

What are the hardware and software requirements for using SeeSAR?

Written by Edmund Champness

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StarDrop's SeeSAR module requires up to date graphics hardware and drivers in order to function correctly.

When you visit StarDrop's SeeSAR tab, if you see a message which says "Unsupported graphics system", then you may need to update your graphics drivers. In 90% of cases, problems can be resolved by updating your graphics drivers and the following instructions give some details as to how you can do this.

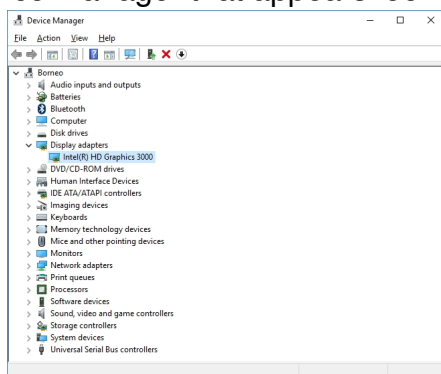
Step 1:

First, find out the manufacturer of the display adapter you are using. If you already know this, then you can move on to Step 2 below.

To find out about your display adapter on Windows 7 or 10:

- Press the Windows Key + R to bring up the "Run" dialogue
- Type the following (without quotes) "devmgmt.msc" and press the Enter key
- In the Device Manager that appears look for the Display Adapters option (as shown

below)



In this example the manufacturer is Intel.

Step 2:

You can download the latest drivers for most display adapters from the manufacturer's website. The following list provides links to download pages for some of the most common manufacturers:

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- [Intel](#)
- [NVIDIA](#)
- [AMD](#)

Each of these manufacturers provides a link or button to "automatically find the latest drivers for your system" but if you are unsure about how to proceed and would like further advice then please get in touch, sending detail about your display adapter.

Please note that to run SeeSAR any graphics hardware needs to support OpenGL2.1 as a minimum which is not supported by all Express chipsets.