

## Statement of Minimum Requirements for a CAN8 System

For Licensing hosted by client (installed on client's server machine):

### NETWORK TYPE:

The network cabling/architecture must be capable of running 100 Mbits/sec or greater at sustained rates.

Wireless: CAN8 – without video features - will run on a wireless network 802.11a/b/g/n.

Offsite: Bandwidth considerations for audio delivery offsite: 64 Kbit/sec/station.

### SERVER:

Intel (or equivalent) based system.

Windows 2003/Server2008 and 2008R2/Server 2012 and 2012 R2/Vista/Win7/Windows 8 and 8.1 (32 and 64 bit)/Windows 2016, Windows 2019.

2GHz Pentium 4 or equivalent CPU: Not Celeron.

16 GBytes RAM memory

500 GBytes of hard disk (Mirrored or better if possible)

100 Mbits/sec Ethernet interface

Serial or USB port for license authorization device (dongle)

**Server should not run in a Virtualized environment**

### WORKSTATION / CLIENT:

Win7/Windows8 and 8.1/Windows 10/ Windows 11 (32 or 64 bits)

2 GHz Pentium 4 or equivalent CPU

4 GBytes of RAM

100 Gbytes Hard Disk

100 Mbits/sec Ethernet interface

Headset (earphones plus microphone)

DirectX 9.x or higher required

Good quality sound card or chipset with full duplex capability, with correct driver, fully compliant with Microsoft specifications. (16 bit 44 KHz input and 16 bit 44 KHz output simultaneously)

Video adaptor must support 32 bit color at a minimum of 1024 X 768 resolution.

### OFFSITE ACCESS:

Sufficient Internet bandwidth for number of stations accessing the CAN8 host server (approximately 64 Kbit/sec/station).

The UDP ports 17180 to 17190 must be open on the firewall

**NOTES:**

- In order to run the CAN8 system, there must be a minimum of one computer running Windows Server. This station will act as a server. This station should not be used as a client station.
- The server must not run any other applications such as databases, webservers, antivirus or print server software.
- The server should not run on a virtual server.
- The stations and server must have TCP/IP installed and correctly configured. The system requires that the server have a static IP address to function.