

| Component | Low Cost Solution | Average Solution | Best Solution |
|--------------------|-------------------|-----------------------|----------------|
| Processors | Pentium 4 & D | Pentiums / Dual Cores | Dual Core Duo |
| RAM memory (MB) | 512 | 1024 (1Gig) | 2048 (2Gigs) |
| Video Card (MB) | 128 | 256 | 512 |
| Hard Drive (GB) | 60 | 120 | 250 |
| Screen Resolutions | 1024x768 | 1280x1024 | 1600x1200 |
| Screen Sizes | 17" | 19" | 23" |
| Operating Systems | Windows XP Home | Windows XP Media | Windows XP Pro |

Processor: Since TypeEdit demands a good amount of resources from the CPU, we recommend that you get the fastest processor you can so that your hardware will stay compatible with the software enhancements as long as possible. Intel is recommended, but TypeEdit will also work with AMD and others.

RAM: Memory is important with TypeEdit. Most configurations on the market offer the base 512MB with Windows XP. Upgrading the size of your RAM will allow you to speed up your applications and to improve the display with the help of a good video card.

Operating System: Windows 2000 Professional works with TypeEdit 2007, but Windows XP Home, Media, Professional Editions are now recommended. Windows 95, Windows 98 and Windows Millenium no longer support the full capability of TypeEdit. The most stable Operating System with TypeEdit is Windows XP Pro Sp2.

Video Card: This is one of the most important hardware components for doing 3D design in TypeEdit. Open GL display is used to display TypeArt pixels. The sharpness and speed of the display will depend on the video card size. TypeEdit works with any video card running open GL system graphics. Nvidia is recommended, but ATI and ASUS are also possible choices.

Screen Resolution: Depending on your personal preferences you can work with a screen resolution of 800 x 600 (SVGA), 1024 x 768 (XVGA), 1600x1200 (UXGA) or even higher, but the size of your icons will start to get smaller. We recommend 1024 x 768 (XGA) as a minimum to operate easily. TypeEdit can dock your tools wherever you want them, so you can design your own environment, the widest the screen is the more convivial it is.

Monitor (CRT): 19 inches monitors are very common nowadays, and they offer real comfortable displaying capabilities for TypeEdit users. Most of them can display up to 1280 x 1024 (SXGA). We recommend that size, but a 21 inches will offer much more comfort to set up your environment.

Flat LCD Panel Monitors: Because of their size they allow an optimization of your desk space. It is important that the LCD screen can read the output resolution of your Video Card. However, some LCD won't recognize all the display formatting and will oblige you to work in a resolution that doesn't fit your needs. We recommend Dell and Samsung monitors with DVI output. Sony and NEC are also good deals, since they tend to be cheaper and have a good display quality too. Check with your video card manufacturer to adjust the screen to the specs of your Video.

Laptop Displays: It is recommended to get a 14 inches screen size or at least the XVGA display capability. We have very good results with UXGA 15 inches screen size, but bigger screen work too. Getting smaller size than 14 inches would decrease your work area and minimize your overall comfort.

Acronym Resolution Comments: SVGA 800x600 - XGA 1024x768 - WXGA 1280x800 - SXGA 1280x1024
 SXGA+ 1400x1050 - WXGA+ 1440x900 - UXGA 1600x1200 - WSXGA+ 1680x1050 - WUXGA 1920x1200