

## Chief Architect Minimum System Requirements

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The information in this article applies to:



### QUESTION

I have to replace my computer that I run Chief Architect on. What are the system requirements for running the software?

### ANSWER

While it may be possible to operate Chief Architect on a computer that does not meet these minimum system requirements, Chief Architect, Inc. will not support any configuration that is not listed below.

- [Chief Architect X15](#)
- [Chief Architect X14](#)
- [Chief Architect X13](#)
- [Chief Architect X12](#)
- [Chief Architect X11](#)
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- [Chief Architect X9](#)
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- [Chief Architect X3](#)
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- [Chief Architect X1](#)
- [Chief Architect Version 10](#)
- [Chief Architect Version 9.5](#)
- [Chief Architect Version 8](#)
- [Chief Architect Version 7](#)

For tips on buying a new computer for use with Chief Architect software, please see [this Blog post \(https://www.chiefarchitect.com/blog/computer-for-design-and-gaming/\)](https://www.chiefarchitect.com/blog/computer-for-design-and-gaming/).

## Chief Architect X15

Version 25 released in 2023

### For all X15 Versions

Windows computers with ARM processors are not supported. It is recommended that laptops have a minimum 15" screen.

#### Minimum:

- Video Card:
  - 2 GB of dedicated video memory or Intel integrated graphics on 6th generation or newer Intel processors (i3/i5/i7)
  - DirectX 12 supporting Shader Model 6 for a Windows-based PC
  - Metal GPUFamily: Apple 7 M1 or newer, or Intel/AMD GPU with support for Metal

GPUFamily macOS 2 or newer

- For GPU real-time ray tracing, a Windows computer with an NVIDIA RTX or an AMD Radeon RX 6000 series graphics card is required.
- 5 GB of available hard disk space
- Internet access
  - Required for installation, license authentication, deactivation and video & library catalog access. Internet access for license authentication is required once every 14 days.
- 8 GB of RAM
- 64-bit Windows 10 / 11
- macOS Monterey / Ventura

#### Recommended:

- 32 GB of RAM
- 512 GB SSD
- PC
  - Desktops:
    - Intel i9 / AMD Ryzen 5000
    - 8 GB NVIDIA GeForce RTX 3080 / AMD Radeon RX 6800
  - Laptops:
    - Minimum 15" screen
    - Intel i7
    - 8 GB NVIDIA GeForce RTX 3070 / AMD Radeon RX 6800M
- Mac
  - Desktops:
    - Mac Pro
  - Laptops:
    - MacBook Pro 16"
    - Metal GPUFamily: Apple M1 or newer
    - 8 GB video memory

## Chief Architect X14

Version 24 released in 2022

For all X14 Versions

Windows computers with ARM processors are not supported. It is recommended that laptops have a minimum 15" screen.

### Minimum:

- Video Card:
  - 2 GB of dedicated video memory or Intel integrated graphics on 6th generation or newer Intel processors (i3/i5/i7)
  - DirectX 12 supporting Shader Model 6 for a Windows-based PC
  - Metal GPUFamily: Apple 7 M1 or newer, or Intel/AMD GPU with support for Metal GPUFamily macOS 2 or newer
  - For GPU real-time ray tracing, a Windows computer with an NVIDIA RTX or an AMD Radeon RX 6000 series graphics card is required.
- 5 GB of available hard disk space
- Internet access
  - Required for installation, license authentication, deactivation and video & library catalog access. Internet access for license authentication is required once every 14 days.
- 8 GB of RAM
- 64-bit Windows 10 / 11
- macOS Big Sur / Monterey / Ventura

### Recommended:

- 32 GB of RAM
- 512 GB SSD
- PC
  - Desktops:
    - Intel i9 / AMD Ryzen 5000
    - 8 GB NVIDIA GeForce RTX 3080 / AMD Radeon RX 6800
  - Laptops:
    - Minimum 15" screen
    - Intel i7
    - 8 GB NVIDIA GeForce RTX 3070 / AMD Radeon RX 6800M
- Mac
  - Desktops:
    - Mac Pro
  - Laptops:
    - MacBook Pro 16"

- Metal GPU Family: Apple M1 or newer
- 8 GB video memory

# Chief Architect X13

Version 23 released in 2021

## For all X13 Versions

Windows computers with ARM processors are not supported. It is recommended that laptops have a minimum 15" screen.

