

| System requirements for Autodesk Vehicle Tracking 2018 | |
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| Operating Systems | <ul style="list-style-type: none"> • Microsoft® Windows® 10 • Microsoft Windows 8.1 with Update KB2919355 • Microsoft Windows 7 SP1 |
| Host Applications | <p>Autodesk® Vehicle Tracking 2018 requires and runs within a host application. The supported 64-bit host applications are the following products:</p> <ul style="list-style-type: none"> • Autodesk® AutoCAD® 2018 • Autodesk Architecture 2018 • Autodesk Civil 3D 2018 • Bentley® MicroStation® V8i (SELECTseries 1) (08.11.07.171 to 442) • Bentley MicroStation V8i (SELECTseries 2) (08.11.07.443 or higher) • Bentley MicroStation V8i (SELECTseries 3) (08.11.09.292 or higher) <p>Note: Other versions of MicroStation and Bentley civil products are not supported.</p> <p>Autodesk Vehicle Tracking 2018 can be hosted by MicroStation V8i (SELECTseries 1, 2, or 3), AutoCAD 2018, and the above-specified AutoCAD 2018-based applications on the same machine.</p> <p>Please see the host application's system requirements for additional information.</p> |
| Browser | Internet Explorer® 11.0 or later |
| Processor | 1 gigahertz (GHz) or faster 64-bit (x64) processor |
| Memory | 4 GB RAM (8 GB recommended) |
| Display Resolution | Conventional Displays: 1360 x 768 (1920 x 1080 recommended) with True Color |
| Disk Space | Installation 10 GB |
| Pointing Device | MS-Mouse compliant device |
| Media | Download and installation from DVD |
| .NET Framework | .NET Framework Version 4.6 |
| Additional Requirements for Large Datasets, Point Clouds, and 3D Modeling | <ul style="list-style-type: none"> • 8 GB RAM or more • 6 GB free hard disk available not including installation requirements • 1920 x 1080 True Color video display adapter, 128 MB VRAM or greater, Pixel Shader 3.0 or greater, Direct3D® capable workstation class graphics card |

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| Additional Requirement for Model Documentation | 64-bit (x64) processor |