FREQUENTLY ASKED QUESTIONS

1. **Can I install Autodesk Inventor on a Mac?**
   
   Yes, you can install Autodesk® Inventor* on a Macintosh computer on a Windows partition. The system must use Boot Camp or Parallels to manage the Windows partition and meet the minimum system requirements.

   *Supported versions: AutoCAD® Inventor® Suite 2010 or AutoCAD® Inventor® Professional 2010, North America, English version.

2. **What is Boot Camp?**
   
   Boot Camp is a utility provided with the Apple® OS X v10.5 (also known as “Leopard®”). It provides a means to install Microsoft Windows XP® or Windows Vista® on an Intel®-based Mac computer by partitioning the hard drive. The Boot Camp Assistant guides you through the process. After installation, use Boot Camp to operate your Mac using a dual boot system. You specify the required operating system (Windows OS or Apple OS®) when you start the computer. Once you start the computer, the selected OS runs in native mode. If you start the computer in Windows you can install and run Windows applications at native speeds.

   * You must purchase the Windows Operating System software separately.

3. **What is Parallels?**
   
   Parallels Desktop for Mac is a system utility available from Parallels, Inc. It maps the hardware resources of the host computer to a virtual machine using a guest operating system. Use the utility to run applications in the required operating system without restarting.

   * You must purchase the Windows Operating System and the Parallels software separately.
Note: Your Mac must have enough memory to run the Mac OS X and your Mac applications. It also needs memory for the virtual machine's operating system and the applications installed on the virtual machine.

4. How does Boot Camp differ from Virtualization?
   Boot Camp is a dual boot configuration that allows the selected operating system to run in native mode. Use virtualization to start the computer using the Mac OS, and then use Parallels to start the Windows OS as a virtual machine. You can then run applications in each operating system without restarting the computer.

5. Is Parallels Desktop the only supported Mac virtualization solution?
   Autodesk has tested Inventor running under Parallels and it is officially supported. Autodesk has not tested and does not recommend using Inventor with other virtualization software.

6. Which configuration provides the best performance for Inventor software?
   For maximum performance, use Boot Camp to run Inventor software in a native Windows OS. For small to medium sized assemblies, Parallels provides greater convenience and good performance.

7. What about licensing?
   You can use Inventor software with a stand-alone license, or as a client node on a network license. Using the system as the Inventor network license server is not supported.

   Note: The Inventor licensing engine is sensitive to hardware configuration changes in stand-alone licensing mode. Hardware configuration changes can cause licensing issues when you use Inventor in both Boot Camp and Parallels on the same machine. The first time the licensing engine encounters a hardware configuration change, it attempts to recover from the error. Close the licensing error dialog box the first time it is encountered and restart Inventor in either Boot Camp or Parallels. You can usually recover from the first license error using this method.

   The licensing engine may not recover from subsequent changes. Do not perform further hardware configuration changes after recovering from the first licensing error. If you use Inventor in Boot Camp and Parallels on the same computer and expect to make hardware configuration changes, use network licensing for Inventor. Please see the Inventor documentation for more information about network licensing.

8. Who do I contact for support?
   - For questions and issues related to operating systems or Boot Camp, contact Apple®.
   - For questions and issues related to Parallels, contact Parallels.
   - For questions and issues related to Inventor, contact your reseller or Autodesk.

9. What are the Mac hardware requirements?
<table>
<thead>
<tr>
<th>Operating System</th>
<th>Apple OS X 10.5.x or higher.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Processor</td>
<td>Intel-based Mac</td>
</tr>
<tr>
<td></td>
<td>(64-bit Windows Vista requires an Intel Core® 2 duo or Xeon® processor).</td>
</tr>
<tr>
<td>RAM</td>
<td>3-GB minimum</td>
</tr>
<tr>
<td></td>
<td>Recommend 4-GB for 32-bit guest OS, 8-GB or more for 64-bit guest OS.</td>
</tr>
<tr>
<td>Disk space</td>
<td>Minimum 20-GB for the Apple OS partition, minimum 20-GB for the guest OS partition.</td>
</tr>
<tr>
<td>Boot Camp</td>
<td>V 2.0 or higher.</td>
</tr>
</tbody>
</table>

