

MapObjects--Windows Edition 2.2 System Requirements

This PDF contains system requirements information, including hardware requirements, best performance configurations, and limitations, for MapObjects--Windows Edition 2.2.

- [PC-Intel Windows 2000 Professional](#)
- [PC-Intel Windows 98](#)
- [PC-Intel Windows NT 4.0 Workstation](#)
- [PC-Intel Windows XP](#)

MapObjects -- Windows Edition 2.2 on PC-Intel Windows 2000 Professional

| | |
|-------------------------------|-----------------------------------|
| <i>Product:</i> | MapObjects -- Windows Edition 2.2 |
| <i>Platform:</i> | PC-Intel |
| <i>Operating System:</i> | Windows 2000 Professional |
| <i>Shipping/Release Date:</i> | January 22, 2003 |

Hardware Requirements

CPU Speed:

90 MHz*

*Minimum requirement.

Processor:

Pentium Class Processor

Memory/RAM:

64 MB*

*Minimum requirements. Depending on development and deployment purposes, RAM should be much higher.

Disk Space Requirements:

200Mb with full program files install:

MapObjects2 Folder - 102 Mb

System - 15Mb

Common Files - 67Mb

MS_Shared - 3Mb

Optional Documentation

.NET Help Collection - 395 MB

Notes:

VGA or higher resolution monitor (Graphics card required)

Compatibility Notes

MapObjects can be consumed by any 32-bit Visual Development Environment that fully supports ActiveX.

It is not guaranteed MapObjects will work perfectly in any development environment, but it has been tested and is known to work well in the following environments:

Borland C++ Builder 5

Visual Basic 6

PowerBuilder 7

VB.NET, C#

Delphi 5

Visual C++

MS Access 2000 and 2003

Limitations

Product: When using the AIT RADEON 7500 AGP video card, many stray lines may appear across the map. This occurs only on computers using the standard Microsoft video drivers that ship with Windows for that card. Go directly to ATI and get the most up-to-date driver for that card (6.13.10.6071 (dated 2002-06-04)) and install that. This should resolve the issue.

Refer to Microsoft support pages for OS lifecycle support status:

[http://support.microsoft.com/default.aspx?scid=fh;\[ln\];LifeWin](http://support.microsoft.com/default.aspx?scid=fh;[ln];LifeWin)

MapObjects -- Windows Edition 2.2 on PC-Intel Windows 98

| | |
|-----------------|-----------------------------------|
| <i>Product:</i> | MapObjects -- Windows Edition 2.2 |
|-----------------|-----------------------------------|

| | |
|-------------------------------|------------------|
| <i>Platform:</i> | PC-Intel |
| <i>Operating System:</i> | Windows 98 |
| <i>Shipping/Release Date:</i> | January 22, 2003 |

Hardware Requirements

CPU Speed:

90 MHz*

*Minimum requirement.

Processor:

Pentium Class Processor

Memory/RAM:

64 MB*

*Minimum requirements. Depending on development and deployment purposes, RAM should be much higher.

Disk Space Requirements:

200Mb with full program files install:

MapObjects2 Folder - 102 Mb

System - 15Mb

Common Files - 67Mb

MS_Shared - 3Mb

Optional Documentation

.NET Help Collection - 395 MB

Notes:

VGA or higher resolution monitor (Graphics card required)

Compatibility Notes

MapObjects can be consumed by any 32-bit Visual Development Environment that fully supports ActiveX.

It is not guaranteed MapObjects will work perfectly in any development environment, but it has been tested and is known to work well in the following environments:

Borland C++ Builder 5

Visual Basic 6

PowerBuilder 7

VB.NET, C#

Delphi 5

Visual C++

MS Access 2000 and 2003

Limitations

Product: When using the AIT RADEON 7500 AGP video card, many stray lines may appear across the map. This occurs only on computers using the standard Microsoft video drivers that ship with Windows for that card. Go directly to ATI and get the most up-to-date driver for that card (6.13.10.6071 (dated 2002-06-04)) and install that. This should resolve the issue.

