

## SimPlant Mac FAQs

Q: How can I run SimPlant on my Mac?

A: SimPlant is a Windows-only software suite. Because of this, you will need to emulate a Windows environment (XP Pro or Vista) on your Mac computer.

Q: How can I emulate Windows on my Mac?

A1: This can be done one of two ways. Installing **VMware Fusion** or **Parallels** will allow you to create a virtual Windows environment on a Mac. The virtual environment allows you to run Windows with the ability to quickly switch between the Windows environment and the Mac OS.

A2: The other option is to install **Boot Camp**. Boot Camp is a free program that is only available on the new Intel-based Mac computers, running MAC OS X Leopard. Emulating Windows via Boot Camp does not allow you to toggle between Windows OS and the Mac OS (a reboot is required).

A valid Copy of Windows XP Pro or Vista will be required for either option.

<http://www.apple.com/macosx/features/bootcamp.html>

Q: What are the hardware requirements for using SimPlant on a Mac?

A: System memory (RAM), and hard drive space are the two key areas to focus on. If you are using VMware Fusion or Parallels, you want to make sure your Mac has at least 2 GB of RAM installed as these programs share the Mac's RAM. When VMware Fusion or Parallels are running, they use (at least) 50% of the Mac's system memory. This means that for computers with 2 GB of system memory, the Windows emulator is using 1 GB of the RAM. With Boot Camp, 1 GB is the minimum (with 2 GB recommended), as Boot Camp does not have to share the system memory with the Mac operating system.

The installation of SimPlant will require 600 MB of hard disk. Each project saved will start at 35MB. An USB external hard drive would be a good way to store data.

Q: Are there any recommended SimPlant settings?

A: The Mac's graphics card does not support Direct3D (a Windows-only graphics renderer), so Open GL will need to be selected for SimPlant's 3D Renderer. This can be done in the 3D View section of SimPlant's Preferences menu. Also, "Use Hardware" should be selected under the Rendering section.

If you have additional questions, please e-mail them to: [conteducate@aaoms.org](mailto:conteducate@aaoms.org)