



System Requirements for Carmenta Engine 5.10

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 Radar Plot Extension requires OpenGL 1.5.

The GlobeView component and the terrain warning functionality requires OpenGL 3.0.

Using DirectX rendering requires a device supporting DirectX 9.1.

Language requirements:

.NET API: .NET Framework 4 or later.

Java API: Java 7 or later.

C++ API: MSVC 10 (2010) or later.

Integrated Development Environments:

Support is provided for Microsoft Visual Studio 2010, 2012, 2013 and 2015 (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 4.0.3 or above (32-bit)

Android 5.0 or above (64-bit)

Integrated Development Environment:

Support is provided for Android Studio 2.3 or later.

CARMENTA ENGINE FOR LINUX

Operating Systems:

Ubuntu 14.04 LTS and 16.04 LTS.

Red Hat Enterprise Linux 6 and 7.

SUSE Linux Enterprise 11 and 12.

Both 32-bit and 64-bit versions available.

Graphics device requirements for hardware acceleration:

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

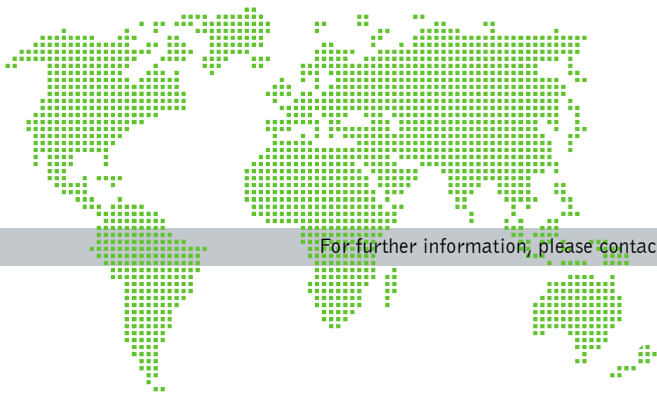
The Radar Plot Extension requires OpenGL 1.5.

The GlobeView component and the terrain warning functionality requires OpenGL 3.0.

Language requirements:

Java API: Java 7 or later.

C++ API: GCC 4.3.4 or later.



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