Refer to Microsoft support pages for OS lifecycle support status:

[http://support.microsoft.com/default.aspx?scid=fh;\[In\];LifeWin](http://support.microsoft.com/default.aspx?scid=fh;[In];LifeWin)

MapObjects -- Windows Edition 2.2 on PC-Intel Windows NT 4.0 Workstation

| | |
|-------------------------------|-----------------------------------|
| <i>Product:</i> | MapObjects -- Windows Edition 2.2 |
| <i>Platform:</i> | PC-Intel |
| <i>Operating System:</i> | Windows NT 4.0 Workstation |
| <i>Service Packs/Patches:</i> | SP3 |
| <i>Shipping/Release Date:</i> | January 22, 2003 |

Hardware Requirements

CPU Speed:

90 MHz*

*Minimum requirement.

Processor:

Pentium Class Processor

Memory/RAM:

64 MB*

*Minimum requirements. Depending on development and deployment purposes, RAM should be much higher.

Disk Space Requirements:

200Mb with full program files install:

MapObjects2 Folder - 102 Mb

System - 15Mb

Common Files - 67Mb

MS_Shared - 3Mb

Optional Documentation

.NET Help Collection - 395 MB

Notes:

VGA or higher resolution monitor (Graphics card required)

Compatibility Notes

MapObjects can be consumed by any 32-bit Visual Development Environment that fully supports ActiveX.

It is not guaranteed MapObjects will work perfectly in any development environment, but it has been tested and is known to work well in the following environments:

Borland C++ Builder 5

Visual Basic 6

PowerBuilder 7

VB.NET, C#

Delphi 5

Visual C++

MS Access 2000 and 2003

Limitations

Product: When using the AIT RADEON 7500 AGP video card, many stray lines may appear across the map. This occurs only on computers using the standard Microsoft video drivers that ship with Windows for that card. Go directly to ATI and get the most up-to-date driver for that card (6.13.10.6071 (dated 2002-06-04)) and install that. This should resolve the issue.

Refer to Microsoft support pages for OS lifecycle support status:

[http://support.microsoft.com/default.aspx?scid=fh;\[In\];LifeWin](http://support.microsoft.com/default.aspx?scid=fh;[In];LifeWin)

MapObjects -- Windows Edition 2.2 on PC-Intel Windows XP

| | |
|-------------------------------|-----------------------------------|
| <i>Product:</i> | MapObjects -- Windows Edition 2.2 |
| <i>Platform:</i> | PC-Intel |
| <i>Operating System:</i> | Windows XP |
| <i>Shipping/Release Date:</i> | January 22, 2003 |

Hardware Requirements

CPU Speed:

90 MHz*

*Minimum requirement.

Processor:

Pentium Class Processor

Memory/RAM:

64 MB*

*Minimum requirements. Depending on development and deployment purposes, RAM should be much higher.

Disk Space Requirements:

200Mb with full program files install:

MapObjects2 Folder - 102 Mb

System - 15Mb

Common Files - 67Mb

MS_Shared - 3Mb

Optional Documentation

.NET Help Collection - 395 MB

Notes:

VGA or higher resolution monitor (Graphics card required)

Compatibility Notes

MapObjects can be consumed by any 32-bit Visual Development Environment that fully supports ActiveX.

It is not guaranteed MapObjects will work perfectly in any development environment, but it has been tested and is known to work well in the following environments:

Borland C++ Builder 5

Visual Basic 6

PowerBuilder 7

VB.NET, C#

Delphi 5

Visual C++

MS Access 2000 and 2003

Limitations

Product: When using the AIT RADEON 7500 AGP video card, many stray lines may appear across the map. This occurs only on computers using the standard Microsoft video drivers that ship with Windows for that card. Go directly to ATI and get the most up-to-date driver for that card (6.13.10.6071 (dated 2002-06-04)) and install that. This should resolve the issue.

Refer to Microsoft support pages for OS lifecycle support status:

[http://support.microsoft.com/default.aspx?scid=fh;\[In\];LifeWin](http://support.microsoft.com/default.aspx?scid=fh;[In];LifeWin)