

p:IGI+ Minimum System Requirements (Technical note)

p:IGI+ is designed to be run on a desktop PC, virtual PC, or laptop PC connected to a network running Windows 7 or better.

The current minimum system requirements for running p:IGI+ are as follows:

- Version 4.5.1 of the .NET Framework
 - (MSDN [[http://msdn.microsoft.com/en-us/library/8z6watww\(v=vs.100\).aspx](http://msdn.microsoft.com/en-us/library/8z6watww(v=vs.100).aspx)],
Download [<http://www.microsoft.com/en-gb/download/details.aspx?id=40779>])
- WPF Rendering Tier 1
 - (MSDN [<http://msdn.microsoft.com/en-us/library/ms742196.aspx>])

We'd recommend running p:IGI+ on a machine with an Intel i3 or better processor, and at least 4Gb of memory, however we have tested p:IGI+ across a wide range of machines, and while performance degrades on less capable machines, p:IGI+ will continue to run. We are still actively improving the performance of p:IGI+, and anticipate improving responsiveness in the future.

Using p:IGI+ remotely

We have tested p:IGI+ in the following remote access systems:

- Windows Remote Desktop
- Citrix Remote Application (Citrix Xenapp 7.5)
- Windows Remote Desktop Applications

Appendix I: Technical requirements .NET and WPF

Requirements for .NET 4.5.1

To run the .NET Framework version 4.5.1, the minimal requirements are

Supported Operating Systems

- Windows 7 SP1
- Windows 8
- Windows 8.1 (already includes the .NET Framework version 4.5.1)
- Windows Server 2008 SP2 (not supported on Server Core Role)
- Windows Server 2008 R2 SP1
- Windows Server 2012
- Windows Server 2012 (already includes the .NET Framework version 4.5.1)

Supported Architectures:

- x86
- x64

Minimum disk space:

- x86 – 850 MB
- x64 – 2 GB

Prerequisites:

- Windows Installer 3.1 or later
- Internet Explorer 5.01 or later

Requirements for running WPF

The following table was taken from MSDN; note that we recommend Rendering Tier 2 for running p:IGI+ efficiently.

Feature	Tier 1	Tier 2
DirectX version	Must be greater than or equal to 9.0.	Must be greater than or equal to 9.0.
Video RAM	Must be greater than or equal to 60MB.	Must be greater than or equal to 120MB.
Pixel shader	Version level must greater than or equal to 2.0.	Version level must greater than or equal to 2.0.
Vertex shader	No requirement.	Version level must greater than or equal to 2.0.
Multitexture units	No requirement.	Number of units must greater than or equal to 4.