

## Chief Architect Minimum System Requirements

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### QUESTION

I have to replace my computer that I run Chief Architect on. What are the system requirements for running the software?

### ANSWER

While it may be possible to operate Chief Architect on a computer that does not meet these minimum system requirements, Chief Architect, Inc. will not support any configuration that is not listed below.

**Note:** Please view the [Known Incompatibilities](https://www.chiefarchitect.com/products/known-incompatibilities.html#sequoia) (<https://www.chiefarchitect.com/products/known-incompatibilities.html#sequoia>) page and read [our ChiefBlog article](https://www.chiefarchitect.com/blog/computer-for-design-and-gaming/) (<https://www.chiefarchitect.com/blog/computer-for-design-and-gaming/>) before purchasing a new computer for use with Chief Architect products. In addition, access the [Related Articles](#) section below to discover additional resources that may be helpful.

- [Chief Architect X17](#)
- [Chief Architect X16](#)
- [Chief Architect X15](#)
- [Chief Architect X14](#)

- [Chief Architect X13](#)
- [Chief Architect X12](#)
- [Chief Architect X11](#)
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## Chief Architect X17

Version 27, released in 2025

Windows computers with ARM processors are not supported (e.g. Snapdragon processors).

### Minimum

- 16 GB of RAM
- 5 GB of available hard disk space
- Internet access required for installation, license authentication, deactivation and video & library catalog access. Internet access for license authentication is required once every 14 days.
- PC
  - Video card:
    - 4 GB of dedicated RAM or Intel integrated graphics on 11th generation or

newer Intel processors. DirectX 12 requires Shader Model 6.0 or newer.

- The "Physically Based" and "Clay" rendering techniques require a ray tracing compatible graphics card.
- Windows 10 / 11 64-bit
- Mac
  - Apple M1 or newer
  - macOS Sonoma / Sequoia

### Recommended

- 32 GB of RAM
- 1 TB SSD
- PC
  - Intel i9 / AMD Ryzen 9
  - NVIDIA GeForce RTX 5080 / AMD Radeon RX 7900
  - A screen of 16" or more
- Mac
  - Apple M3 or newer
  - Desktops: Mac Pro
  - Laptops: MacBook Pro 16"

## Chief Architect X16

Version 26, released in 2024

Windows computers with ARM processors are not supported (e.g. Snapdragon processors).

### Minimum

- Video card:
  - Windows: 4 GB of dedicated RAM or Intel integrated graphics on 8th generation or newer Intel processors. DirectX 12 requires Shader Model 6.0 or newer.
  - Mac: Apple M1 or newer, or an Intel/AMD card with 2 GB of dedicated video

memory with support for Metal GPUFamily macOS 2 or newer.

- CPU ray tracing is supported on Windows and Macs. GPU real time ray tracing on a Windows computer requires an NVIDIA RTX or an AMD Radeon RX series graphics card. The Mac requires at a minimum an M1 processor.
- 5 GB of available hard disk space
- Internet access required for installation, license authentication, deactivation and video & library catalog access. Internet access for license authentication is required once every 14 days.
- 16 GB of RAM
- Windows 10 / 11 64-bit or macOS Ventura / Sonoma / Sequoia

### Recommended

- 32 GB of RAM
- 1 TB SSD
- PC
  - Intel i9 / AMD Ryzen 9
  - NVIDIA GeForce RTX 4080 / AMD Radeon RX 7900
  - A screen of 16" or more
- Mac
  - Metal GPUFamily: Apple M3 or newer
  - Desktops: Mac Pro
  - Laptops: MacBook Pro 16"

## Chief Architect X15

Version 25, released in 2023

Windows computers with ARM processors are not supported. It is recommended that laptops have a minimum 15" screen.

### Minimum

- Video Card:
  - Windows: 4 GB of dedicated RAM or Intel integrated graphics on 6th generation or

newer Intel processors (i3/i5/i7). DirectX 12 requires Shader Model 6.0 or newer.

- Mac: Apple M1 or newer, or an Intel/AMD card with 2 GB of RAM with support for Metal GPUFamily macOS 2 or newer.
- For GPU real-time ray tracing, a Windows computer with an NVIDIA RTX or an AMD Radeon RX series graphics card is required.
- 5 GB of available hard disk space
- Internet access required for installation, license authentication, deactivation and video & library catalog access. Internet access for license authentication is required once every 14 days.
- 8 GB of RAM
- Windows 10 / 11 64-bit or macOS Monterey / Ventura / Sonoma

### Recommended

- 32 GB of RAM
- 1 TB SSD
- PC
  - Intel i9 / AMD Ryzen 9
  - NVIDIA GeForce RTX 4080 / AMD Radeon RX 7900
  - Laptops: Minimum 16" screen
- Mac
  - Metal GPUFamily: Apple M3 or newer
  - Desktops: Mac Pro
  - Laptops: MacBook Pro 16"

## Chief Architect X14

Version 24, released in 2022

### For all X14 Versions

Windows computers with ARM processors are not supported. It is recommended that laptops have a minimum 15" screen.

