System Requirements
Cross-platform computing power

System Modeler 13.2 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 13 (Ventura)	✔	✔ *
macOS 12 (Monterey)	✔	✔ *
macOS 11 (Big Sur)	✔	✔ *
macOS 10.15 (Catalina)	✔	

* 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 18.04, 20.04, 22.04, 22.10	✔
AlmaLinux 8–9	✔
Debian 10–11	✔
openSUSE Leap 15.4	✔
Fedora 36–37	✔

System Modeler requires a C++ compiler to be installed. The recommended compiler is GCC/G++.

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

System Modeler 13.2 is compatible with the Modelica Standard Library (MSL) 4.0.0 and 3.2.3.