

# System Requirements for Carmenta Engine 5.14

## CARMENTA ENGINE FOR WINDOWS

### Operating Systems:

Windows 7 (32-bit and 64-bit), Windows 8.1 (64-bit) and Windows 10 (64-bit).

Both 32-bit and 64-bit versions available.

### Graphics device requirements for hardware acceleration:

Using OpenGL rendering requires a device supporting OpenGL 1.1.

The Plot Extension requires OpenGL 1.5.

The GlobeView component, the terrain warning functionality, the radar video layer and the hardware-accelerated effects require OpenGL 3.0.

Using DirectX rendering requires a device supporting DirectX 9.1.

Using the radar video layer and the camera project overlay requires a device supporting DirectX 11.

### Language and framework requirements:

.NET Framework API: .NET Framework 4.0 or later.

.NET Standard API: .NET Framework 4.61 or later, or .NET Core 2.0 or later.

Java API: Java 8 or later.

C++ API: Visual Studio 2013 or later. When using Qt or Qt Quick, Qt version 5.9 or later should be used.

### Integrated Development Environments:

Support is provided for Microsoft Visual Studio 2013, 2015, 2017 and 2019 (C++ and C#).

Other C++ IDEs that use the Microsoft C++ compiler (MSVC) can also be used.

Java developers can use NetBeans or Eclipse.

## CARMENTA ENGINE FOR ANDROID

### CPU:

ARMv7 compatible (32-bit).

ARMv8 compatible (64-bit).

x86-64 compatible (64-bit).

### Operating System:

Android 6.0 or above.

### Graphics device requirements for hardware acceleration:

Using OpenGL rendering requires a device with full support for OpenGL ES 2.0.

The GlobeView component, the terrain warning functionality, the radar video layer and the hardware accelerated effects require a device with full support for OpenGL ES 3.0.

### Integrated Development Environments:

Support is provided for Android Studio for Java projects and Visual Studio 2017 and 2019 with Xamarin. Android 8.0 or later for .NET projects.

## CARMENTA ENGINE FOR LINUX

### Operating Systems:

Ubuntu 18.04 LTS and 20.04 LTS.

Red Hat Enterprise Linux 7 and 8.

SUSE Linux Enterprise 15.

64-bit version generally available. 32-bit version available on request.

### Graphics device requirements for hardware acceleration:

Using OpenGL rendering requires a device supporting OpenGL 1.1 and GLX 1.3.

The Radar Plot Extension requires OpenGL 1.5.

The GlobeView component, the terrain warning functionality, the radar video layer and the hardware-accelerated effects require OpenGL 3.0.

### Language requirements:

Java API: Java 8 or later.

C++ API: GCC 4.8.1 or later. When using Qt or Qt Quick, Qt version 5.9 or later should be used.



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