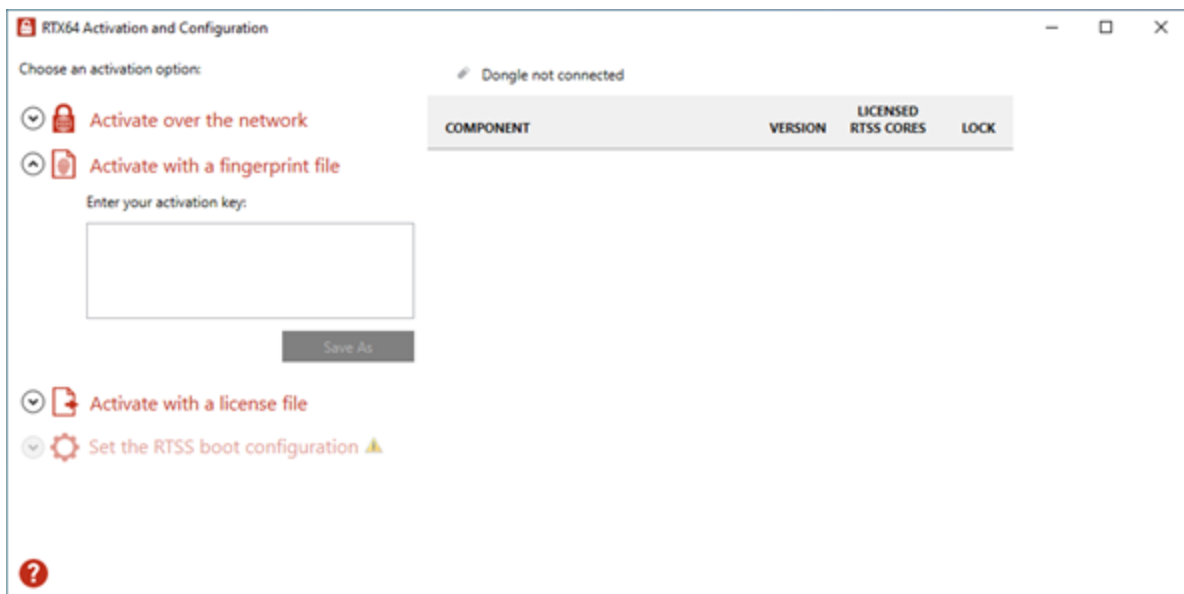
1. On the taskbar, click Start  > **RTX64 4.5 Runtime** > **RTX64 Activation and Configuration**. The **RTX64 Activation and Configuration** dialog box appears.



2. Click **Activate over the network**. If it doesn't connect to the IntervalZero license server, you'll see **Unable to establish a connection**. If the connection is available, you will see **Connection established**. For further details, see the section [Activate over the internet](#).

