

Vehicle Tracking 2023 System Requirements

System Requirements

Operating Systems	<p>64-bit Microsoft® Windows® 11 or Windows 10 version 1809 or above.</p> <p>See Autodesk's Product Support Lifecycle for support information.</p>
Host Applications	<p>Autodesk® Vehicle Tracking 2023 requires and runs within a host application. The supported 32-bit host applications are the following products:</p> <ul style="list-style-type: none">• Autodesk® AutoCAD® 2023• Autodesk® Civil 3D® 2023• Autodesk® AutoCAD® Architecture 2023 <p>Autodesk Vehicle Tracking 2023 can be hosted by AutoCAD 2023 and the above-specified AutoCAD 2023-based applications on the same machine.</p> <p>Please see the host application's system requirements for additional information.</p>
Processor	<p>Basic: 2.5–2.9 GHz or faster processor (base) ARM Processors are not supported.</p> <p>Recommended: 3+ GHz (base), 4+ GHz (turbo)</p>
Memory	<p>Basic: 8 GB</p> <p>Recommended: 16 GB</p>
Display Resolution	<p>Conventional Displays:</p> <p>1920 x 1080 with True Color</p> <p>High Resolution & 4K Displays:</p> <p>Resolutions up to 3840x2160 supported (with capable display card)</p>

Display Card	<p>Basic: 1 GB GPU with 29 GB/s Bandwidth and DirectX 11 compliant</p> <p>Recommended: 4 GB GPU with 106 GB/s Bandwidth and DirectX 12 compliant</p> <p>DirectX 12 with Feature Level 12_0 is required for Shaded(Fast) and Shaded with edges(Fast) visual styles</p> <p>Please be sure to use the latest video card manufacturer drivers from their website.</p>
Disk Space	Disk Space: 20.0 GB (suggested SSD)
Network	See Autodesk Network License Manager for Windows .
Pointing Device	MS-Mouse compliant

.NET Framework .NET Framework Version 4.8 or later

Additional Requirements for large datasets, point clouds, and 3D modeling

Memory	16 GB RAM or more
Disk Space	6 GB free hard disk available, not including installation requirements

Display Card 3840x2160 (4K) or greater True Color video display adapter; 4 GB VRAM or greater; Pixel Shader 3.0 or greater; DirectX-capable workstation class graphics card.