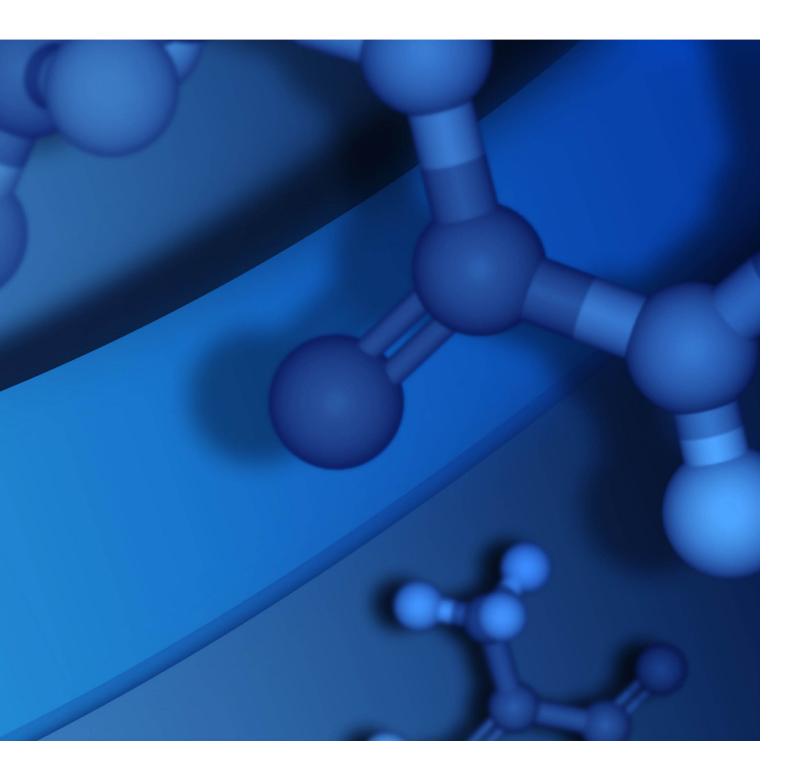


35 BIOVIA

SYSTEM REQUIREMENTS MATERIALS STUDIO 2020



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Acknowledgments and References

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Contents

About This Document	1
Definitions	1
Materials Visualizer Requirements	2
Supported Operating Systems	2
Hardware Requirements	2
Browsers	3
Materials Studio Server Requirements	4
Supported Operating Systems	4
Hardware Requirements	4
Linux Server System Libraries	5
Red Hat Enterprise Linux 7.6	5
Red Hat Enterprise Linux 7.7	6
CentOS Linux release 7.6.1810	7
CentOS Linux release 7.7.1908	8
CentOS and Red Hat Libraries	8
Linux Server Cluster Requirements	9
Supported Operating Systems	9
Hardware Requirements	9
Linux System Libraries	10
Queuing Systems Requirements	10
Finding Windows System Information	11
Available Disk Space	11
Operating System and Memory	11
Internet Explorer Version	11
Edge Version	11
Graphics Information	11
Drivers	11
Dassault Systèmes Support Resources	12

About This Document

This documents the details of the system requirements for Materials Studio 2020 client and server. For installation instructions refer to the Materials Studio 2020 Installation and Administration Guide.

Definitions

The following defines specific terms for BIOVIA Materials Studio 2020:

- Supported: The hardware or software was tested against BIOVIA Materials Studio, is expected to function as documented, and will be supported by BIOVIA. If issues are found that are specific to these versions of the hardware or software, they will be addressed in accordance with the BIOVIA software support policy.
- Not Supported: Any hardware and software not specifically listed in this document is not supported by BIOVIA. These are used at the customer's risk and BIOVIA makes no guarantee regarding the capability of unsupported hardware or software to function with BIOVIA Materials Studio.
- Known to Be Incompatible: Software, or versions of software, that will not function correctly in conjunction with BIOVIA Materials Studio 2020.
- Regional Language Settings: The ability to change the format that Microsoft® Windows uses to display dates, times, large numbers and decimal fractions. This document includes the regional language settings that BIOVIA supports for BIOVIA Materials Studio.