### Minimum:

- Video Card:
  - 2 GB of dedicated video memory or Intel integrated graphics on 6th generation or newer Intel processors (i3/i5/i7)
  - DirectX 12 supporting Shader Model 6 for a Windows-based PC
  - Metal GPU Family: Apple 7 (M1) or macOS 2 (Intel) for macOS systems
  - For GPU real-time ray tracing, a Windows 10 computer with an NVIDIA RTX or an AMD Radeon RX 6000 series graphics card is required.
- 5 GB of available hard disk space
- Internet access
  - Required for installation, license authentication, deactivation and video & library catalog access. Internet access for license authentication is required once every 14 days.
- 8 GB of RAM
- 64-bit Windows 10 / 11
- macOS Catalina / Big Sur / Monterey

### Recommended:

- 32 GB of RAM
- 512 GB SSD
- PC
  - Desktops:

- Intel i9 / AMD Ryzen 5000
- 8 GB NVIDIA GeForce RTX 3080 / AMD Radeon RX 6800
- Laptops:
  - Minimum 15" screen
  - Intel i7
  - 8 GB NVIDIA GeForce RTX 3070 / AMD Radeon RX 6800M
- Mac
  - Desktops:
    - Mac Pro
  - Laptops:
    - MacBook Pro 16"
    - Intel i9
    - 8 GB video memory

## Chief Architect X12

Version 22 released in 2020

### For all X12 Versions

Computers with ARM or Mac M1 processors are not supported. It is recommended that laptops have a minimum 15" screen.

#### Minimum:

- Video Card:
  - 1 GB of dedicated video memory or Intel integrated graphics on 5th generation or newer Intel processors (i3/i5/i7)
  - OpenGL 3.3 or higher for a Windows-based PC
  - OpenGL 4.1 or higher for a Mac
- 5 GB of available hard disk space
- Internet access
- 4 GB of RAM
- 64-bit Windows 7 / 8 / 10 or;
- macOS 10.14 / 10.15 / 11 (Mojave / Catalina / Big Sur)

## Recommended:

- 32 GB of RAM
- 512 GB SSD
- PC
  - Desktops:
    - Intel i7 / AMD Ryzen 5000
    - 8 GB NVIDIA GeForce RTX 3070
  - Laptops:
    - Minimum 15" screen
    - Intel i7
    - 8 GB NVIDIA GeForce RTX 2070
- Mac
  - Desktops:
    - Mac Pro
  - Laptops:
    - MacBook Pro 16"
    - 8 GB video memory

# Chief Architect X11

Version 21 released in 2019

## For all X11 Versions

Computers with ARM or Mac M1 processors are not supported. It is recommended that laptops have a minimum 15" screen.

## Minimum:

- Multi-Core Processor (CPU)
- Video Card:
  - 1 GB of dedicated video memory or Intel integrated graphics on 3rd generation or newer Intel processors
  - OpenGL 3.3 or higher for a Windows-based PC
  - OpenGL 4.1 or higher for a Mac

- 5 GB of available hard disk space
- Internet access
- 4 GB memory (RAM)
- 64-bit Windows 7 / 8 / 10 or;
- macOS 10.13 / 10.14 / 10.15 (High Sierra / Mojave / Catalina)

Recommended:

- 16 GB memory (RAM)
- 50 GB of available hard disk space
- 4 GB or 8 GB gaming video card

## Chief Architect X10

Version 20 released in 2018

### For all X10 versions

Minimum:

- Multi-Core Processor (CPU)
- Video Card:
  - 1 GB of dedicated video memory or Intel integrated graphics on 3rd generation or newer Intel processors
  - OpenGL 3.3 or higher for a Windows-based PC
  - OpenGL 4.1 or higher for a Mac
- 5 GB of available hard disk space
- Internet access
- 4 GB memory (RAM)
- 64-bit Windows 7 / 8 / 10 or;
- macOS 10.12 / 10.13 / 10.14 (Sierra / High Sierra / Mojave)

Recommended

- 16 GB memory (RAM)
- 50 GB of available hard disk space
- 4 GB or 8 GB gaming video card



# Chief Architect X9

Version 19, released in 2017

## For all X9 versions

### Minimum:

- Multi-Core Processor (CPU)
- Video Card:
  - At least 512MB of dedicated video memory or Intel integrated graphics on 3rd generation or newer Intel processors
  - OpenGL 3.3 or higher for a Windows-based PC
  - OpenGL 4.1 or higher for a Mac
- 5 GB of available hard disk space
- Internet access
- 4 GB of memory (RAM)
- Windows 64-bit 7 / 8 / 10 or;
- Mac OSX Sierra 10.11 / 10.12 (El Capitan / Sierra)

### Recommended:

- 16 GB memory (RAM)
- 50 GB of available hard disk space
- 4 GB or 8 GB gaming video card

# Chief Architect X8

Version 18, released in 2016

## For all X8 versions

- Multi-Core Processor (CPU)
- Video Card:
  - OpenGL 2.1 or higher
  - Dedicated video card with at least 512 MB Memory (e.g., NVidia or ATI)
- or

- Integrated graphics (e.g. Intel HD Graphics)
- 5 GB of available hard disk space
- Internet access
- Recommended: 8 GB of Memory (64-bit), 50 GB of available hard disk space, 2 GB or 4 GB gaming video card

## For 64-bit Chief Architect X8

- 64-bit Windows 7 / 8 / 10
- Mac OSX 10.10 / 10.11 (Yosemite / El Capitan)
- 4 GB of RAM

## For 32-bit Chief Architect X8

- 32-bit Windows 7 / 8
- 2 GB of RAM

# Chief Architect X7

Version 17, released in 2015

## For all X7 versions

- 2.4 GHz processor or Multi-Core Processor
- Video Card: Dedicated Video Card with 512 MB memory, or Integrated graphics
- 5 GB of available hard disk space
- Recommended: 8 GB of Memory (64-bit), 50 GB of available hard disk space, 2 GB or 4 GB gaming video card

## For 64-bit Chief Architect X7

- 64-bit Windows 7 / 8 / 10
- Mac OSX 10.9 / 10.10 / 10.11 (Mavericks / Yosemite / El Capitan)
- 4 GB of RAM

## For 32-bit Chief Architect X7

- 32-bit Windows 7 / 8
- 2 GB of RAM

# Chief Architect X6

Version 16, released in 2014

## For all X6 versions

- 2.4 GHz processor or Multi-Core Processor
- Video Card: Dedicated Video Card with 512 MB memory, or Integrated graphics
- 5 GB of available hard disk space

## For 64-bit Chief Architect X6

- 64-bit Windows Vista / 7 / 8
- Mac OSX 10.8 / 10.9 (Mountain Lion / Mavericks)
- 4 GB of RAM

## For 32-bit Chief Architect X6

- 32-bit Windows Vista / 7 / 8
- 2 GB of RAM

# Chief Architect X5

Version 15, released in 2012

## For all X5 versions

- 5 GB of available hard disk space
- 256 MB of dedicated on-board video memory supporting OpenGL 2.1 or higher
- Monitor resolution: 1024 x 768
- High speed internet for registration, video access, content downloads
- DVD drive (if software purchased on DVD)

## For 64-bit Chief Architect Premier or Interiors X5

- 64-bit Windows Vista / 7 / 8
- Multi-core processor
- 4 GB of RAM

## For 32-bit Chief Architect Premier, Lite or Interiors X5

- 32- or 64-bit Windows Vista / 7 / 8; 32-bit Windows XP
- 2.4 GHz processor
- 2 GB of RAM

