1. Hardware / software requirements

OPEN MIND Technologies AG (01.03.2022)

The installation checks automatically whether a 64-bit program version of the software products can be installed and whether all requirements for the respective variant on your computer have been met. If necessary, any missing but necessary components or programs will be installed automatically.

> If Microsoft .NET Framework is installed, your system may have to be restarted afterwards.

	*hyper*MILL for *hyper*CAD-S	*hyper*MILL for Autodesk® Inventor® [1]	*hyper*MILL for SOLIDWORKS
Computer equipment			
USB connection (min. 2.0)	x	x	x
Processor (at least)	4 Cores > 2.2 GHz	4 Cores > 2.2 GHz	4 Cores > 2.2 GHz
Processor (recommended)	8 Cores > 4 GHz	8 Cores > 4 GHz	8 Cores > 4 GHz
RAM memory GB (at least)	16	16	16
RAM memory GB (recommended)	32	32	32
Free disk space (GB) [2] CAD/CAM product	10	10	10
OpenGL-compatible graphics card [3]	x	x	x
Possible operating systems			
Windows 10	x	x	x
Windows 11	x	x	x

(1) Component of Autodesk Inventor Series.

(2) Recommended memory for use of the respective product; with increasing complexity of the machined model, more memory is required.

(3) Suitable graphics card for CAD/CAM workstation. Recommendation: NVIDIA Quadro with at least 2 GB,

The recommendations of the respective CAD manufacturer apply for *hyper*MILL for Autodesk® Inventor® and *hyper*MILL for SOLIDWORKS.

For *hyper*MILL in *hyper*CAD-S the following applies: correct functioning when using `AMD ATI`-graphic cards cannot be guaranteed.

A graphics card with an OpenGL-accelerated graphics card driver from OpenGL version 4 is recommended for *hyper*CAD-S. Please refer to the overview of graphics cards and graphics card drivers recommended for use with *hyper*CAD-S on the OPEN MIND website.

> The hardware listed there has been automatically tested for use and is being used in day-to-day work. This does not mean that *hyper*CAD-S can be run only with the hardware recommended. *hyper*CAD-S should run on any graphic platform with a full implementation of OpenGL.

Windows does not support any OpenGL-accelerated drivers. As a user, you must install a manufacturer's or OEM driver for the direct use of hardware-accelerated OpenGL. These drivers are available from the websites of most graphic hardware manufacturers.