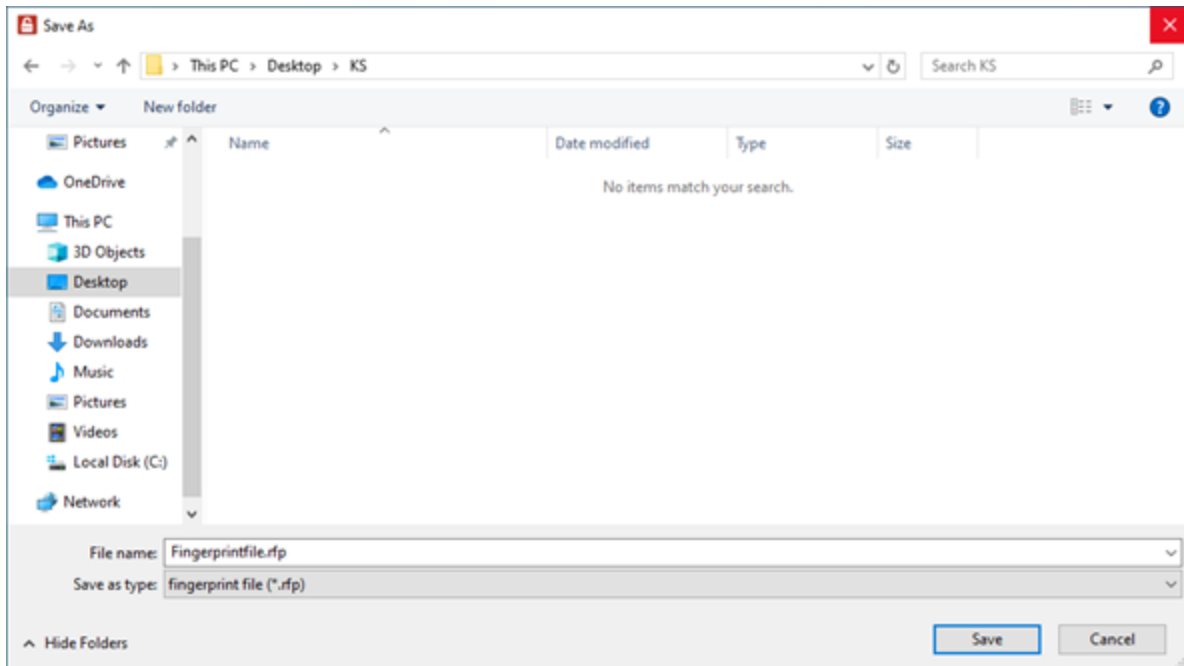


3. Click **Activate with a fingerprint file**.



4. In the **Enter your activation key** box, enter your activation key and click **Save As**.

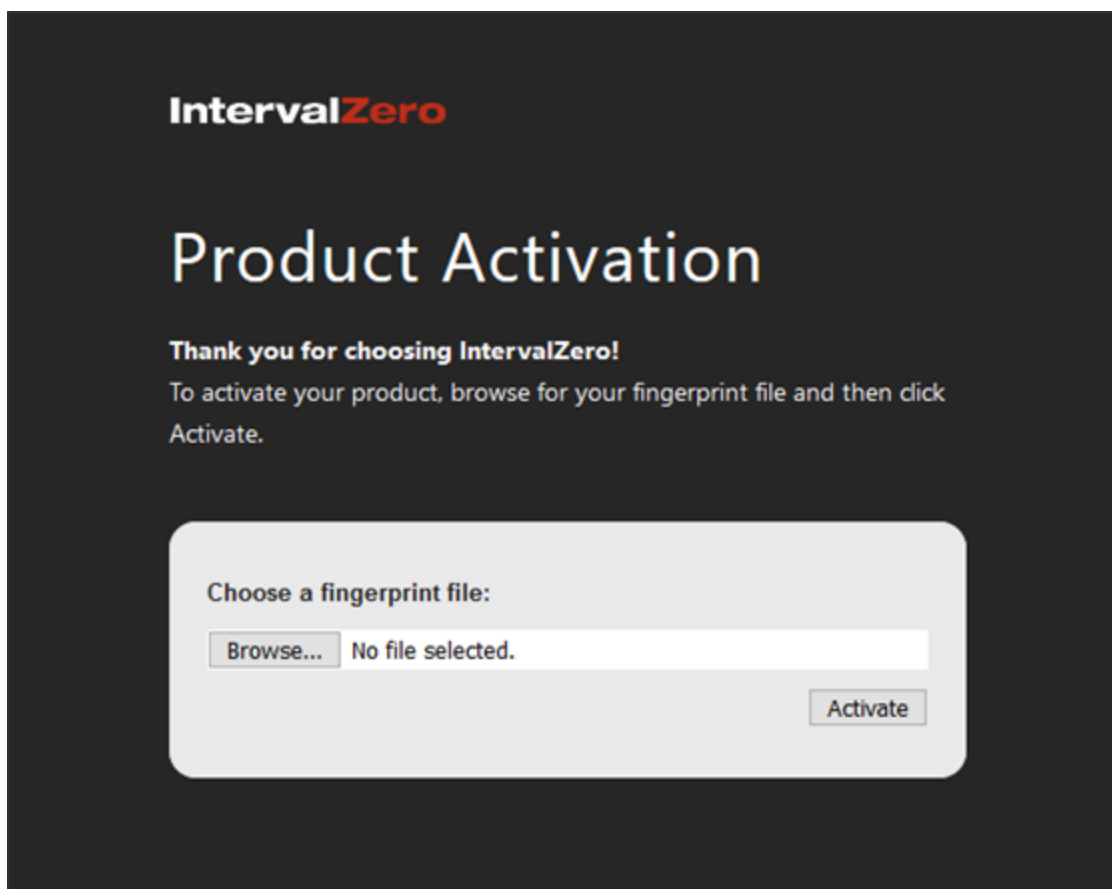
5. In the **Save As** dialog box, the file is automatically named `Fingerprintfile.rfp`. Specify a path and click **Save**.



