



# WOLFRAM SYSTEM MODELER

## System Requirements

Cross-platform computing power

System Modeler 13.0 is optimized for the latest operating systems and hardware, so you can use any system you want.

### HARDWARE SPECIFICATIONS

Disk Space: 2 GB


System Memory (RAM): 4 GB

### AVAILABLE LANGUAGES

English and Japanese

### AVAILABLE PLATFORMS

 Windows

 macOS

 Linux

MICROSOFT WINDOWS	X86-64
Windows 11	✓
Windows 10*	✓

\* The minimum version supported is version 1709.

System Modeler requires Microsoft Visual Studio to be installed. [Visual C++ Build Tools](#) can be installed for free.

APPLE macOS	X86-64	APPLE SILICON
macOS 12 (Monterey)	✓	✓*
macOS 11 (Big Sur)	✓	✓*
macOS 10.15 (Catalina)	✓	
macOS 10.14 (Mojave)	✓	

\* supported under Rosetta 2 on Apple Silicon

System Modeler requires Xcode to be installed. [Xcode](#) can be installed for free from the Mac App Store. If System Modeler is not autodetecting Xcode 11, see our [support article](#) for help.

LINUX	X86-64
Ubuntu	✓
Debian	✓
OpenSUSE Leap	✓
Fedora	✓

System Modeler requires a C++ compiler to be installed. [The recommended compiler is GCC/G++.](#)

System Modeler has been tested on the distributions above, but is likely to function on most recent major Linux distributions.