DTX Studio™ Clinic Version 3.1 System Requirements

Operating Systems

- Windows® 64-bit (Pro and Enterprise edition):
 - Windows 10
 - Windows 11
- Intel-based Mac (*):
 - macOS Big Sur (11)
- Apple Silicon Mac (M1 Chip or Higher):
 - macOS Big Sur (11)

(*) All Intel-based models since 2012 are supported.

Devices

- Windows desktop
- Windows notebook
- iMac®, Mac® Mini, Mac Pro®, MacBook Pro®, MacBook Air® (*)

	Basic setup (2D imaging only)	Recommended setup (2D and 3D imaging with better performance)
CPU	Dual or quad-core	2.8 GHz quad-core (Intel Core i5 or i7)
RAM	4 GB	8 GB or more
Graphics card	Entry-level dedicated add-in card or Intel integrated graphics. For Intel* integrated graphics, Gen9 and higher. OpenGL® 3.3 support is required**.	Dedicated add-in graphics card with optimal 3D support (OpenGL 3.3) and 2 GB memory or more (such as AMD or NVIDIA). For 4K displays: 4 GB memory or more. Intel* integrated graphics are also supported, Gen9 and higher.
* Always use the latest integrated graphics card ** To check the OpenGL® version of your graph		lable from Intel for the respective model for best performance. to http://realtech-vr.com/admin/glview .
Disk space	10 GB free disk space for installation and additional disk space for user-created data. A typical 2D patient dataset in DTX Studio Clinic is about 10 MB	10 GB free disk space for installation and additional disk space for user-created data. A typical 3D patient dataset in DTX Studio Clinic is about 250 MB
Network	Broadband Internet connection with 3Mbps upload and 30 Mbps download speed.	
	It is recommended always to be connected to the Internet. If that is not possible, a connection should be established at least once every 14 days, because otherwise your access to DTX Studio Clinic may be temporarily suspended	
Hard Disk	Only install DTX Studio Clinic onto an HFS+ or HFSJ non-case-sensitive drive on Mac devices.	
Monitor	Full HD (1920×1080) or higher.	
LAN	If DTX Studio Clinic is installed together with DTX Studio Core a local Gigabit Network is recommended.	

^{*} The graphics cards of some MacBook Air® and Mac® Mini configurations have restrictions with regard to volume rendering. Consider selecting low resolution volume rendering.