



**Minimum Hardware & Software Configuration for WASP3D software module Virtual Set:**

**Processor: Minimum 6 Cores, @ 3.00 GHz, Cache: 15 MB**

**6 Cores:** Intel Xeon E5-1650 v3 @ 3.50GHz; Intel Xeon E5-1660 v2 @ 3.70GHz; Intel Xeon E5-2643 v3 @ 3.40GHz.

**8 Cores:** Intel Xeon E5-1660 v3 @ 3.00GHz; Intel Xeon E5-1680 v2 @ 3.00GHz; Intel Xeon E5-1680 v3 @ 3.20GHz; Intel Xeon E5-2667 v2 @ 3.30GHz; Intel Xeon E5-2667 v3 @ 3.20GHz; Intel Xeon E5-2687W v2 @ 3.40GHz.

**10 Cores:** Intel Xeon E5-2687W v3 @ 3.10GHz; Intel Xeon E5-2690 v2 @ 3.00GHz.

**Core i7:** Intel Core i7-5960X @ 3.00GHz; Intel Core i7-5930K @ 3.50GHz; Intel Core i7-5820K @ 3.30GHz.

**Motherboard:** Choose a compatible Motherboard as per processor with Dual PCI-e x16 Slots (VGA and Video I/O Card) C602 /C612 Chipset and X99 Chipset (Core i7 Family).

**RAM:** Minimum 8 GB.

**Hard Drive:** SSD 240 GB or SATA III 6 Gbps 250 GB

**Graphic card:** Nvidia GeForce GTX 980/ GTX 980Ti/GTX TITAN X

**SMPS:** Minimum 650/850 Watt or above. (Consult with the Hardware supplier)

**Monitor:** Recommended 24" 1920 X 1080 Supported screen.

**Branded Systems:** Windows 10 Pro/Ent. 64 Bit or Windows 7 Pro /Ent. 64 Bit-SP1

- **HP Z440** with Intel Xeon E5-1650 v3 3.5 or Higher + 8 GB RAM + Graphics card GTX 980/GTX 980Ti.
- **HP Z640** with Intel Xeon E5-1650 v3 3.5 or Higher + 8 GB RAM + Graphics card GTX 980/GTX 980Ti.
- **HP Z820** with Intel Xeon E5-2667 v2 3.3 or E5-2690 v2 @3.0 GHz + 8 GB RAM + Graphics card GTX 980/GTX 980Ti.
- **Dell Precision T3610** Tower with Intel Xeon E5-1650 V2 3.5 or Higher + 8 GB RAM + Graphics card GTX 980/GTX 980Ti.
- **Supermicro** with Intel E5-1650 v2 @3.5 or Higher + x9sra Motherboard + 8 GB RAM + Graphics card GTX 980/GTX 980Ti.
- **Supermicro** with Intel E5- 2600 v3 3.5 or Higher + x10sra Motherboard + 8 GB DDR 4 RAM +Graphics card GTX 980/GTX 980Ti.

**Operating System:** Windows 10 or Windows 7 Pro International English Edition – 64-Bit recommended.

**Software prerequisites:**

- Microsoft .NET framework 4.5.2 or Above
- Microsoft Message Queuing
- MSXML 4.0 Service Pack 2 (SP2)
- MSXML 6.0
- DirectX 9.0c End-User Runtime (Aug 2009 Edition)
- Sentinel LDK setup
- Apple QuickTime Latest available Apple on website
- Adobe Flash Player latest available on Adobe website
- Windows Media Player 11 or above

**I/O Card:**

- I/O Cards: DVS Atomix LT / AJA Corvid 24 or Corvid 88.

**WASP3D Setups:**

WASP3D Common Controls	WASP3D Sting Server for Virtual Set
WASP3D Layout Components	WASP3D Virtual Set Controller



## Technology

### Platform/ 3<sup>rd</sup> Party/ Open source components used:

#### Communication Protocols

- UDP Protocol
- For tracking camera used port: **1289**
- For lens calibration used port: **25011**
- Dynamic port number for other cameras
- TCP Protocol, Port Number: **7766**

#### 3<sup>rd</sup> Party DLL's

- Devexpress [14.1.6.0]
- XmlDiffPatch

**Third Party Devices:** RS 422/232 Serial Card, Moxa or others to receive the serial data of the tracker devices.

#### Router Integration:

- BMD Router
- BMD ATEM Switcher
- Crystal Vision Router

#### Tally Integration:

- BMD GPI/Tally Box