### Minimum

- Video Card:
  - 2 GB of dedicated video memory or Intel integrated graphics on 6th generation or newer Intel processors (i3/i5/i7).
  - DirectX 12 supporting Shader Model 6 for a Windows-based PC.
  - Metal GPUFamily: Apple 7 M1 or newer, or Intel/AMD GPU with support for Metal GPUFamily macOS 2 or newer.
  - For GPU real-time ray tracing, a Windows computer with an NVIDIA RTX or an AMD Radeon RX 6000 series graphics card is required.
- 5 GB of available hard disk space
- Internet access required for installation, license authentication, deactivation and video & library catalog access. Internet access for license authentication is required once every 14 days.
- 8 GB of RAM
- 64-bit Windows 10 / 11 or macOS Big Sur / Monterey / Ventura

### Recommended

- 32 GB of RAM
- 512 GB SSD
- PC
  - Desktops:
    - Intel i9 / AMD Ryzen 5000
    - 8 GB NVIDIA GeForce RTX 3080 / AMD Radeon RX 6800
  - Laptops:
    - Minimum 15" screen
    - Intel i7
    - 8 GB NVIDIA GeForce RTX 3070 / AMD Radeon RX 6800M
- Mac
  - Desktops:
    - Mac Pro
  - Laptops:
    - MacBook Pro 16"
    - Metal GPUFamily: Apple M1 or newer
    - 8 GB video memory

# Chief Architect X13

Version 23, released in 2021

## For all X13 Versions

Windows computers with ARM processors are not supported. It is recommended that laptops have a minimum 15" screen.

### Minimum

- Video Card:
  - 2 GB of dedicated video memory or Intel integrated graphics on 6th generation or newer Intel processors (i3/i5/i7).
  - DirectX 12 supporting Shader Model 6 for a Windows-based PC.
  - Metal GPUFamily: Apple 7 (M1) or macOS 2 (Intel) for macOS systems.
  - For GPU real-time ray tracing, a Windows 10 computer with an NVIDIA RTX or an AMD Radeon RX 6000 series graphics card is required.
- 5 GB of available hard disk space
- Internet access
  - Required for installation, license authentication, deactivation and video & library catalog access. Internet access for license authentication is required once every 14 days.
- 8 GB of RAM
- 64-bit Windows 10 / 11 or macOS Catalina / Big Sur / Monterey

### Recommended

- 32 GB of RAM
- 512 GB SSD
- PC
  - Desktops:
    - Intel i9 / AMD Ryzen 5000
    - 8 GB NVIDIA GeForce RTX 3080 / AMD Radeon RX 6800
  - Laptops:
    - Minimum 15" screen
    - Intel i7
    - 8 GB NVIDIA GeForce RTX 3070 / AMD Radeon RX 6800M
- Mac

- Desktops:
  - Mac Pro
- Laptops:
  - MacBook Pro 16"
  - Intel i9
  - 8 GB video memory

## Chief Architect X12

Version 22, released in 2020

### For all X12 Versions

Computers with ARM or Mac M1 processors are not supported. It is recommended that laptops have a minimum 15" screen.

#### Minimum

- Video Card:
  - 1 GB of dedicated video memory or Intel integrated graphics on 5th generation or newer Intel processors (i3/i5/i7)
  - OpenGL 3.3 or higher for a Windows-based PC
  - OpenGL 4.1 or higher for a Mac
- 5 GB of available hard disk space
- Internet access
- 4 GB of RAM
- 64-bit Windows 7 / 8 / 10 or macOS 10.14 / 10.15 / 11 (Mojave / Catalina / Big Sur)

#### Recommended

- 32 GB of RAM
- 512 GB SSD
- PC
  - Desktops:
    - Intel i7 / AMD Ryzen 5000



- 8 GB NVIDIA GeForce RTX 3070
- Laptops:
  - Minimum 15" screen
  - Intel i7
  - 8 GB NVIDIA GeForce RTX 2070
- Mac
  - Desktops:
    - Mac Pro
  - Laptops:
    - MacBook Pro 16"
    - 8 GB video memory

## Chief Architect X11

Version 21, released in 2019

### For all X11 Versions

Computers with ARM or Mac M1 processors are not supported. It is recommended that laptops have a minimum 15" screen.

