Computer Guidelines for DTX Studio™ Clinic 2.4

Windows® 64-bit

(WINDOWS® 10 OR 11 PRO OR ENTERPRISE EDITION)

SYSTEM REQUIREMENTS

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.
Internet	A broadband Internet connection is required. Keep in mind that the upload and download speeds differ. A slow upload speed can reduce performance. An upload speed of 3 Mbps and a download speed of 30 Mbps or more are recommended.
	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.

SYSTEM REQUIREMENTS, BASIC SETUP

A basic setup supports 2D imaging only.

CPU	A dual- or quad-core CPU.
RAM	4 GB memory.
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. To check the OpenGL® version of your graphics card, go to http://realtech-vr.com/admin/glview.
Disk space	10 GB of free disk space for installation, additional disk space is required for user-created data. A typical 2D patient dataset in DTX Studio™ Clinic is about 10 MB.

SYSTEM REQUIREMENTS, RECOMMENDED SETUP

A recommended setup supports 2D and 3D imaging with better performance.

CPU	A quad-core CPU of 2.8 GHz or more (such as Intel Core i5 or i7).
RAM	8 GB memory or more.
Graphics card	A 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.
Disk space	10 GB of free disk space for installation, additional disk space is required for user-created data. A typical 3D patient dataset in DTX Studio™ Clinic is about 250 MB.

* Always use the latest integrated graphics card driver available from Intel for the respective model for best performance.