3D Sprint

System Requirements

	Minimum	Recommended
OS	Windows 8.1	Windows 11 (64-bit)[1]
CPU	Intel® or AMD® processor with a minimum of 2.0GHz	Multiple core processor. Hyper-threading and clock speeds above 3GHz can be beneficial but should be paired with a good balance of cores.
RAM	4GB	8 GB or more[2]
Hard Disk	10GB of available hard-disk space Additional space may be required for cache. Temporary file cache requires about 3GB free disk space for every 100 million points.	SSD
Display / GPU[3]	OpenGL 2.1 and GLSL 1.20 enabled graphics card Screen resolution 1280x960 Dedicated Graphics card: • Nvidia GeForce GTX 285, Quadro 1000 or newer • AMD Radeon HD 6450 or newer	OpenGL 3.2 and GLSL 1.50 enabled graphics card. NVidia or AMD GPU with 1GB of RAM or more Screen resolution 1280x1024 or higher
Other	• 3 button mouse with scroll[4] • Keyboard • Internet Explorer 9 or newer • Microsoft .NET Framework 4.8 (installed with application)	Google Chrome or Internet Explorer 11, or Microsoft Edge 41

1) For Windows 11, ensure that you have applied the most recent Windows updates for the application to run correctly.
2) With 8GB of RAM, a print build can contain approximately 80 million triangles before requiring the use of virtual memory. The more physical RAM available, the greater the number of triangles that can be processed in a build with better performance.
3) It is not recommended to use integrated graphics.
4) The Logitech MX Master wireless mouse is currently not supported due to a software/driver incompatibility.

Note: You may have to update your graphic card driver. See the installation guide for more information.
Note: For supported 3D files, see the included help in the application.