

Surfer's system requirements are:

Surfer is a Windows based, desktop software.

For Mac, Linux, or Unix users, Surfer can be run using your preferred Windows emulator. We recommend testing the functionality with our trial version before purchasing.

### Minimum requirements

- Windows 10, 11 and higher
- 64-bit operating system
- 1024×768 or higher monitor resolution with minimum 16-bit color depth
- At least 500 MB free hard disk space
- At least 512 MB RAM for simple data sets

### System recommendations for best performance

- Windows 10, 11 and higher
- 64-bit operating system
- 500 GB or larger hard-drive with at least 25% disk space available.
- 16 GB RAM or larger

### 3D View requirements

- Graphics supporting OpenGL v3.2 or later.
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### Optional settings

- Gridding, contouring, and color relief operations, all of which are heavily computational, are processor reliant and are multi-threaded. In Surfer, you will find a setting at File | Options | General | Max number of processors to use. It should be set to use all cores.
- For gridding and contouring operations, CPU performance is important. The more cores the better.
- When working consistently with very large data files, more RAM is important.
- Turning off auto recovery can help performance in some cases. It is OFF by default, but it can be enabled at File | Options | General | Save auto recovery information. GLSL (GL Shading Language) 150