6. Navigate to the desktop, and copy the `Fingerprintfile.rfp` file to your USB flash drive.
7. Plug the flash drive into a machine with internet connectivity.

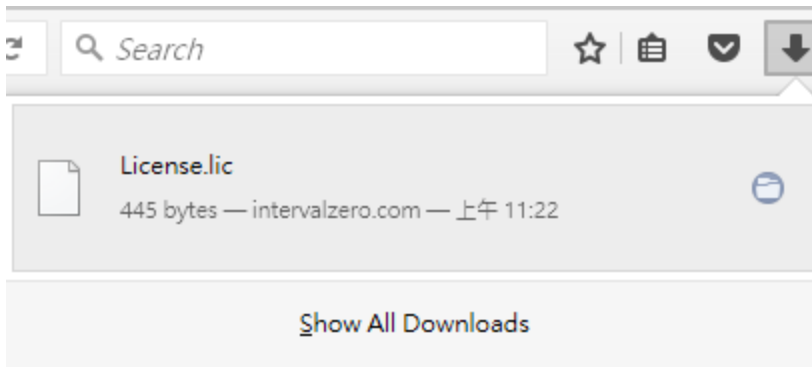
## Step II. Create a license file and activate the product

1. Launch a web browser, and go to <http://activation.intervalzero.com>.

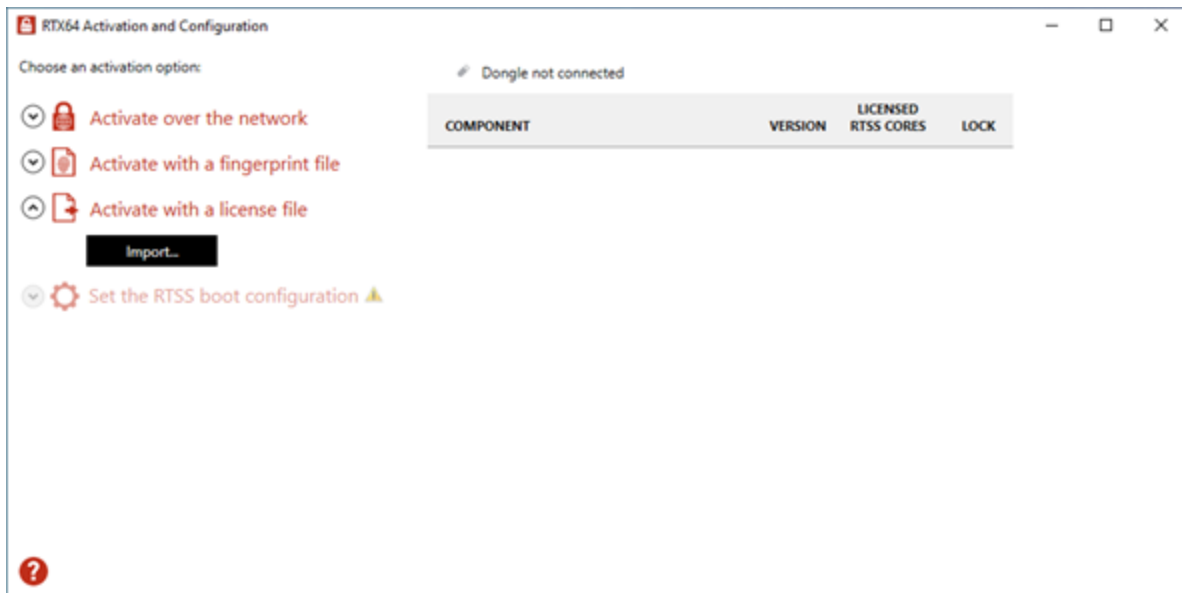


2. Click **Browse**, browse to and open the file `Fingerprintfile.rfp`.
3. Click **Activate** to generate a license (`.lic`) file.
4. Download the `License.lic`. Depending on the browser you use, you may be prompted to save the file.





