

System Requirements

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Whenever you purchase software, internal hardware components, or peripheral hardware for your computer, you should first make sure your computer supports the system requirements:

These are the necessary specifications your computer must have in order to use the software or hardware.



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Computer Game

- For example, a computer game may require your computer to have
 - OS: Windows XP or later
 - CPU: 2.0 GHz processor
 - RAM: 512 MB of RAM
 - Disc Drive: 500 MB of hard drive space
 - Video: 64 MB graphics card
 - Sound: Direct X 9.0 compatible

If your computer does not meet all of these requirements, the game will not run very well or might not run at all.

Peripheral Hardware

- It is just as important to check system requirements for hardware devices. For example, if you buy an All-In-One printer, FAX, scanner it may require :
 - Windows XP or Mac OS X 10.3 or later.
 - USB port
 - 80 MB of available hard drive space

If your computer does not have any USB ports, you will not be able to physically connect the printer. If your machine does not have Windows XP or Mac OS X 10.3 or later, the printer drivers may be incompatible with your operating system. This means your computer will be unable to recognize the printer, and you will not be able to print, or communicate through the modem.

Specifications

Most hardware and software products have the system requirements printed on the side or bottom of the product packaging. When you are shopping for computer software or hardware, it is a good idea to first find out exactly what your system's specifications are and write them down on a piece of paper. The important information to record includes:

- **Operating System** (i.e. Windows XP, SP 2 or Mac OS X 10.3.8, Windows Vista, Windows 7)
- **Processor Speed** (i.e. Pentium 4, 3.2 GHz or Power PC G5, 2.0 GHz, Intel Core i7-3970X @ 3.50GHz)
- **Memory**, a.k.a. RAM (i.e. 512 MB, 2 GB)
- **Graphics Card** (i.e. ATI Radeon 9800 w/ 256 MB video memory, GeForce GTX 690 w/4096 MB (2048 MB per GPU) GDDR5)
- **Hard Disk Space** (i.e. 80 GB available)
- **I/O Ports** (i.e. USB, Firewire, Serial, Parallel, SCSI, VGA, DVI ports)

Sample Software Examples

Star Craft (1998) needed:

- Windows 95 or NT or superior
- Pentium processor at 90 MHz or higher
- 16 MB RAM
- 80 MB available in the hard disk
- CD-ROM, 2x or higher
- DirectX 3.0 or higher

Spider-Man (2002) needed:

- 3D Hardware Accelerator
- Windows 98/2000/NT/XP
- Pentium III processor at 500 MHz or higher
- 128 MB RAM
- 1.5 GB available in the hard disk
- DirectX 8.1

Sample Software Examples

Doom 3 (2004) needed:

- 3D Hardware Accelerator - 64MB of memory minimum
- Windows 2000/XP
- Pentium 4 1.5 GHz or Athlon XP 1500+ processor or higher
- 384 MB RAM
- 8x Speed CD-ROM
- 2.2 GB free hard disk space
- DirectX 9.0b compatible 16-bit sound card
- DirectX 9.0b

Mass Effect 3 (2012) needed:

- Windows XP SP3/Vista SP1, Win 7
- 1.8 GHz Intel Core 2 Duo or equivalent
- 1GB for XP / 2GB RAM for Vista/Win 7
- 1x speed
- 15 GB of free space
- 256 MB* (with Pixel Shader 3.0 support)
- DirectX 9.0c compatible 16-bit sound card
- DirectX 9.0c August 2009 (included)