System Requirements

The list below represents the capacity required to run RTT's visualisation software suite, including the core solution RTT DeltaGen and the two RTT DeltaView versions (plus and free) as well as the material design application RTT DeltaTex, and also for processing the 3D scenes in the programs.

	Minimum	**Recommended**
Operating System[1]	Windows XP (only with Service Pack 2 or Service Pack 3)[2] Windows XP x64 Edition Windows Vista x64 Edition (Small Business Edition)[3] Sun Solaris 10 for Sun SPARC 64 (only for licence servers) Red Hat Enterprise Linux WS Release 4, 64-bit AMD Opteron systems (only for licence servers) openSUSE 10.2 (only for RTT RealFluid)	
Screen Resolution	RTT DeltaGen: 1280 x 1024 RTT DeltaView: 1024 x 768 RTT DeltaTex: 1280 x 1024	RTT DeltaGen: 1680 x 1050 RTT DeltaView: 1280 x 1024 RTT DeltaTex: 1680 x 1050
Additional Software	Adobe Flash Player 9.0 for Presenter GUI and RTT PictureBook Browser Adobe Flash Player 10 Plugin (Internet Explorer) for RTT DeltaTex Apple QuickTime Player for exporting QuickTime VR files	
Notebook		
Main Storage	2 GB	3 GB
Processor	Intel Pentium 4 Mobile	Intel Pentium M
Graphics Card	NVIDIA Quadro FX 1500 M NVIDIA Quadro FX 1600 M for RTT RealTrace	NVIDIA Quadro FX 3600 M
Graphics Driver	Provided by respective laptop manufacturer. Please do always use the latest driver available.	
PC		
Main Storage	2 GB	3 GB (4 GB for Windows XP x64 Edition) x GB[4]

[1] Only single-byte character sets (Western characters) are supported for system directories and file names.
[2] RTT DeltaTex runs only on this Windows version.
[3] Currently, the following add-on modules are not supported: RTT RealFluid, RTT Ramsis, RTT Conferencing, RTT Immersive, RTT RealView and RTT Scale.
[4] When using multiple graphics processors, minimum RAM is the size of all used graphics card memory.

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Processor	Intel Pentium 4 (starting from Prescott)	Intel Xeon DP Intel Core 2 Duo/Quad/Extreme with 3GHz
Graphics Card[5]	NVIDIA Quadro FX 3400[6] NVIDIA Quadro FX 4600 (chip set G80 for RTT RealTrace)	NVIDIA Quadro FX 5800 (chip set GT200; additionally NVIDA G-Sync option card for powerwall setups)
	Multi-GPU: NVIDIA Quadro Plex Model IV (2 x NVIDIA FX 5600), NVIDIA Quadro Plex 2200 D2 (2 x NVIDIA FX 5800)	
Graphics Driver	Windows XP: Version 186.30 or higher Windows Vista: Version 190.38 or higher	
Camera Connectivity		
RTT DeltaTex	WolfVision VZ series: USB or DVI frame grabber Optional: Samsung SPD series: DVI frame grabber Other cameras (support on request only): USB	
RTT RealView	The Imaging Source DFK31AF03: FireWire Logitech QuickCam Pro 9000: USB Lumenera LU135C (or together with a fisheye lens from Fujinon FE 185C 046 HA-1 for the display of reflections): USB Canon HV30: FireWire or HDMI Other cameras (support on request only): USB	

[5] Systems that support PCI-Ex16
[6] Hardware anti-aliasing is not supported by graphics cards with chip set G70 or lower.

Performance and Quality Settings

Value		
Anti-Aliasing	application control	by default
Anisotropic filtering	application control	by default
Vertical sync	ON	by default
Conformant texture clamp	OFF	fix
Extension limit	OFF	by default
Multi-display/mixed-GPU acceleration	single GPU, multiple-display performance	fix
Disable enhanced CPU instruction set	OFF	by default
Unified back/depth buffer	OFF	by default
Maximize texture memory	OFF	by default
Early z-test	ON	by default
Buffer-flipping mode	auto-select	by default
Anti-aliasing line gamma	OFF	by default
Anti-aliasing full screen gamma	OFF	by default
Texture colour depth	use desktop colour depth	by default
Triple buffering	OFF	by default
Stereo mode	OFF	by default
Overlay	OFF	by default