

ArcGIS Engine Developer Kit 9.0.1 System Requirements

This PDF contains system requirements information, including hardware requirements, best performance configurations, and limitations, for ArcGIS Engine Developer Kit 9.0.1.

- [Linux-Intel Red Hat Enterprise Linux AS/ES/WS 3.0](#)
 - [Linux-Intel SUSE Linux Enterprise Server 9](#)
 - [Sun Solaris 8 \(SPARC\)](#)
 - [Sun Solaris 9 \(SPARC\)](#)
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ArcGIS Engine Developer Kit 9.0.1 on Linux-Intel Red Hat Enterprise Linux AS/ES/WS 3.0

<i>Product:</i>	ArcGIS Engine Developer Kit 9.0.1
<i>Platform:</i>	Linux-Intel
<i>Operating System:</i>	Red Hat Enterprise Linux AS/ES/WS 3.0
<i>Service Packs/Patches:</i>	Update 2 or higher
<i>Shipping/Release Date:</i>	January 10, 2005

Hardware Requirements

CPU Speed:

800 MHz minimum - 1.0 GHz recommended or higher

Memory/RAM:

512 MB minimum, 1 GB recommended

Display Properties:

24 bit color depth

Screen Resolution:

1024 x 768 recommended or higher at Normal size (96dpi)

Swap Space:

256 MB minimum, 512 MB recommended
(Swap Space is minimum required for a single user.)

Window System:

X-Windows/Common Desktop Environment

Disk Space:

Typical - 1.33 GB, Complete - 1.53 GB

Architecture:

x86 architecture (32-bit)

Notes:

Additional Requirements:

- Red Hat Linux AS/ES/WS 3.0 Kernel version 2.4.21 or higher
- X-Windows/Common Desktop Environment
- J2SDK 1.4.2_05 for Java development
- OpenGL XFree86-Mesa-libGL, version 4.2.0-8 (Red Hat distribution contains the XFree86 package which emulates OpenGL.)
- GNU C Library (glibc) version 2.3.2

ESRI supports and recommends the following integrated development environments for Java:

- Eclipse v 3.0 or 3.0.1
- JBuilder X
- NetBeans 3.6
- The supported and recommended C++ compiler is GCC 3.2

Video Drivers:

- Mesa is the supported video driver.

- 24-bit color depth enabled

- Using hardware based graphics accelerators can improve dynamic 2D and 3D rendering performance, however all video cards may not work.

- If using hardware accelerators for ArcGIS Globecontrol and ArcReader 3D, make sure your

graphics card is compliant with at minimum OpenGL 1.3, and be sure to use the latest available driver.

Best Performance Configuration

System Design Strategies

Recommended platform sizing and system configuration strategies are provided in the System Design Strategies technical reference document available at: [System Design Strategies](#).

Limitations

Platform: Limitations for Red Hat Linux AS/ES/WS 3.0

- not supported if the operating system (binary) has been modified
- not supported on a developer's release of the operating system
- Linux patches from RHEL AS/ES/WS will be supported as long as the patches are from Red Hat without any modification to the latest kernel/glibc version.

ArcGIS Engine Developer Kit 9.0.1 on Linux-Intel SUSE Linux Enterprise Server 9

<i>Product:</i>	ArcGIS Engine Developer Kit 9.0.1
<i>Platform:</i>	Linux-Intel
<i>Operating System:</i>	SUSE Linux Enterprise Server 9
<i>Service Packs/Patches:</i>	
<i>Shipping/Release Date:</i>	January 10, 2005

Hardware Requirements

CPU Speed:

800 MHz minimum - 1.0 GHz recommended or higher

Memory/RAM:

512 MB minimum, 1 GB recommended

Display Properties:

24 bit color depth

Screen Resolution:

1024 x 768 recommended or higher at Normal size (96dpi)

Swap Space:

256 MB minimum, 512 MB recommended

(Swap Space is minimum required for a single user.)

Window System:

X-Windows/Common Desktop Environment

Disk Space:

Typical - 1.33 GB, Complete - 1.53 GB

Architecture:

x86 architecture (32-bit)

Notes:

Additional Requirements:

- SUSE 9 Kernel version 2.6.5 or higher

- X-Windows/Common Desktop Environment
- J2SDK 1.4.2_05 for Java development
- OpenGL XFree86-Mesa version 4.3.99
- GNU C Library (glibc) version 2.3.3
- Xvfb (This is a hardware-independent Xserver, which can be installed from XFree86-Xvfb-4.3.99.902-43.22.i586.rpm that comes with SuSE 9 install CD.)

ESRI supports and recommends the following integrated development environments

for Java:

- Eclipse v 3.0 or 3.0.1
- JBuilder X
- NetBeans 3.6
- The supported and recommended C++ compiler is GCC 3.2

Video Drivers:

- Mesa is the supported video driver.

