

System Requirements for Carmenta Engine 5.13

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 and the hardware-accelerated effects require OpenGL 3.0.

Using DirectX rendering requires a device supporting DirectX 9.1.

Using RadarVideoLayer 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, Qt version 5.6 or later should be used. When using Qt Quick, Qt version 5.9 or later should be used.

Integrated Development Environments:

Support is provided for Microsoft Visual Studio 2013, 2015 and 2017 (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 4.1 or above (32-bit).

Android 5.0 or above (64-bit, Xamarin apps).

Graphics device requirements for hardware acceleration:

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

Using GlobeView, TerrainWarningOverlay and Effects requires 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 with Xamarin.Android 8.0 or later for .NET projects.

CARMENTA ENGINE FOR LINUX

Operating Systems:

Ubuntu 16.04 LTS and 18.04 LTS.

Red Hat Enterprise Linux 6 and 7.

SUSE Linux Enterprise 11 and 12.

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 and the hardware-accelerated effects require OpenGL 3.0.

Language requirements:

Java API: Java 8 or later.

C++ API: GCC 4.3.4 or later. When using Qt, Qt version 5.6 or later should be used. When using Qt Quick, Qt version 5.9 or later should be used. Some of the included programming samples require GCC 4.8.1 or later.



For further information, please contact us:
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