

SYSTEM REQUIREMENTS

Hardware

A dedicated 3D graphics card with Pixel Shader 3.0 (minimum is 2.0) is strongly recommended, although some newer onboard graphics chips are also able to deliver results at low quality settings (other clients have used Dell Latitude D630 business laptops successfully). Graphics hardware is detected and quality scales automatically, so on a low-end or "business" (which usually means low-end graphics) machine the 3D content won't look quite as pretty as on a faster machine.

It may be a good idea to get 1-2 higher-end machines just to see (and also to demonstrate) how well it can look. This [comparison sheet](#) is a good reference to figure out what framerate can be expected with which graphics card/chip. Desirable frame-rates start around 20 or higher. There is also a free (ad supported) [hardware analyser](#) available (pick Second Life from the list). Please note that for an acceptable SL experience the machine should pass the recommended settings, not just the minimum.

Recommended PC configuration

- Windows XP SP2 or Windows Vista
- Latest QuickTime release (currently 7.5)
- 2.0 GHz Core 2 Duo CPU or better
- 2 GB memory or more (3 GB or more for Windows Vista)
- Nvidia GeForce¹ 8600 w/ 128 MB (or better)²

¹ Nvidia Quadro/NVS series chips are not officially supported by Second Life and may or may not work.

² Note that mobile versions of the same graphics chips (denoted by the word "mobile" or the letter "M" in the name) are often considerably slower and may additionally be underclocked by the OEM. There also may be issues with availability of up to date driver software, as these are often not distributed by the graphics card manufacturer, but by the OEM partners who tend to neglect to provide current versions.

Recommended Mac configuration

- OS X 10.4 (Tiger) or 10.5 (Leopard) with latest updates.
- The current standard 15" MacBook Pro is recommended for running SL on a portable Mac. The MacBook (non-pro) or Air are not suitable, due to lack of 3D graphics processing power.

Software

The software requirements are Windows XP SP2 or higher (or Mac OS 10.4 or higher). Windows Vista SP1 or higher is also supported but has increased resource needs. In order to use all IWS features (media sharing, video, audio, presentations and screensharing), you'll also need Apple QuickTime version 7.5 or higher. And of course the Second Life viewer itself (current version - 1.20 or 1.21 for the latest features). This viewer comes with an auto-update feature and should be updated regularly (about once every 2-3 months).

Firewall

To connect to Second Life from your internal network, your firewall would need some ports opened (which you can restrict to certain destination networks). A detail description including a list of ports and destination subnets is available on the [SL knowledge base](#). If you want to use the voice feature built into the viewer (which is entirely optional), there are some extra ports that need to be opened in the firewall (also linked to from the above article). Some of our clients have opted not to use the voice feature and set up a plain old conference call in parallel to the 3D session when desired.

Bandwidth

Bandwidth requirements are relatively low if the users stays within a region but will peak on the first visit to a new area, as content is streamed in dynamically. This content is stored in a local cache on disk, so for the normal IWS use case there would be a burst when a user goes to an area for the first time and the content is downloaded, but consecutive visits will only send delta and movement data, so regular use should not impact the network much. In addition the viewer has a bandwidth throttling feature which lets users (or system administrators/software packagers) set the bandwidth per viewer. This defaults to 500kbit/s. Voice bandwidth is on top of that and comparable to an average VoIP call (if used). For home users broadband (768 kbit/s downstream or better) is required.

Hosting

All of this is currently only available as a hosted solution, so it cannot be deployed inside your network for the time being. This will hopefully change in the near future though. The hosting is split between Linden Lab's servers for the 3D world and content and RRR's servers for the website & database.