
OpenGL Performer™ 3.2 for Microsoft® Windows® Qualified Platforms

OpenGL Performer 3.2 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

Component	Requirement
CPU	Intel® Pentium® 3 or better AMD® Athlon® or better
Memory	256 MB or greater
Operating system	Microsoft Windows 2000 Microsoft Windows XP®
Graphics card	ATI RADEON® 7500 series ATI RADEON 9500 or better ATI FireGL™ series NVIDIA Quadro® 2 or better NVIDIA GeForce® 2 or better

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

Operating System	NVIDIA GeForce Drivers	NVIDIA Quadro Drivers
Microsoft Windows 2000	61.77 or higher	61.82 or higher
Microsoft Windows XP	61.77 or higher	61.82 or higher

Table 3 Microsoft Windows OSs and Qualified ATI Graphics Drivers

Operating System	Catalyst Drivers
Microsoft Windows 2000	4.9 or higher
Microsoft Windows XP	4.9 or higher

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