System Requirements

Enterprise Dynamics 10

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Date: 8-11-2018 17:51

Version: 10
System Requirements

Operating System

To run Enterprise Dynamics®, you require the Microsoft Windows operating system. Enterprise Dynamics 10 is proven compatible with:

- Microsoft Windows Vista
- Microsoft Windows 7
- Microsoft Windows 8
- Microsoft Windows 10

To run Enterprise Dynamics on an Apple Mac, Microsoft Windows needs to be installed on it. This can be achieved using Boot Camp (preferred). We do not support running Enterprise Dynamics on other Operating Systems. Running the software in a virtualized environment is possible but because of video hardware acceleration, we do not encourage this. Licensing the software in a virtualized environment is not possible.

Enterprise Dynamics version 10.0 and higher are available both as 32-bit and 64-bit versions. You can download the installation type that you prefer and is compatible with your Windows version.

Hardware

The required hardware depends on how the software is used. Users who will only use the standard components in small to medium sized models with a limited number of objects require a different configuration then users who are exploring the limits the software’s capabilities (most limitations on this level of usage are caused by hardware limitations).

To give an idea which hardware configuration suits you best, we have listed two configurations, Minimum and Recommended. Most of the descriptions of hardware are very generic due to the fluid nature of computer hardware developments, but we will try to give you some insight.

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<thead>
<tr>
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<th>Minimum</th>
<th>Recommended</th>
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<tbody>
<tr>
<td>Processor*</td>
<td>Intel 1.5 GHz Dual Core</td>
<td>Intel 3.0+ GHz quad+ core</td>
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<tr>
<td>Internal Memory</td>
<td>500 Mb</td>
<td>8 Gb+</td>
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<tr>
<td>Hard Disk space</td>
<td>400 Mb of free space</td>
<td>2 Gb+</td>
</tr>
<tr>
<td>Operating system</td>
<td>Windows Vista</td>
<td>Windows 10</td>
</tr>
<tr>
<td>Video Card**</td>
<td>OpenGL® 4.0</td>
<td>OpenGL® 4.5</td>
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</table>

*Processor

Some modern low power processors, such as Intel’s Atom, have lower performance in highly demanding apps like Enterprise Dynamics than mainstream desktop and notebook processors. Consequently, large simulations will take longer to complete on these low power CPUs. An (i-series) Quad Core processor (or higher) has better performance saving simulation time. That is why we recommend an i7 or i9 Quad Core or equivalent processor for Enterprise Dynamics.

**Video Card

To use Enterprise Dynamics to its full extent, it is recommended that you use a laptop or desktop with a major brand (e.g. NVIDIA or AMD) 3D graphics card with at least 1Gb, but preferably 2Gb or more, of (non-shared) RAM (textures and frame buffer). Ask your hardware supplier for a chip set that supports native OpenGL® 4.0 or higher. If your OpenGL version is less than 4.0, then part of the 2D and 3D visualization might be unsupported, also the quality of the 3D lighting and transparency is inferior. Note also that remote desktops only support OpenGL 1.1, so not all visualization will be supported.

Some computers contain two video cards to decrease the power usage. Usually the default option is to use the integrated (Intel) video card. To change this, go to the driver options (generally right click on desktop -> NVIDIA or AMD control panel) and then, under manage 3D settings create a profile for Enterprise Dynamics which specifies which card to use (the high performance one) or adjust the default video card.