### Minimum

- Multi-Core Processor (CPU)
- Video Card:
  - 1 GB of dedicated video memory or Intel integrated graphics on 3rd generation or newer Intel processors
  - OpenGL 3.3 or higher for a Windows-based PC
  - OpenGL 4.1 or higher for a Mac
- 5 GB of available hard disk space
- Internet access
- 4 GB memory (RAM)
- 64-bit Windows 7 / 8 / 10 or macOS 10.13 / 10.14 / 10.15 (High Sierra / Mojave / Catalina)

## Recommended

- 16 GB memory (RAM)
- 50 GB of available hard disk space
- 4 GB or 8 GB gaming video card

# Chief Architect X10

Version 20, released in 2018

## For all X10 versions

### Minimum

- Multi-Core Processor (CPU)
- Video Card:
  - 1 GB of dedicated video memory or Intel integrated graphics on 3rd generation or newer Intel processors
  - OpenGL 3.3 or higher for a Windows-based PC
  - OpenGL 4.1 or higher for a Mac
- 5 GB of available hard disk space
- Internet access
- 4 GB memory (RAM)
- 64-bit Windows 7 / 8 / 10 or macOS 10.12 / 10.13 / 10.14 (Sierra / High Sierra / Mojave)

### Recommended

- 16 GB memory (RAM)
- 50 GB of available hard disk space
- 4 GB or 8 GB gaming video card

# Chief Architect X9

Version 19, released in 2017

## For all X9 versions

### Minimum

- Multi-Core Processor (CPU)
- Video Card:
  - At least 512MB of dedicated video memory or Intel integrated graphics on 3rd generation or newer Intel processors
  - OpenGL 3.3 or higher for a Windows-based PC
  - OpenGL 4.1 or higher for a Mac
- 5 GB of available hard disk space
- Internet access
- 4 GB of memory (RAM)
- Windows 64-bit 7 / 8 / 10 or Mac OSX Sierra 10.11 / 10.12 (El Capitan / Sierra)

### Recommended

- 16 GB memory (RAM)
- 50 GB of available hard disk space
- 4 GB or 8 GB gaming video card

# Chief Architect X8

Version 18, released in 2016

## For all X8 versions

- Multi-Core Processor (CPU)
- Video Card:
  - OpenGL 2.1 or higher
  - Dedicated video card with at least 512 MB Memory (e.g., NVidia or ATI)  
or
  - Integrated graphics (e.g. Intel HD Graphics)
- 5 GB of available hard disk space
- Internet access

- Recommended: 8 GB of Memory (64-bit), 50 GB of available hard disk space, 2 GB or 4 GB gaming video card

## For 64-bit Chief Architect X8

- 64-bit Windows 7 / 8 / 10 or Mac OSX 10.10 / 10.11 (Yosemite / El Capitan)
- 4 GB of RAM

## For 32-bit Chief Architect X8

- 32-bit Windows 7 / 8
- 2 GB of RAM

# Chief Architect X7

Version 17, released in 2015

## For all X7 versions

- 2.4 GHz processor or Multi-Core Processor
- Video Card: Dedicated Video Card with 512 MB memory, or Integrated graphics
- 5 GB of available hard disk space
- Recommended: 8 GB of Memory (64-bit), 50 GB of available hard disk space, 2 GB or 4 GB gaming video card

## For 64-bit Chief Architect X7

- 64-bit Windows 7 / 8 / 10 or Mac OSX 10.9 / 10.10 / 10.11 (Mavericks / Yosemite / El Capitan)
- 4 GB of RAM

## For 32-bit Chief Architect X7

- 32-bit Windows 7 / 8
- 2 GB of RAM

# Chief Architect X6

Version 16, released in 2014

## For all X6 versions

- 2.4 GHz processor or Multi-Core Processor
- Video Card: Dedicated Video Card with 512 MB memory, or Integrated graphics
- 5 GB of available hard disk space

## For 64-bit Chief Architect X6

- 64-bit Windows Vista / 7 / 8 or Mac OSX 10.8 / 10.9 (Mountain Lion / Mavericks)
- 4 GB of RAM

## For 32-bit Chief Architect X6

- 32-bit Windows Vista / 7 / 8
- 2 GB of RAM

# Chief Architect X5

Version 15, released in 2012

## For all X5 versions

- 5 GB of available hard disk space
- 256 MB of dedicated on-board video memory supporting OpenGL 2.1 or higher
- Monitor resolution: 1024 x 768
- High speed Internet for registration, video access, content downloads
- DVD drive (if software purchased on DVD)

