A recommended computer configuration:

- Windows XP, Vista or Windows 7 (recommended) – Pro, Ultimate but not the Home editions. 64 Bit
- Processor: Quad Core, 7i or AMD and the new Nvidia - Speed should try to obtain close to 3 or more
- RAM – min. recommendation is 4, but I would get as much as you can afford with the Window 7 64 Bit. 8 is great 12 to 16 is better.
- Video Card – presently Nvidia GeForce (stressing the word GeForce) 300, 400 or 500 series (this the newest). At the present time we do not recommend the Nvidia Quadro or ATi cards. We are working closely with both at the present time and they are building drivers that will do a better job of running in an Open GL format, which is how our program runs the fastest, but will run in Direct 3D or Wireframe.
- Key to the success of the computer operation is a good Motherboard and Compatibilities of all components.

Informational Notes:

It is recommend that whatever computer configuration is decide 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.

VR5 and VR7 use about 125mb of system Ram when AutoSPRINK starts up. Opening a 2mb drawing might use another 200mb. Previewing a drawing 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 stay about the same until printing (or previewing) a drawing. System Ram usage will increase somewhat as the drawing gets larger. The speed of program functions (such as auto-fitting, hydraulics, etc.) do a massive amount of number crunching and the speed at which these things are processed are directly dependant on the speed of the CPU. Obviously, the faster the CPU the faster the function performs (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 through-put (band-width, etc.), VRam speed and FSB speed. The amount of VRam will come into affect when opening (and zoom-all) a larger, more complex, drawings.