- 24-bit color depth enabled

- Using hardware based graphics accelerators can improve dynamic 2D and 3D rendering performance, however all video cards may not work.

- If using hardware accelerators for ArcGIS Globecontrol and ArcReader 3D, make sure your graphics card is compliant with at minimum OpenGL 1.3, and be sure to use the latest available driver.

Best Performance Configuration

System Design Strategies

Recommended platform sizing and system configuration strategies are provided in the System Design Strategies technical reference document available at: [System Design Strategies](#).

Limitations

Platform: Limitations for SUSE Linux Enterprise Server 9

- not supported if the operating system (binary) has been modified
- not supported on a developer's release of the operating system

- The linux patches will be supported as long as the patches are from SUSE without any modification to the latest kernel/glibc version.

ArcGIS Engine Developer Kit 9.0.1 on Sun Solaris 8 (SPARC)

<i>Product:</i>	ArcGIS Engine Developer Kit 9.0.1
<i>Platform:</i>	Sun
<i>Operating System:</i>	Solaris 8 (SPARC)
<i>Service Packs/Patches:</i>	(Service Pack details under Notes and Limitations.)
<i>Shipping/Release Date:</i>	January 10, 2005

Hardware Requirements

CPU Speed:

400 MHz minimum

Processor:

UltraSPARC II, IIi, IIe minimum

Memory/RAM:

512 MB minimum, 1 GB recommended

Display Properties:

24 bit color depth

Screen Resolution:

1024 x 768 recommended or higher at Normal size (96dpi)

Window System:

X-Windows/Common Desktop Environment

Disk Space:

Typical - 1.36 GB, Complete - 1.57 GB

Architecture:

Sun Solaris version 8

Notes:**The following patches are recommended for Solaris 8 installs:**

108131-17(or later) OpenGL libraries bug fixes (32-bit)

108434-13 Shared library patch for C++ run-time

108576-26 Expert3D IFB graphics patch (only for Expert3D)

108606-31 M64 graphics Patch (only for M64 Graphics)
108652-83 X11 6.4.1: Xsun patch
109147-21(or higher) Linker patch
109147-27 Correct dynamic load and unload of shared libraries

The following patches are recommended for Forte/Developer Kit installs:

111678-07 Patch for Forte Developer 6 update 2, C++ F77, F95
111685-05 Patch for Forte Developer 6 update 2 C++ compiler
109607-01 /usr/include/iso/stdlib_iso.h patch

Additional Requirements:

- X-Windows/Common Desktop Environment
- 24-bit capable graphics accelerator
- OpenGL version 1.2 or 1.2.1 runtime environment
- Forte 6 (Sun Workshop 6 Update 2) for C++ development
- J2SDK 1.4.2_05 for Java development

ESRI supports and recommends the following development environments for Java and ArcGIS Engine Developer Kit:

- Eclipse v 3.0 or 3.0.1
- JBuilder X
- NetBeans 3.6
- The supported and recommended C++ compiler for Solaris is WorkShop 6 Update 2

Best Performance Configuration

System Design Strategies

Recommended platform sizing and system configuration strategies are provided in the System Design Strategies technical reference document available at: [System Design Strategies](#).

Limitations

Platform: The following patch revisions WILL NOT work with the C++ API:

109147-17
109147-18
109147-19
109147-20

ArcGIS Engine Developer Kit 9.0.1 on Sun Solaris 9 (SPARC)

<i>Product:</i>	ArcGIS Engine Developer Kit 9.0.1
<i>Platform:</i>	Sun
<i>Operating System:</i>	Solaris 9 (SPARC)
<i>Service Packs/Patches:</i>	(Details under Notes)
<i>Shipping/Release Date:</i>	January 10, 2005

Hardware Requirements

CPU Speed:

400 MHz minimum

Processor:

UltraSPARC II, IIi, IIe minimum

Memory/RAM:

512 MB minimum, 1 GB recommended

Display Properties:

24 bit color depth

Screen Resolution:

1024 x 768 recommended or higher at Normal size (96dpi)

Window System:

X-Windows/Common Desktop Environment

Disk Space:

Typical - 1.36 GB, Complete - 1.57 GB

Architecture:

Sun Solaris version 9

Notes:**The following patches are recommended for Solaris 9 installs:**

Solaris Maintenance Update 3

112785-43 X11 6.4.1: Xsun patch

Additional Requirements:

- X-Windows/Common Desktop Environment
- 24-bit capable graphics accelerator
- OpenGL version 1.2 or 1.2.1 runtime environment
- Forte 6 (Sun Workshop 6 Update 2) for C++ development
- J2SDK 1.4.2_05 for Java development

ESRI supports and recommends the following development environments for Java and ArcGIS Engine Developer Kit:

- Eclipse v 3.0 or 3.0.1
- JBuilder X
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- The supported and recommended C++ compiler for Solaris is WorkShop 6 Update 2

Best Performance Configuration

System Design Strategies

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