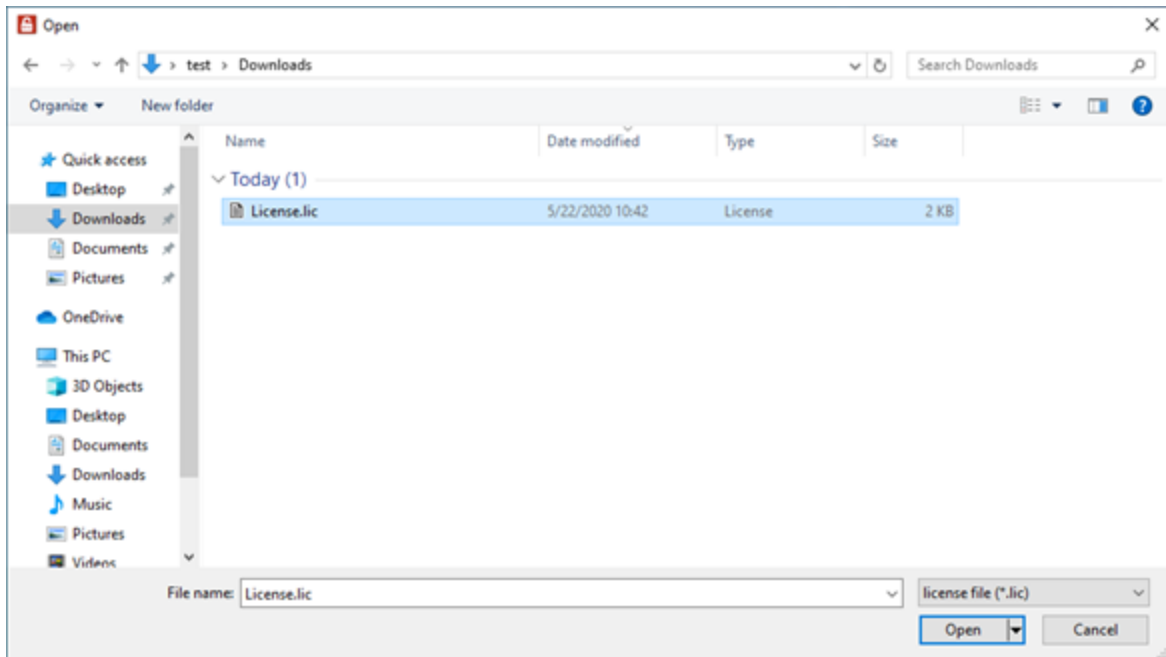
5. Copy the file `License.lic` to your USB flash drive, and use it to transfer the license file to the machine on which KINGSTAR is installed.
6. In the **RTX64 Activation and Configuration** dialog box, click **Activate with a license file** and click **Import**.



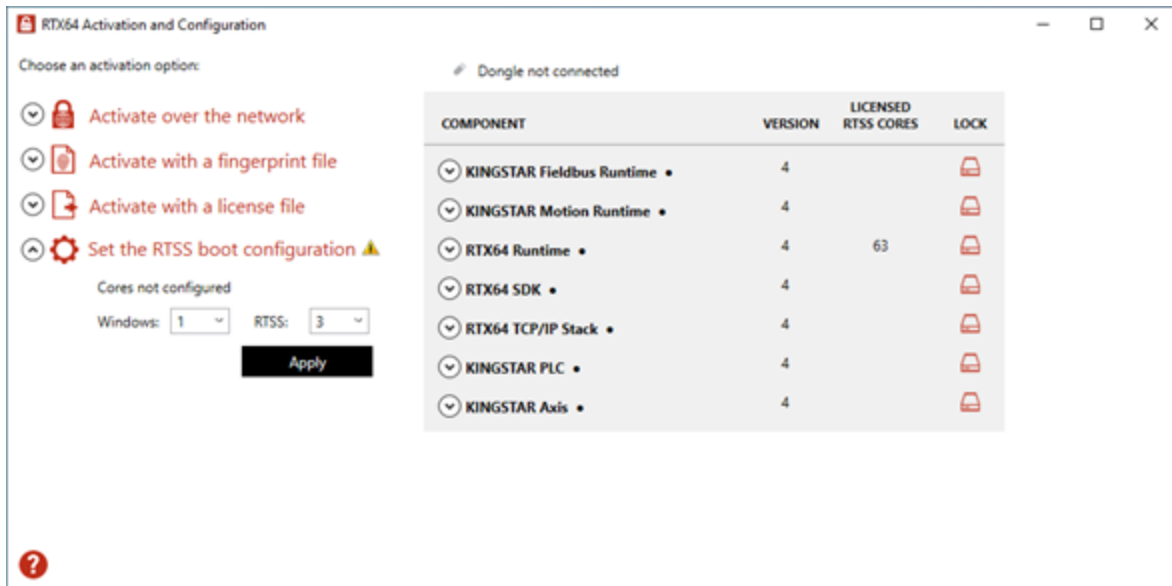
7. In the **Open** dialog box, browse to `License.lic` and click **Open**. The product components activated by your key are listed on the right. These are the possible components:
  - KINGSTAR Fieldbus Runtime
  - KINGSTAR Motion Runtime
  - RTX64 Runtime

