

System Requirements

Cross-platform computing power

System Modeler 14.0 is optimized for the latest operating systems and hardware, so you can use any system you want.

HARDWARE SPECIFICATIONS

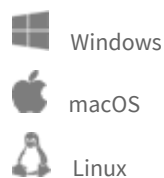
Disk Space: 2 GB

System Memory (RAM): 4 GB

AVAILABLE LANGUAGES

English and Japanese

AVAILABLE PLATFORMS



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

* The minimum version supported is version 1809.

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 14 (Sonoma)	✓	✓ *
macOS 13 (Ventura)	✓	✓ *
macOS 12 (Monterey)	✓	✓ *
macOS 11 (Big Sur)	✓	✓ *

* Supported on Apple Silicon, partially using Rosetta 2.

System Modeler requires Xcode to be installed. [Xcode](#) can be installed for free from the Mac App Store.

Version 14.0 is the last release to support macOS 11 (Big Sur). We highly recommend upgrading your macOS version if you haven't already. Future releases will not launch on macOS 11 (Big Sur) or earlier versions.

LINUX	X86-64
Ubuntu 20.04, 22.04, 23.10	✓
AlmaLinux 8-9	✓
Debian 10-12	✓
openSUSE Leap 15.5	✓
Fedora 38-39	✓

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.

Additional Notes:

- System Modeler 14.0 is compatible with the Modelica Standard Library (MSL) 4.0.0 and 3.2.3.
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