## Chief Architect X4

Version 14, released in 2011

### For all X4 versions

- 5 GB of available hard disk space
- 256 MB of dedicated on-board video memory supporting OpenGL 2.1 or higher
- High speed internet for registration, video access, and content downloads
- DVD drive (if software purchased on DVD)

### For 64-bit Chief Architect Premier X4

- 64-bit Windows Vista / 7
- Multi-core processor
- 4 GB of RAM

### For 32-bit Chief Architect Premier, Lite or Interiors X4

- 32- or 64-bit Windows Vista / 7; 32-bit Windows XP
- 2.4 GHz processor
- 2 GB of RAM

## Chief Architect X3

Version 13, released in 2010

- Windows XP / Vista / 7
- 2.4 GHz processor
- 5 GB of available hard disk space
- 2 GB of RAM
- 256 MB of dedicated video memory supporting OpenGL 2.0 or higher
- High speed internet for registration, video access, content downloads

- DVD drive (if software purchased on DVD)

## Chief Architect X2

Version 12, released in 2009

- Windows XP / Vista / 7
- 2.4 GHz processor
- 5 GB of available hard disk space
- 2 GB of RAM
- 256 MB of dedicated video memory supporting OpenGL 2 or greater
- High speed internet for registration and video access
- DVD drive (if software purchased on DVD)

## Chief Architect X1

Version 11, released in 2007

- Windows XP / Vista
- 2 GHz processor
- 3 GB of available hard disk space
- 1 GB of RAM
- 256 MB of dedicated video memory supporting OpenGL hardware acceleration
- DVD drive

## Chief Architect version 10

Released in 2005

- Windows XP
- 2 GHz processor
- 3 GB of available hard disk space

- 1 GB of RAM
- 256 MB of dedicated video memory
- Video card that supports OpenGL hardware acceleration
- CD-ROM drive

## Chief Architect version 9.5

Released in 2003

- Windows 98 SE / ME / NT / 2000 / XP
- 400 MHz processor
- 1 GB of available hard disk space for a full installation (400 MB to install without all available program content)
- 64 MB of RAM
- CD-ROM drive
- 2-button mouse supported by Windows
- Color monitor which supports 16 bit color in a screen resolution of 800x600 or greater
- Video card which supports OpenGL

## Chief Architect version 8

Released in 2002

- Windows 95 / 98 / ME / NT / 2000 / XP
- 266 MHz processor
- 400MB of available hard disk space
- 64 MB of RAM, or greater
- CD-ROM Drive
- 2-button mouse supported by Windows
- Color VGA, Super VGA, or higher resolution monitor supporting a minimum of 256 colors


# Chief Architect version 7


Released in 2000


- Windows 95 / NT 4.0 / 98 / 2000
- 300 MB of available hard disk space
- 32 MB of RAM
- CD-ROM Drive
- 2-button mouse supported by Windows
- Color VGA, Super VGA, or higher resolution monitor. Super VGA supporting 256 colors

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## Related Articles

 [Identifying the Shader Model of Your Graphics Card in Windows \(/support/article/KB-03146/identifying-the-shader-model-of-your-graphics-card-in-windows.html\)](/support/article/KB-03146/identifying-the-shader-model-of-your-graphics-card-in-windows.html)

 [Intel Integrated Graphics Chipsets Compatible with Chief Architect X15 and Home Designer 2024 \(/support/article/KB-03108/intel-integrated-graphics-chipsets-compatible-with-chief-architect-x15-and-home-designer-2024.html\)](/support/article/KB-03108/intel-integrated-graphics-chipsets-compatible-with-chief-architect-x15-and-home-designer-2024.html)

 [Locating Your Computer's Specifications \(/support/article/KB-03129/locating-your-computer-s-specifications.html\)](/support/article/KB-03129/locating-your-computer-s-specifications.html)



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