



System Requirements

The list below represents the capacity required to run RTT DeltaGen Suite, including the core solution RTT DeltaGen and the two RTT DeltaView versions (plus and free), and also for processing the 3D scenes in the programs.

	Minimum	Recommended
Operating System ¹	Windows XP (only with Service Pack 2 or Service Pack 3) Windows XP x64 Edition ² Sun Solaris 10 for Sun SPARC 64 (only for licence servers)	
Screen Resolution	RTT DeltaGen: 1280 x 1024 RTT DeltaView: 1024 x 768	RTT DeltaGen: 1680 x 1050 RTT DeltaView: 1280 x 1024
Additional Software	Adobe Flash Player 9.0 for Presenter GUI and RTT PictureBook Browser Apple QuickTime Player for exporting QuickTime VR files	
Notebook		
Main Storage	2 GB	3 GB
Processor	Intel Pentium 4 Mobile	Intel Pentium M
Graphics Card	NVIDIA Quadro FX 1500 M NVIDIA Quadro FX 1600 M for RTT RealTrace	NVIDIA Quadro FX 3600 M
Graphics Driver	Provided by respective laptop manufacturer. Please do always use the latest driver available.	
PC		
Main Storage	2 GB	3 GB (4 GB for Windows XP x64 Edition)
Processor	Intel Pentium 4 (starting from Prescott)	Intel Xeon DP Intel Core 2 Duo/Quad/Extreme with 3GHz
Graphics Card ³	NVIDIA Quadro FX 3400 NVIDIA Quadro FX 4600 (chip set G80 for RTT RealTrace)	NVIDIA Quadro FX 5800 ⁴
	Multi-GPU: NVIDIA Quadro Plex Model IV (2 x NVIDIA FX 5600), NVIDIA Quadro Plex 2200 D2 (2 x NVIDIA FX 5800)	
Graphics Driver	Version 169.96 or higher (Version 178.46 for NVIDIA FX 5800 or internal multi-GPU, Version 178.49 for NVIDIA Quadro Plex)	

¹ Only single-byte character sets (Western characters) are supported for system directories and file names.

² Please note that RTT DirectWire is not supported.

³ Systems that support PCI-Ex16

⁴ Please use corresponding NVIDIA G-Sync option card for powerwall setups.



Performance and Quality Settings

Value

Anti-Aliasing	application control	by default
Anisotropic filtering	application control	by default
Vertical sync	ON	by default
Conformant texture clamp	OFF	fix
Extension limit	OFF	by default
Multi-display/mixed-GPU acceleration	single GPU, multiple-display performance	fix
Disable enhanced CPU instruction set	OFF	by default
Unified back/depth buffer	OFF	by default
Maximize texture memory	OFF	by default
Early z-test	ON	by default
Buffer-flipping mode	auto-select	by default
Anti-aliasing line gamma	OFF	by default
Anti-aliasing full screen gamma	OFF	by default
Texture colour depth	use desktop colour depth	by default
Triple buffering	OFF	by default
Stereo mode	OFF	by default
Overlay	OFF	by default