



3D Sprint™

Version 2.10

System Requirements

| | Minimum | Recommended |
|---------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------|
| OS | Windows 7(SP1)/8/10 (64-bit)* | |
| CPU | Intel® or AMD® processor with a minimum of 2.0GHz | Multiple core processor. Hyper-threading and clock speeds above 3GHz can be beneficial but should be paired with a good balance of cores. |
| RAM | 4GB | 8 GB or more** |
| Hard Disk | 10GB of available hard-disk space Additional space may be required for cache. Temporary file cache requires about 3GB free disk space for every 100 million points. | SSD |
| Display / GPU | OpenGL 2.1 and GLSL 1.20 enabled graphics card Screen resolution 1280x960 Graphics card: Intel HD or Iris (HD 4000 or newer), or Nvidia GeForce GTX 285, Quadro 1000 or newer, or AMD Radeon HD 6450 or newer | OpenGL 3.2 and GLSL 1.50 enabled graphics card. Nvidia or AMD GPU with 1GB of RAM or more Screen resolution 1280x1024 or higher |
| Other | 3 button mouse with scroll*** Keyboard Internet Explorer 9 or newer Microsoft .NET Framework 4.6.1 (installed with application) | Google Chrome or Internet Explorer 11 |

*: For Windows 10, make sure you have applied the most recent Windows updates for the application to run correctly.

** : At 8GB of RAM, a print build can contain approximately 80 million triangles before requiring the use of virtual memory. The more physical RAM available, the greater the number of triangles that can be processed in a build with better performance.

***: The Logitech MX Master wireless mouse is currently not supported due to a software/driver incompatibility.

Note: You may have to update your graphic card driver. See the installation guide for more information.

Note: For supported 3D files, see the included help in the application.