System requirements of ReluxDesktop

This document describes the system requirements of ReluxDesktop as of January 2017.

Supported Operating Systems

Windows Vista, Windows 7 (32 and 64-bit), Windows 8 (32 and 64-bit) and Windows 10 (64- bit) are supported.

Annotations

ReluxPro cannot be run natively on MAC OS or other Linux derivatives. On these platforms it runs only inside an emulation layer called Virtual Machine. To be more precise a MS Windows Virtual Machine must be created using virtualization software such as Virtualbox.

Further links:

en.wikipedia.org/wiki/VirtualBox

en.wikipedia.org/wiki/Virtual_machine

2 Supported Graphics Cards

Graphics cards should fulfil the requirements in chapters 2.1 and 2.2.

2.1 Video memory (VRAM)

Minimal: 256 MByte.

Optimal: 512 Mbyte or more.

2.2 OpenGL

Minimal: Support of OpenGL version 3.0

Optimal: Support of OpenGL version 3.5

Annotations

ReluxPro tries to detect potential graphics card incompatibilities by switching to Mesa mode. Mesa mode processes 2D and 3D Visualisation as software emulation, which means hardware acceleration of the graphics card cannot be used. The advantage of this mode is its reliability. The downside is slower execution of ReluxPro. This mode can be activated manually in Relux- Pro via Extras->Options->General settings. 2 /2

3 Main memory (RAM)

Minimal: 2 GByte RAM

Optimal: 8 GByte RAM or more

Annotations

ReluxPro is a 32-bit program. This means the program can at most utilize 2 GByte RAM. One exception is the standard calculation engine for artificial and daylight calculations. It can uti-lize the entire main memory of 64-bit operating systems and thus allows calculating very large projects.

The raytracer engine is still a 32-bit program and therefore has to obey the 2 GByte RAM threshold.

4 Processor (CPU)

Minimal: Dual core Intel or AMD processor with at least 2 GHz clock frequency.

Optimal: Intel or AMD processors with 4 or more cores. For example AMD Phenom series or Intel Core i7 series.

Annotations

Currently only standard Radiosity lighting calculations are multi-core and Hyperthreading capable.