- RTX64 SDK
- RTX64 TCP/IP Stack
- KINGSTAR PLC
- KINGSTAR Axis

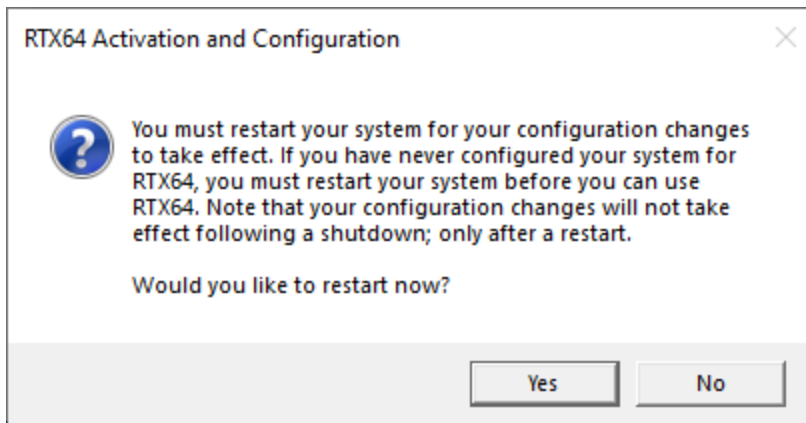
**NOTE:** The order of the components varies between keys.



8. Click **Set the RTSS boot configuration** to assign processors between Windows and RTX64 (RTSS). There must be at least one processor for Windows. You must configure this setting before you use KINGSTAR. Click **Apply** after you finish the configuration.



