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# OpenGL Performer™ 3.1 for Microsoft® Windows® Qualified Platforms

OpenGL Performer 3.1 for Microsoft Windows has been prequalified for only those systems listed in this document. As additional combinations of systems, graphics cards, and OpenGL® drivers are qualified, they will be added to this list.

**Only these prequalified configurations** are supported. In the event that you encounter a problem running OpenGL Performer on a nonqualified configuration, SGI® reserves the right to have you reinstall OpenGL Performer on a prequalified configuration to determine if the problem still occurs, or support will be available only on a time-and-materials basis.

This document contains the following tables:

- Table 1, System Requirements
- Table 2, Microsoft Windows OSs and Qualified NVIDIA® Graphics Drivers
- Table 3, Microsoft Windows OSs and Qualified ATI® Graphics Drivers

**Table 1** System Requirements

<b>Component</b>	<b>Requirement</b>
CPU	Intel® Pentium® or better, AMD® Athlon® or better
Memory	256 MB or greater
Operating system	Microsoft Windows 2000 Microsoft Windows XP®
Graphics card	ATI RADEON® 9700 NVIDIA Quadro® [1-4] GeForce® [1-4]

Table 2 and Table 3 show the supported Microsoft Windows operating systems (OSs) and qualified graphics drivers.

**Table 2** Microsoft Windows OSs and Qualified NVIDIA Graphics Drivers

<b>Operating System</b>	<b>GeForce Drivers</b>	<b>NVIDIA Quadro Drivers</b>
Microsoft Windows 2000	40.72 or higher	41.03 or higher
Microsoft Windows XP	40.72 or higher	41.03 or higher

**Table 3** Microsoft Windows OSs and Qualified ATI Graphics Drivers

<b>Operating System</b>	<b>Catalyst 2.4 Drivers</b>
Microsoft Windows 2000	6.13.10.6200 or higher
Microsoft Windows XP	6.13.10.6200 or higher

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