10. What are the Windows System requirements?

<table>
<thead>
<tr>
<th>Operating System</th>
<th>One of the following:</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>• Windows XP Pro 32, SP2 or higher. (Do not install an earlier version of Windows and attempt to update it to SP2 later.)</td>
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<tr>
<td></td>
<td>• Windows Vista 32, SP1 or higher.</td>
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<tr>
<td></td>
<td>• Windows Vista 64, SP1 or higher (Requires Intel Core 2 Duo or Xeon processor.)</td>
</tr>
<tr>
<td>Software Applications</td>
<td>Internet Explorer 7 or higher.</td>
</tr>
<tr>
<td></td>
<td>Excel 2003 or greater (if iFeatures, iParts, iAssemblies are required).</td>
</tr>
<tr>
<td>Graphics Support</td>
<td>Direct X 9 or higher with minimum pixel shader 2 support</td>
</tr>
<tr>
<td>Screen Resolution</td>
<td>1280 x 1024 or higher.</td>
</tr>
</tbody>
</table>

11. What are the Parallels system requirements?

<table>
<thead>
<tr>
<th>Operating System</th>
<th>Apple OS X 10.6.x or higher.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Parallels version</td>
<td>Parallels Desktop 5.0 (5.0.9344 or higher)</td>
</tr>
<tr>
<td>Processor</td>
<td>Intel-based Mac</td>
</tr>
<tr>
<td></td>
<td>(64-bit Windows Vista requires an Intel Core® 2 duo or Xeon® processor).</td>
</tr>
<tr>
<td>RAM</td>
<td>4-GB minimum</td>
</tr>
<tr>
<td></td>
<td>Recommend 6-GB system memory for 32-bit Windows OS, 8-GB or more for 64-bit Windows OS.</td>
</tr>
<tr>
<td>Disk space</td>
<td>Minimum 40-GB available disk space</td>
</tr>
<tr>
<td></td>
<td>Recommend 100-GB disk space available.</td>
</tr>
</tbody>
</table>

12. How do I use Boot Camp?

For answers to common questions, visit: http://www.apple.com/support/bootcamp/

The basic steps to configure Boot Camp are:

- In the Apple OS, locate the Boot Camp Assistant in the Applications > Utilities area.
- Print the Installation and Setup Guide.
- Follow the instruction contained in the Boot Camp Setup Guide to create and pre-format the Windows partition.
- Install Windows.

**Warning! Do not format or install Windows on the Macintosh OS partition.**
**Note:** To complete the install process, you need access to the Leopard Operating System DVD to install the necessary Windows drivers.

13. **After I configure Boot Camp, how do I specify which operating system to use?**
   You can specify the default Operating System in the Boot Camp assistant. Or, hold down the Option key when you start, and choose the required operating system.

14. **How do I use Parallels?**
    To purchase the software or obtain answers to common questions, visit:

    The recommended steps to install and configure Parallels are:
    - Follow the steps to configure Boot Camp and create a Window partition on the hard drive.
      **Note:** This step is optional. However, a system with both a dual boot and virtual machine configuration provides the greatest flexibility to the user. Boot Camp can be configured before or after the Parallels install. Configure Boot Camp first to retain Windows customization.
    - Start the computer in the Apple OS.
    - Install Parallels Desktop. If a Boot Camp partition exists, Parallels detects and uses the Boot Camp partition.

    Once you have installed and configured Parallels, start Parallels and then start the Inventor software in a window. Use Full Screen mode to maximize the Windows application screen area. Use Coherence mode to integrate Windows applications fully in the Apple OS.

    **Note:** The default Video memory configuration of the Virtual Machine is 128-MB. Do not increase this amount if you are using a 32-bit Windows OS. Increasing the amount of video memory the Virtual Machine consumes on a 32-bit Windows OS can cause instability.

    *The default graphics hardware setting for Inventor is Direct X. If you use Parallels, do not change to OpenGL.*

15. **Should I use a Fat32 or an NTFS partition?**
    When you install Windows, you can choose to format the Windows partition as Fat32 or NTFS. There are advantages and disadvantages to each. We recommend that you use NTFS.

    **Fat32**
    - Ability to read/write Windows files from the Apple OS
    - Less secure (no permissions scheme)
    - Maximum 32-GB partition size

    **NTFS**
• More secure
• More space efficient
• Supports partition sizes greater than 32-GB
• Read-only in OS X

Notes for laptop users:

• If you are using the laptop keyboard, you may need to press the fn (function) key with the control, alt (option), delete keys to start Windows.
• Because a laptop is configured to preserve battery life, the Power Options may need to be adjusted to take full advantage of processor speed. For example, a 2.8-GHz processor may be operating at 1.59 GHz to conserve power using the default Portable/Laptop setting.

www.autodesk.com/inventor

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