

# System Requirements and Setup

## Software and Hardware Requirements

The software is designed to work under **Windows XP/Vista/7** operating systems.

The stereo rendering routine requires **OpenGL 1.4** (or higher) or **DirectX 9.0c Redist** (June 2010). We recommend using at least **NVIDIA GeForce 6600** graphics card with latest drivers installed.

To play movies at a reasonable speed, we recommend at least **1 Gb** of RAM.

Different stereo rendering modes require different hardware.

### Red-blue glasses

Image quality: **LOW**



Does not require special display devices, only red-blue glasses.

### Interlaced Stereo

Image quality: **MEDIUM**



The **Interlaced Stereo** mode requires a stereo monitor supporting the interlaced stereo technology. In particular, we have tested the software with **LG Cinema 3D TV**, **LG Cinema 3D Monitors** and **Zalman Trimon series**.

### Shutter Glasses Stereo

Image quality: **HIGH**



The **Shutter Glasses Stereo** mode requires full support of the **NVIDIA 3D Vision** technology (either Home or Pro). You can check the corresponding hardware and software requirements on [NVIDIA website](#). To enable stereoscopic 3D on your system use [this page](#).

Please note that the windowed stereo mode requires an **NVIDIA Quadro** graphics card. To configure stereo settings for **NVIDIA Quadro** read [this](#).

Shutter glasses stereo is also supported on many 3D TVs (e.g. **Samsung TV**), which can be used as external display for PC via HDMI cable. To configure with **NVIDIA GeForce** see [here](#), with **NVIDIA Quadro** use [this information](#).

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- [How to Enable Half-Mirror Multi-Display Systems \(polarized glasses\)](#)
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- [How to use DM software with GT1660 cameras](#)
- [How to use DM software with PointGrey cameras](#)
- [How to Connect PC with NVIDIA GeForce / AMD / Intel Graphics to 3D TV](#)
- [How to Connect PC with NVIDIA GeForce to Samsung 3D TV](#)

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