

# DTX Studio™ Clinic Version 3.4

## System Requirements

**Operating System**<sup>1</sup> Windows® 11 or 10 64-bit (Pro and Enterprise edition)  
macOS Sonoma (14), 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.<sup>2</sup>

	Basic setup (2D imaging only)	Recommended setup (2D and 3D imaging with better performance)
<b>CPU</b>	Dual or quad-core	2.8 GHz quad-core (Intel Core i5 or i7)
<b>RAM</b>	4 GB	8 GB or more
<b>Graphics card</b>	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 <sup>3</sup> .	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.
<b>Disk space</b>	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.
<b>Network</b>	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.	
<b>Hard Disk</b>	Only install DTX Studio Clinic onto an HFS+ or HFSJ non-case-sensitive drive on Mac devices.	
<b>Monitor</b>	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.	
<b>LAN</b>	If DTX Studio Clinic is installed together with DTX Studio Core a local Gigabit Network is recommended.	

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

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

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