

Hardware and system requirements

Based on ReluxDesktop 2024.1

Supported operating systems

Windows 10/11

Notes

ReluxDesktop cannot be run directly on MAC or Linux operating systems. On these platforms, the program can only be used within an emulator, a so-called virtual machine.

A virtual machine for MS Windows or Linux can be created, for example, with the freely available virtualization software VMware Workstation Player or Fusion for Mac.

Further internet references:

<https://www.vmware.com/de/trials-test-drives.html>

Processor (CPU)

Minimum: Intel or AMD processors with 4 or more cores and 2GHz clock speed.

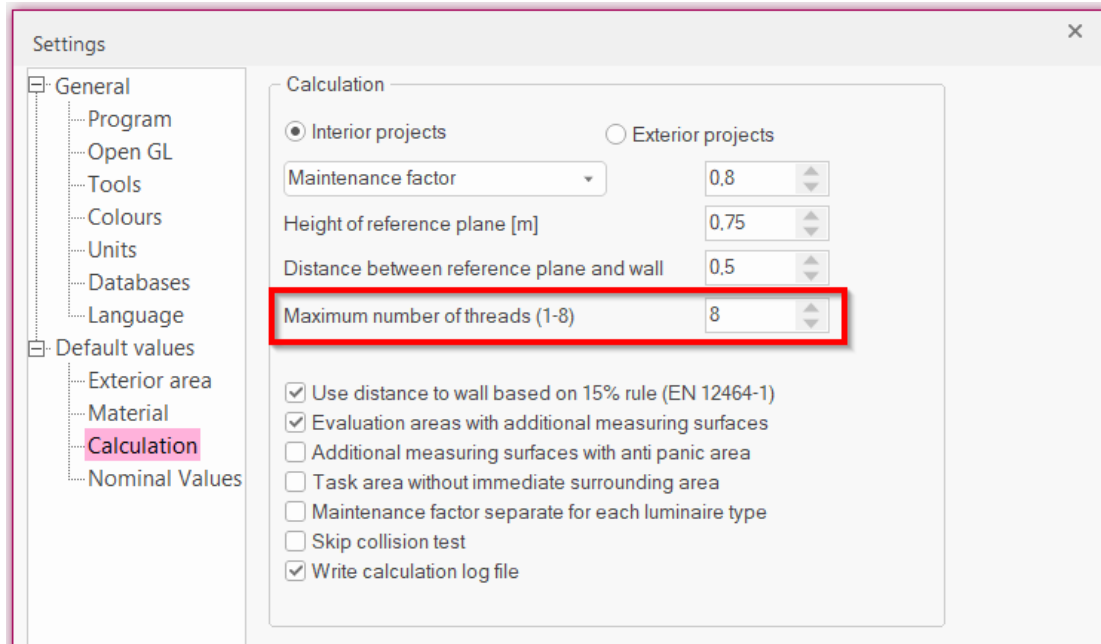
Recommended: Intel or AMD processors with 8 or more cores and not older than 8 years.

E.g., the AMD Ryzen or Intel Core i7 series.

Notes

ReluxDesktop is a 64-bit program. This means that the program can use the entire available working memory of a 64-bit operating system. This includes the light calculation kernels for artificial light and daylight calculations. Light calculation also has multicore support.

The number of threads can be adjusted in the settings:



Random Access Memory (RAM)

Minimum: 8 GB RAM

Recommended: 16 GB RAM or more.

Hard drive Memory

Min. 1.3 GB of free disk space

Graphics cards (GPU)

Video Random Access Memory (VRAM)

Minimum: 1 GB

Recommended: 4 GB or more.

OpenGL

Support for OpenGL compatibility specification version 4.5

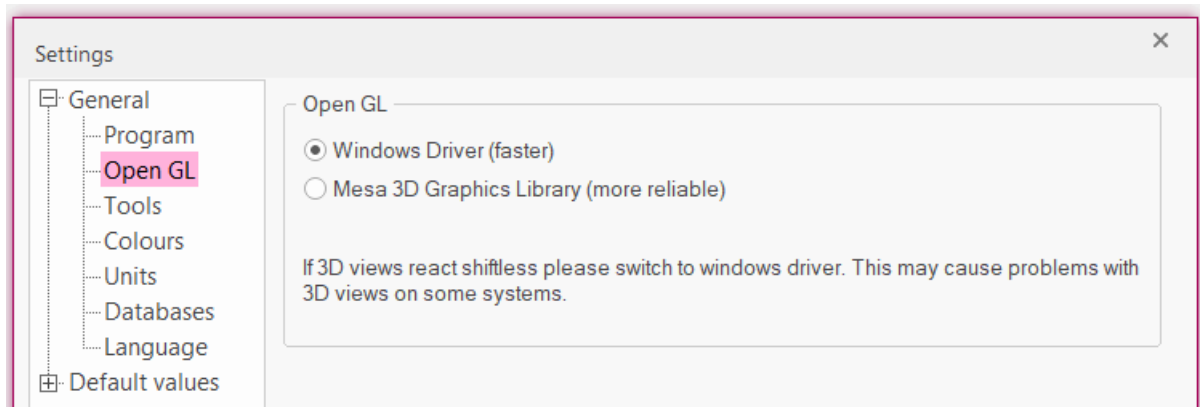
Further internet references:

<https://www.khronos.org/conformance/adopters/conformant-products/opengl>

Notes

If an incompatibility of the graphics card is detected by ReluxDesktop, it will try to switch to Mesa mode. The Mesa mode processes the graphical display on software level, this has the disadvantage that ReluxDesktop runs slower. The advantage is that ReluxDesktop works more reliably.

This mode can also be activated by the user directly in ReluxDesktop in the Settings:



Realtime Rendering

In order to use Realtime Rendering the requirements to the graphic cards are higher.

Minimum: 4GB VRAM, support of Vulkan 1.1

Recommended: 6GB VRAM, NVIDIA GeForce RTX or AMD Radeon RX

In case you have multiple GPUs, just one GPU will be used.

Not supported graphic cards are Radeon 6000 mobile GPUs and all Intel Integrated Graphics onboard GPUs.

Further internet references:

<https://learn.enscape3d.com/blog/knowledgebase/system-requirements/#hard>