

The table below contains the recommended system requirements for VectorWorks/RenderWorks 12.5.1. For professional use, we recommend using the data in the typical or ideal columns.

When considering RAM requirements, remember that all modern operating systems run slower when memory is tight and that it is a common requirement for users to want to have four, five or more programs open at once. The moral? RAM is cheap, so don't skimp on it.

Mac General Requirements	Minimum	Typical	Ideal
Operating System	OS 10.3.9 or later	OS 10.3.9 or later	OS 10.4.x
Processor	G3 500 mhz	G4 1.4 ghz or faster	G5 1.5 ghz or better. Any Intel MacDual processors will be up to 40% faster for ray traced RenderWorks modes
Other Hardware - Drives	CD-ROM drive	CD-RW drive	DVD-R/CD-RW
Other Hardware - Graphics Card	Any Mac Card	Any Mac Card	Any Mac Card
Screen Resolution	1024 x 768 (XGA)	1024 x 768 (XGA)	1280 x 1024
Display Color Depth	16 bit	32 bit	32 bit
Other Software - Quicktime® (can be downloaded from Apple)	Quicktime® 6.5.2 or later	Quicktime® 6.5.2 or later	Quicktime® 7 or later

Windows General Requirements	Minimum	Typical	Ideal
Operating System	Windows 2000 SP4 or later or Windows XP	Windows 2000 SP4 or later or Windows XP	Windows 2000 SP4 or later or Windows XP. Vista if running VectorWorks 12.5.1 or later, but check driver compatibility.
Processor	Pentium III 500 mhz or faster	Pentium IV 2.0-2.5 ghz	Pentium IV 2.5 ghz or faster including Intel Core Duo or faster. Dual processors will be up to 40% faster for ray traced RenderWorks modes
Other Hardware - Drives	CD-ROM drive	CD-RW drive	DVD-R/CD-RW
Other Hardware - Graphics Card	Separate card with 16 mb VRAM. Video systems on the mother board that utilise system RAM are not recommended	Good quality card with OpenGL support and 64 mb VRAM	Good quality card such as Nvidia, with OpenGL support and 128-256 mb VRAM. There is no benefit in having more VRAM than this. Note that Vista does not support many OpenGL cards.
Screen Resolution	1024 x 768 (XGA)	1024 x 768 (XGA)	1280 x 1024
Display Color Depth	16 bit	32 bit	32 bit
Other Software - Quicktime® (can be downloaded from Apple)	Quicktime® 6.5.2 or 7.0.2	Quicktime® 6.5.2 or 7.0.2	Quicktime® 6.5.2 or 7.0.2

RAM Requirements (Mac/Win)	Minimum	Typical	Ideal
VectorWorks	128 mb	256 mb	512 mb
VectorWorks with RenderWorks	256 mb	512 mb	2 gb
Design Series	256 mb	512 mb	1 gb
Design Series with RenderWorks	256 mb	512 mb	2 gb

Free Hard Disk Space (Mac/Win)	Minimum	Typical	Ideal
VectorWorks	110 mb	110 mb	110 mb
VectorWorks with RenderWorks	1 gb	1 gb	1 gb
Architect, Landmark & Machine Design	200 mb	200 mb	200 mb
Architect, Landmark & Machine Design with RW	1 gb	1 gb	1 gb
Spotlight	1.2 gb with Gobos	1.2 gb with Gobos	1.2 gb with Gobos
Spotlight with RenderWorks	2 gb with Gobos	2 gb with Gobos	2 gb with Gobos