## For 64-bit Chief Architect Premier or Interiors X5

- 64-bit Windows Vista / 7 / 8
- Multi-core processor
- 4 GB of RAM

## For 32-bit Chief Architect Premier, Lite or Interiors X5

- 32- or 64-bit Windows Vista / 7 / 8; 32-bit Windows XP
- 2.4 GHz processor

- 2 GB of RAM

## Chief Architect X4

Version 14, released in 2011

### For all X4 versions

- 5 GB of available hard disk space
- 256 MB of dedicated on-board video memory supporting OpenGL 2.1 or higher
- High speed Internet for registration, video access, and content downloads
- DVD drive (if software purchased on DVD)

### For 64-bit Chief Architect Premier X4

- 64-bit Windows Vista / 7
- Multi-core processor
- 4 GB of RAM

### For 32-bit Chief Architect Premier, Lite or Interiors X4

- 32- or 64-bit Windows Vista / 7; 32-bit Windows XP
- 2.4 GHz processor
- 2 GB of RAM

## Chief Architect X3

Version 13, released in 2010

- Windows XP / Vista / 7
- 2.4 GHz processor
- 5 GB of available hard disk space
- 2 GB of RAM
- 256 MB of dedicated video memory supporting OpenGL 2.0 or higher
- High speed Internet for registration, video access, content downloads
- DVD drive (if software purchased on DVD)

# Chief Architect X2

Version 12, released in 2009

- Windows XP / Vista / 7
- 2.4 GHz processor
- 5 GB of available hard disk space
- 2 GB of RAM
- 256 MB of dedicated video memory supporting OpenGL 2 or greater
- High speed Internet for registration and video access
- DVD drive (if software purchased on DVD)

# Chief Architect X1

Version 11, released in 2007

- Windows XP / Vista
- 2 GHz processor
- 3 GB of available hard disk space
- 1 GB of RAM
- 256 MB of dedicated video memory supporting OpenGL hardware acceleration
- DVD drive

# Chief Architect version 10

Released in 2005

- Windows XP
- 2 GHz processor
- 3 GB of available hard disk space
- 1 GB of RAM
- 256 MB of dedicated video memory

- Video card that supports OpenGL hardware acceleration
- CD-ROM drive

## Chief Architect version 9.5

Released in 2003

- Windows 98 SE / ME / NT / 2000 / XP
- 400 MHz processor
- 1 GB of available hard disk space for a full installation (400 MB to install without all available program content)
- 64 MB of RAM
- CD-ROM drive
- 2-button mouse supported by Windows
- Color monitor which supports 16 bit color in a screen resolution of 800x600 or greater
- Video card which supports OpenGL

## Chief Architect version 8

Released in 2002

- Windows 95 / 98 / ME / NT / 2000 / XP
- 266 MHz processor
- 400MB of available hard disk space
- 64 MB of RAM, or greater
- CD-ROM Drive
- 2-button mouse supported by Windows
- Color VGA, Super VGA, or higher resolution monitor supporting a minimum of 256 colors




# Chief Architect version 7

Released in 2000


- Windows 95 / NT 4.0 / 98 / 2000
- 300 MB of available hard disk space
- 32 MB of RAM
- CD-ROM Drive
- 2-button mouse supported by Windows
- Color VGA, Super VGA, or higher resolution monitor. Super VGA supporting 256 colors


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## Related Articles

 [Identifying the Shader Model of Your Graphics Card in Windows \(/support/article/KB-03146/identifying-the-shader-model-of-your-graphics-card-in-windows.html\)](/support/article/KB-03146/identifying-the-shader-model-of-your-graphics-card-in-windows.html)

 [Intel Graphics Compatible with Chief Architect X17 and Home Designer 2026 \(/support/article/KB-03108/intel-graphics-compatible-with-chief-architect-x17-and-home-designer-2026.html\)](/support/article/KB-03108/intel-graphics-compatible-with-chief-architect-x17-and-home-designer-2026.html)

 [Locating Your Computer's Specifications \(/support/article/KB-03129/locating-your-computer-s-specifications.html\)](/support/article/KB-03129/locating-your-computer-s-specifications.html)

 [Mac Models Compatible with Chief Architect X17 and Home Designer 2026 \(/support/article/KB-03167/mac-models-compatible-with-chief-architect-x17-and-home-designer-2026.html\)](/support/article/KB-03167/mac-models-compatible-with-chief-architect-x17-and-home-designer-2026.html)



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