Materials Visualizer Requirements

This section describes the requirements of the Materials Visualizer only. The Materials Visualizer is the core client module in Materials Studio; providing modeling, analysis, and visualization tools. It cannot set up or launch jobs unless installed in conjunction with Materials Studio Server.

Supported Operating Systems

Operating System	Supported Versions	Notes
Microsoft Windows Professional & Enterprise	10	64-bit only

Hardware Requirements

Component	Minimum Hardware	Recommended	
Processor	Intel® Core™ i5 or equivalent	Intel Core i7 or equivalent	
RAM	4 GB	16 GB	
Available hard disk space	·		
for installation	The hard disk space required for installation can vary between 1 GB for Materials Visualizer only and 4 GB if you install the complete Materials Studio server and client. The Materials Visualizer can only be installed on Windows. Additional space will be required if system updates are necessary, for example for .NET, runtimes, and libraries.		
Display	1366 × 768 display resolution 24-bit	1920 × 1080 display resolution 32-bit	

To achieve a more satisfying experience with Materials Studio, particularly in terms of the client software, it is highly recommended that your system be substantially better than the minimum specification above. This is particularly important if running server software locally on the same computer as the client software.

Attention to the following areas can make a significant improvement to your overall user experience and enjoyment of the software:

- Memory the more RAM your computer has, the better.
- A good OpenGL® graphics card can make a significant difference to the graphics performance.
- The higher the display resolution, the more flexibility you will have in displaying and managing document and dialog windows.
- Mouse although not absolutely necessary, a two-button mouse with a wheel or a touch pad is strongly recommended. It will make the more complex structure manipulations easier and increase your efficiency and enjoyment of Materials Studio.

For example, a PC with 16 GB RAM, a screen resolution of 1920 × 1080, and a good OpenGL graphics card should perform well. PC hardware capabilities are currently advancing so rapidly that a new commodity desktop PC would have significantly higher specifications than these.

If you are installing the Materials Visualizer and Materials Studio server on the same machine, it should satisfy the minimum server requirements.

Browsers

The following browsers are supported on client operating systems:

- Microsoft Edge
- Microsoft Internet Explorer 11
- Firefox ESR latest (at the time of release this is 68)
- Chrome latest (at the time of release this is 76)

IMPORTANT! In order to view the PDF format documentation in the Materials Studio online help you must have a PDF viewer installed on your machine. If your browser does not have an in-built PDF viewer you must have Adobe Reader installed, visit http://get.adobe.com/reader/.

Materials Studio Server Requirements

This section describes the requirements of the Materials Server only.

Supported Operating Systems

Only 64-bit server operating systems are supported.

Operating System	Versions	Notes
Microsoft Windows Professional & Enterprise	10	
Microsoft Windows Server Standard & Datacenter	2019 2016 2012 R2	Essentials edition is supported for 2016 and 2012 R2 Foundation edition is supported for 2012 R2
Red Hat Enterprise Linux	7	
CentOS	7	

Note: If you intend to run server applications in parallel on a Windows system that does not have a network connection, you should install the Microsoft Loopback Adapter by following instructions appropriate to your operating system.

Hardware Requirements

Component	Minimum Hardware	Recommended	
Processor	Intel® Xeon® E5-1620 or equivalent	Intel Xeon Silver 41XX series or equivalent	
RAM per core (at least two cores)	2 GB	8 GB	
Available hard disk space	4 GB	4 GB	
for installation	The hard disk space required for installation can vary between 1 GB for Materials Visualizer only and 4 GB if you install the complete Materials Studio server and client. The Materials Visualizer can only be installed on Windows. Additional space will be required if system updates are necessary, for example for .NET, runtimes, and libraries.		

Greater processing power and memory are recommended for any heavy duty use.

As you use Materials Studio to create structures, run calculations, gather and analyze results, the disk space required will increase to allow storage of both results and interim job files on the server. You should ensure that the server you use for Materials Studio has enough disk space to accommodate your long term space requirements.

See the Materials Visualizer Requirements on page 2 section for further recommendations to help you get the best out of Materials Studio visualization. There are no graphics-related requirements for running Materials Studio on Windows servers.

Linux Server System Libraries

On Linux systems, the standard C++ libraries for backward compatibility of the C++ compiler are required for proper operation of the Materials Studio server codes. These libraries should be installed prior to the installation of Materials Studio and BIOVIA License Pack.

