

System requirements for Autodesk Advance Steel 2025

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Operating System	64-bit Microsoft® Windows® 11 and Windows 10. See Autodesk's Product Support Lifecycle for support information.
Browser	Chrome
Processor	Basic: 2.5–2.9 GHz (base) ARM Processors are not supported. Recommended: 3+ GHz (base), 4+ GHz (turbo)
Memory	Basic: 8 GB Recommended: 32 GB
Display Resolution	Basic: Conventional Displays:1920 x 1080 with True Color Recommended: Resolutions up to 3840 x 2160 (with "Recommended" display card)
Display Card	Basic: 2 GB GPU with 29 GB/s Bandwidth and DirectX 11 compliant. Recommended: 8 GB GPU with 106 GB/s Bandwidth and DirectX 12 compliant. DirectX 12 with Feature Level 12_0 is required for Shaded(Fast) and Shaded with edges(Fast) visual styles. Please be sure to use the latest drivers from the video card manufacturer's website. Note: The software uses your computer's display card for a variety of essential graphics operations including but not limited to view manipulation, line smoothing, and text/linetype generation . It's recommended that you have a display card with dedicated VRAM to support these operations at optimal speeds.
Disk Space	Basic: <ul style="list-style-type: none">• 10 GB (suggested SSD)• 1 GB additional free disk space is recommended for disk cache Recommended: <ul style="list-style-type: none">• 16 GB• 1 GB additional free disk space is recommended for disk cache <p>Note: The system temporary folder requires up to 12 GB of additional free space during download installation.</p>
Pointing Device	MS-Mouse compliant
Media	<ul style="list-style-type: none">• Install Now (WI)• Download / Browser (DLM)
.NET Framework	.NET 8
Network	See Autodesk Network License Manager for Window
Additional requirements for Large Datasets, Point Clouds, and 3D Modeling	Memory <ul style="list-style-type: none">• 32 GB Disk space <ul style="list-style-type: none">• 6 GB free hard disk available not including installation requirements Display card <ul style="list-style-type: none">• 3840 x 2160 (4K) or greater True Color video display adapter; 12GB VRAM or greater; Pixel Shader 3.0 or greater; DirectX-capable workstation class graphics card.