DTX Studio™ Clinic Version 4.2 System Requirements

Operating System[1]	Windows® 11 or 10 64-bit (Pro and Enterprise edition) on desktop and notebook.
	macOS Ventura (13) or Monterey (12) (Intel®-based Mac and Apple Silicon Mac with M1 Chip or Higher) on iMac, Mac Mini, Mac Pro, MacBook Pro, MacBook Air devices.[2]

	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. 6th generation Intel CPUs with built-in 9th generation Intel graphics or higher are supported. OpenGL® 3.3 support is required[3].	Dedicated add-in graphics card with optimal 3D support (OpenGL 3.3) and 2 GB VRAM or more. For 4K displays, a minimum of 4 GB VRAM is advised.
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 APFS, HFS+ or HFSJ non-case-sensitive drive on Mac devices.	
Monitor	Full HD (1920x1080) or higher. Information may appear missing if display scaling is used. For this reason, the equivalent scaled resolution should not be lower than 1920x1080.	
LAN	If DTX Studio Clinic is installed together with DTX Studio Core a local Gigabit Network is recommended.	

1 It is strongly recommended to install the latest available update of your Operating System (OS) version.

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

3 To check the OpenGL® version of your graphics card, go to http://realtech-vr.com/admin/glview