The packages that contain the required libraries are listed below for the two most recent OS minor supported versions at the time of Materials Studio release.

Note: Libraries marked * are required for a root RPM installation.

Red Hat Enterprise Linux 7.6

- apr-1.4.8-3.el7 4.1.x86 64
- apr-util-1.5.2-6.el7.x86_64
- audit-libs-2.8.4-4.el7.x86 64
- bzip2-libs-1.0.6-13.el7.x86 64
- expat-2.1.0-10.el7_3.x86_64
- fontconfig-2.13.0-4.3.el7.x86_64
- freetype-2.8-12.el7.x86_6
- glib2-2.56.1-2.el7.x86 6
- glibc-2.17-260.el7.x86_64
- keyutils-libs-1.5.8-3.el7.x86_64
- krb5-libs-1.15.1-34.el7.x86_64
- libcap-ng-0.7.5-4.el7.x86 64
- libcom_err-1.42.9-13.el7.x86_64
- libdb-5.3.21-24.el7.x86_64
- libgcc-4.8.5-36.el7.x86_64
- libpng-1.5.13-7.el7_2.x86_64
- libselinux-2.5-14.1.el7.x86 64
- libstdc++-4.8.5-36.el7.x86_64
- libuuid-2.23.2-59.el7.x86 64
- libX11-1.6.5-2.el7.x86 64
- libXau-1.0.8-2.1.el7.x86 64
- libxcb-1.13-1.el7.x86 64
- libXext-1.3.3-3.el7.x86_64
- libXpm-3.5.12-1.el7.x86 64
- libXrender-0.9.10-1.el7.x86 64
- nspr-4.19.0-1.el7_5.x86_64
- nss-softokn-freebl-3.36.0-5.el7_5.x86_64
- openssl-libs-1.0.2k-16.el7.x86 64
- pam-1.1.8-22.el7.x86_64

- pcre-8.32-17.el7.x86 64
- zlib-1.2.7-18.el7.x86 64
- redhat-lsb-core-4.1-27.el7.x86 64 *
- shadow-utils-4.1.5.1-25.el7.x86 64 *

Red Hat Enterprise Linux 7.7

- apr-1.4.8-5.el7.x86_64
- apr-util-1.5.2-6.el7.x86_64
- audit-libs-2.8.5-4.el7.x86_64
- bzip2-libs-1.0.6-13.el7.x86_64
- expat-2.1.0-10.el7_3.x86_64
- fontconfig-2.13.0-4.3.el7.x86_64
- freetype-2.8-14.el7.x86_64
- glib2-2.56.1-5.el7.x86_64
- glibc-2.17-292.el7.x86_64
- keyutils-libs-1.5.8-3.el7.x86_64
- krb5-libs-1.15.1-37.el7_6.x86_64
- libcap-ng-0.7.5-4.el7.x86_64
- libcom_err-1.42.9-16.el7.x86_64
- libdb-5.3.21-25.el7.x86_64
- libgcc-4.8.5-39.el7.x86_64
- libpng-1.5.13-7.el7_2.x86_64
- libselinux-2.5-14.1.el7.x86_64
- libstdc++-4.8.5-39.el7.x86_64
- libuuid-2.23.2-61.el7.x86_64
- libX11-1.6.7-2.el7.x86_64
- libXau-1.0.8-2.1.el7.x86_64
- libxcb-1.13-1.el7.x86_64
- libXext-1.3.3-3.el7.x86_64
- libXpm-3.5.12-1.el7.x86_64
- libXrender-0.9.10-1.el7.x86_64
- nspr-4.21.0-1.el7.x86_64
- nss-softokn-freebl-3.44.0-5.el7.x86_64
- pam-1.1.8-22.el7.x86_64
- pcre-8.32-17.el7.x86_64
- zlib-1.2.7-18.el7.x86_64
- redhat-lsb-core-4.1-27.el7.x86_64 *
- shadow-utils-4.6-5.el7.x86_64 *

