



Carmenta Engine 5.16

Carmenta Engine for Windows

OPERATING SYSTEMS:

- Windows 10, 64-bit.
- Windows 11.

GRAPHICS DEVICE REQUIREMENTS FOR HARDWARE ACCELERATION:

- Using OpenGL rendering requires a device supporting OpenGL 1.1.
- The Plot Extension requires OpenGL 1.5.
- Using GlobeView, TerrainWarningOverlay, BlendModes, Effects, and RadarVideoLayer requires OpenGL 3.0.
- Using DirectX rendering requires a device supporting DirectX 11.

LANGUAGE AND FRAMEWORK REQUIREMENTS:

- .NET Framework API: .NET Framework 4.0 or later.
- .NET Standard API: .NET Framework 4.7.2 or later, .NET 6.0 or later.
- Java API: Java 11 or later.
- C++ API: Visual Studio 2019 or later. When using Qt or QT Quick, Qt version 5.15 or later should be used.

INTEGRATED DEVELOPMENT ENVIRONMENTS:

- Support is provided for Microsoft Visual Studio 2019 and 2022 (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 on Linux

OPERATING SYSTEMS:

- Ubuntu 20.04 LTS and 22.04 LTS.
- Red Hat Enterprise Linux 8 and 9.
- SUSE Linux Enterprise 15 SP4.
- On Linux x86-64 and ARMv8 compatible 64-bit CPUs are supported.

GRAPHICS DEVICE REQUIREMENTS FOR HARDWARE ACCELERATION:

- Using OpenGL rendering requires a device supporting OpenGL 1.1 and GLX 1.3. When using OpenGL ES on Linux, the device needs to support OpenGL ES 3.0 or later. The Plot Extension requires OpenGL 1.5. Using GlobeView, TerrainWarningOverlay, BlendModes, Effects, and RadarVideoLayer requires OpenGL 3.0.

LANGUAGE REQUIREMENTS

- Java API: Java 11 or later.
- C++ API: GCC 7.5 or later.
- When using Qt or Qt Quick, Qt version 5.9 or later should be used.
- .NET Standard API: .NET 6.0 or later.

Carmenta Engine for Android

SUPPORTED DEVICES:

- Android devices running Android version 6.0 or above and have an ARMv8 compatible 64-bit CPU or an x86-64 compatible 64-bit CPU.

GRAPHICS DEVICE REQUIREMENTS FOR HARDWARE ACCELERATION:

- Using OpenGL rendering requires a device with full support for OpenGL ES 3.0. Carmenta Support can provide an up-to-date list of Android devices which have been tested and verified to work well.

INTEGRATED DEVELOPMENT ENVIRONMENTS:

- Support is provided for Android Studio for Java projects and Visual Studio 2022 or later for .NET projects.

LANGUAGE AND FRAMEWORK REQUIREMENTS JAVA API:

- Java 11 or later. C++ API: NDK r23 or later. When using Qt Quick, Qt version 6.2 or later should be used. .NET Standard API: .NET 6.0 or later.

For further information, please contact us at:

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