



Computer configuration recommends:

- Windows Vista or Windows 7, 64 bit, – Business/Professional or Ultimate (not the Home Editions). Windows XP is still serviceable but limited.
- Processor – Intel Quad Core, i7 or comparable AMD - Speed: close to 3ghz (or greater).
- RAM – minimum recommendation is 2-4gb depending on O/S. Window 7, 64 Bit, (only) get as much as is affordable; 8gb is great 12 to 16 is better.
- Video Card – presently: Nvidia GeForce (stressing the word: GeForce) GTX 500 series (and the obsolete 400 Series). (The cards noted “TI” are questionable.) Also, the Nvidia Quadro 5000 (or 6000) series. ATi FirePro V series (only). (V3800 is entry level and not recommended.) OpenGL is the default, and fastest, display mode used by the program so the video card must be listed to use OpenGL.

GDDR5 VRam is highly preferable with all video cards/chip sets. 1.0gb VRam or more, depending on the average size of projects.

- Key to the success of the computer operation with the program is a high quality video card/chipset, a fast motherboard and the compatibility of all components. The speed of the system ram should be matched to the FSB of the motherboard.

Informational Notes:

It is recommended that whatever computer configuration is decided upon that the computer be from a reputable, well known, Manufacturer. These Manufacturer's do a great deal of testing and tweaking of their products to make sure that all components work in unison which is critical to obtaining acceptable results. The same cannot be said of other computer providers.

VR uses about 125mb of system Ram when AutoSPRINK starts up. Opening a 2mb (compressed) drawing might use another 200mb. Previewing a plot might use an additional 50mb. Printing can hit the Ram pretty hard (the larger the drawing and the higher the dpi setting, the higher the Ram usage). Once a drawing is opened, the Ram usage stays about the same until printing (or previewing). System Ram usage will increase somewhat as the drawing gets larger. The speeds of program functions (such as auto-fitting, hydraulics, creating pipelines, etc.) do a massive amount of number crunching; and, the speed at which these things are processed is directly dependent on the speed of the CPU. Obviously, the faster the CPU the faster the functions perform (i.e.: a 3.0GHz CPU is twice as fast at number crunching as a 1.5GHz CPU).

Zooming and panning the drawing is strictly a function of the video card (unless system Ram is being shared to increase the VRam) so the better the video card performs the faster the display changes. This isn't tied to the amount of VRam as much as to the actual video throughput (bandwidth, etc.), VRam speed and FSB speed. The larger amounts of VRam will come into effect when opening (and zoom-all) a larger, more complex, drawing.