CentOS Linux release 7.6.1810

- apr-1.4.8-3.el7 4.1.x86 64
- apr-util-1.5.2-6.el7.x86 64
- audit-libs-2.8.4-4.el7.x86 64
- bzip2-libs-1.0.6-13.el7.x86 64
- expat-2.1.0-10.el7_3.x86_64
- fontconfig-2.13.0-4.3.el7.x86_64
- freetype-2.8-12.el7.x86 64
- glib2-2.56.1-2.el7.x86 64
- glibc-2.17-260.el7.x86_64
- keyutils-libs-1.5.8-3.el7.x86 64
- krb5-libs-1.15.1-34.el7.x86 64
- libcap-ng-0.7.5-4.el7.x86_64
- libcom_err-1.42.9-13.el7.x86_64
- libdb-5.3.21-24.el7.x86 64
- libgcc-4.8.5-36.el7.x86 64
- libpng-1.5.13-7.el7_2.x86_64
- libselinux-2.5-14.1.el7.x86 64
- libstdc++-4.8.5-36.el7.x86 64
- libuuid-2.23.2-59.el7.x86 64
- libX11-1.6.5-2.el7.x86 64
- libXau-1.0.8-2.1.el7.x86_64
- libxcb-1.13-1.el7.x86 64
- libXext-1.3.3-3.el7.x86 64
- libXpm-3.5.12-1.el7.x86 64
- libXrender-0.9.10-1.el7.x86 64
- nspr-4.19.0-1.el7_5.x86_64
- nss-softokn-freebl-3.36.0-5.el7 5.x86 64
- openssl-libs-1.0.2k-16.el7.x86_64
- pam-1.1.8-22.el7.x86_64
- pcre-8.32-17.el7.x86_64
- zlib-1.2.7-18.el7.x86 64
- redhat-lsb-core-4.1-27.el7.centos.1.x86_64 *
- shadow-utils-4.1.5.1-25.el7.x86_64 *

CentOS Linux release 7.7.1908

- apr-1.4.8-3.el7 4.1.x86 64
- apr-util-1.5.2-6.el7.x86 64
- audit-libs-2.8.5-4.el7.x86 64
- bzip2-libs-1.0.6-13.el7.x86 64
- expat-2.1.0-10.el7_3.x86_64
- fontconfig-2.13.0-4.3.el7.x86 64
- freetype-2.8-14.el7.x86 64
- glib2-2.56.1-5.el7.x86 64
- glibc-2.17-292.el7.x86 64
- keyutils-libs-1.5.8-3.el7.x86 64
- krb5-libs-1.15.1-37.el7 7.2.x86 64
- libcap-ng-0.7.5-4.el7.x86 64
- libcom err-1.42.9-16.el7.x86 64
- libdb-5.3.21-25.el7.x86 64
- libgcc-4.8.5-39.el7.x86 64
- libpng-1.5.13-7.el7_2.x86_64
- libselinux-2.5-14.1.el7.x86 64
- libstdc++-4.8.5-39.el7.x86 64
- libuuid-2.23.2-61.el7.x86 64
- libX11-1.6.7-2.el7.x86 64
- libXau-1.0.8-2.1.el7.x86 64
- libxcb-1.13-1.el7.x86 64
- libXext-1.3.3-3.el7.x86 64
- libXpm-3.5.12-1.el7.x86 64
- libXrender-0.9.10-1.el7.x86 64
- nspr-4.21.0-1.el7.x86 64
- nss-softokn-freebl-3.44.0-5.el7.x86 64
- pam-1.1.8-22.el7.x86 64
- pcre-8.32-17.el7.x86 64
- zlib-1.2.7-18.el7.x86 64
- redhat-lsb-core-4.1-27.el7.centos.1.x86 64
- shadow-utils-4.6-5.el7.x86 64

If you have a newer version of a package than those listed above, then no action should be required.

CentOS and Red Hat Libraries

To check if the appropriate package is installed on CentOS or Red Hat, enter:

rpm -q <package name>

If a required package is missing, you can download and install it using the yum command:

yum install <package name>

Linux Server Cluster Requirements

This section describes the requirements of the Materials Server only on Linux clusters.

Supported Operating Systems

IMPORTANT! Installation of Materials Studio on Windows clusters is not supported.

Only x86-64 server operating systems are supported.

Operating System	Versions
Red Hat Enterprise Linux	7
CentOS	7

Currently, only the Forcite, Mesocite, CASTEP, DMol³, DFTB+, GULP, MesoDyn, and ONETEP servers are supported for parallel execution on Linux clusters. All server codes are supported for serial operation on Linux clusters. It is recommended to use one of the supported queuing systems to utilize computational resources of a Linux cluster efficiently.