9. When you are prompted to restart your computer, click **Yes**.



10. Choose the RTX64 boot configuration at system startup:

Windows 10 – RTX64

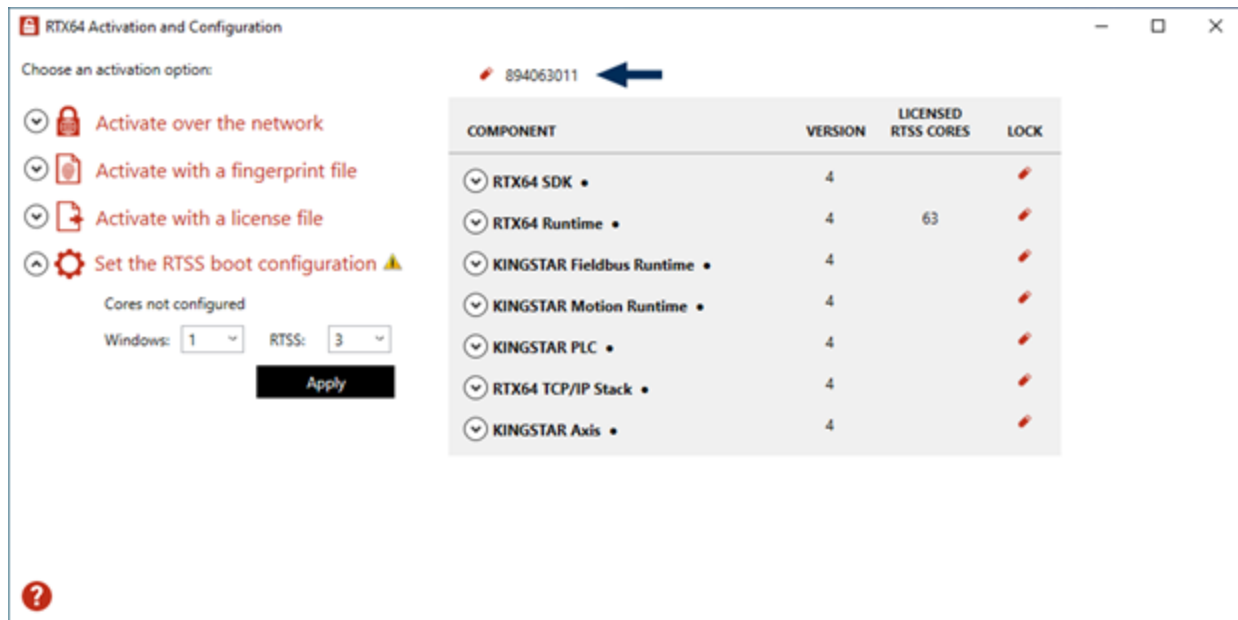
**NOTE:** If you start your system with a configuration other than RTX64, KINGSTAR won't work properly.

# Activate using the dongle

A dongle is a USB flash drive specifically designed for containing KINGSTAR license. It is convenient for people who need to take the license with them. When you purchase the KINGSTAR license you can optionally purchase a dongle.

- If you purchase the KINGSTAR licenses with the same number of dongles, we'll put the license files in the dongles and activate them in advance. Once you receive the dongles, plug them into the computers that have the corresponding KINGSTAR products to complete activation. After assigning the processors to Windows and RTX64 and restarting your computer, you can start to use KINGSTAR.
- If you purchase the KINGSTAR licenses with a different number of dongles, we'll send you the empty dongles so you can decide which dongle you want to put the license on. Once you activate a dongle, plug it into a computer that has the corresponding KINGSTAR product to complete activation. After assigning the processors to Windows and RTX64 and restarting your computer, you can start to use KINGSTAR. For more information about activating a dongle, visit the KINGSTAR website ([kingstar.com](https://kingstar.com)), go to **Support > Support Login**, enter your support email and password to sign in. In KINGSTAR help center, go to **KINGSTAR Quick Links > Quick Links > Add-Ons, Tools & Utilities**, download **Dongle Activation Utility**, which includes the file and manual.

After the dongle is plugged in, a dongle icon is displayed above the component list, as shown below. Click **Set the RTSS boot configuration** to assign processors between Windows and RTX64 (RTSS). There must be at least one processor for Windows. You must configure this setting before you use KINGSTAR. Click **Apply** after you finish the configuration.



# Get support

KINGSTAR offers a number of support options for KINGSTAR users, including third-party, online, and phone support.

## Third-party support

If you are a customer who purchased a KINGSTAR product through a third-party reseller, contact the reseller for support.

## Online support

The KINGSTAR Customer Support web page is located at:

<http://kingstar.com/support/>


The KINGSTAR support web pages provide electronic access to the latest product releases, documentation, and release notes. You can access the online support ticketing system to submit issues or questions.

## Before calling technical support


Please have the following information ready before calling KINGSTAR Technical Support:

### The version number of your RTX64 and KINGSTAR software

To obtain the RTX64 version number:

1. Click Start  > **RTX64 4.5 Runtime** > **RTX64 Control Panel**.
2. In the **RTX64 4.5 Control Panel**, record the **Version** shown in the **Installed Runtime components** area.

To obtain the KINGSTAR version number:

1. Click Start  > **KINGSTAR 4.5 Runtime** > **KINGSTAR Control Panel**. Or, in the notification area, double-click the KINGSTAR icon.
2. In KINGSTAR Control Panel, click **About**.
3. Record the **Version** shown on the page.

## Phone support

For technical support related to installing and using KINGSTAR, please call technical support at this number:

+886-2-2556-8117

Hours are Monday – Friday from 9:30 to 17:30, UTC+08:00, excluding holidays.