- We support the same homogeneous clusters as Intel MPI.
- We support heterogeneous clusters with queuing systems that are configured to submit jobs to homogeneous subsets of the cluster.
- Compute nodes must be set up to communicate with each other and the head node through rsh or ssh without a password (for MPI).
- A license file or license server must be installed on the head node, unless the compute nodes are configured so that they can access a license server elsewhere.

Hardware Requirements

Component	Minimum Hardware	Recommended		
Processor	Intel Xeon E5-1620 or equivalent	Intel Xeon Silver 41XX series or equivalent		
RAM per core (at least two cores)	2 GB	8 GB		
Available hard disk space	4 GB	4 GB		
for installation	Additional space will be required if system updates are necessary.			
File system	Beowulf architecture, with a head node that holds the file system, Materials Studio installation, and user data. These files must be mounted and visible to the compute nodes at the same location as on the head node.			
Interconnects	Interconnect fabric supported by Intel MPI is required. See https://software.intel.com/en-us/mpi-library for more information.			

Greater processing power and memory are recommended for any heavy duty use.

As you use Materials Studio to create structures, run calculations, gather and analyze results, the disk space required will increase to allow storage of both results and interim job files on the server. You should ensure that the server you use for Materials Studio has enough disk space to accommodate your long term space requirements.

It is strongly recommended that you use a supported queuing system to ensure an even distribution of jobs between the different processors. There are no graphics-related requirements for running Materials Studio on Linux clusters.

For details of Intel MPI, refer to the Intel Cluster MPI Libraries documentation (http://software.intel.com/en-us/articles/cluster-mpi-libraries/).

Linux System Libraries

On Linux systems, the standard C++ libraries for backward compatibility of the C++ compiler are required for proper operation of the Materials Studio server codes. These libraries should be installed prior to the installation of Materials Studio and BIOVIA License Pack. The packages that contain the required libraries are listed in the Linux Server System Libraries on page 5 table.

Queuing Systems Requirements

The following queuing systems are officially supported with the current version of Materials Studio:

Software	Versions	Operating Systems	Notes
Altair Portable Batch System (PBS) Pro	18.2 19.2.1	Linux Windows	www.pbsworks.com/Product.aspx?id=1
Slurm Workload Manager (SLURM)	18 19	Linux	https://slurm.schedmd.com
Adaptive Computing TORQUE	6.1.2	Linux	Materials Studio supports TORQUE 6.1.2, which is the last open source version of this product. The commercial version of TORQUE is not supported.

Finding Windows System Information

Many system properties for computers running a Windows operating system are available from the System Properties page, which can be accessed from either the Control Panel or Settings.

More detailed information may be available from the following sources.

Available Disk Space

In Windows File Explorer select the drive you want to check, right-click and select Properties. A pie chart shows how much free and used space is on the disk.

Operating System and Memory

■ **Windows 10:** Open *Settings* and choose *System*, then select *About*.

The operating system revision, including the service pack number, will be displayed in the panel on the right along with the amount of installed memory (RAM).

Internet Explorer Version

Start Internet Explorer and access the About dialog by clicking the cogwheel and selecting About Internet Explorer.

Edge Version

Start Edge and access the Settings panel by clicking the ... and selecting Settings. The Edge version information is displayed under the About this app heading.

Graphics Information

To access the Windows graphics information:

Windows 10: Open Settings and choose System then select Display. Click Advanced display settings.

The number of colors and desktop area are shown here.

Drivers

To access the graphics driver information:

■ **Windows 10:** Click Advanced display settings then Display adapter properties.

This shows details of the graphics board on the *Adapter* tab.

Click the Properties button next to the details of the adapter. The driver version numbers can be accessed on the Driver tab.

Dassault Systèmes Support Resources

For additional resources or to contact Dassault Systèmes Customer Support, visit the Support portal: https://www.3ds.com/support/

From this portal, you can:

- Call or email Dassault Systèmes Customer Support
- Submit a request
- Download installers
- Access hardware and software requirements
- Access Knowledge Base
- Access Communities and Twitter feeds