

# SYSTEM REQUIREMENTS (2026)

## Windows

Operating System - Windows 10 or more recent  
Processor - x86 and x64

## MacOS

Operating system - 10.12 (Sierra) or more recent.  
Processor - Intel and M1/M2

For 3D rendering with 20 fps refresh  
integrated video chip on motherboard - max 8 moving gobos beams  
\$100 graphics card - max 20 moving gobos beams  
\$200 graphics card - max 40 moving gobos beams

## Windows

Windows 11 - ok  
Windows 10 - ok  
Windows 8.1 - problems with usb drivers  
Older versions - obsolete due to Microsoft© usb driver signature control  
Microsoft© no longer provides support

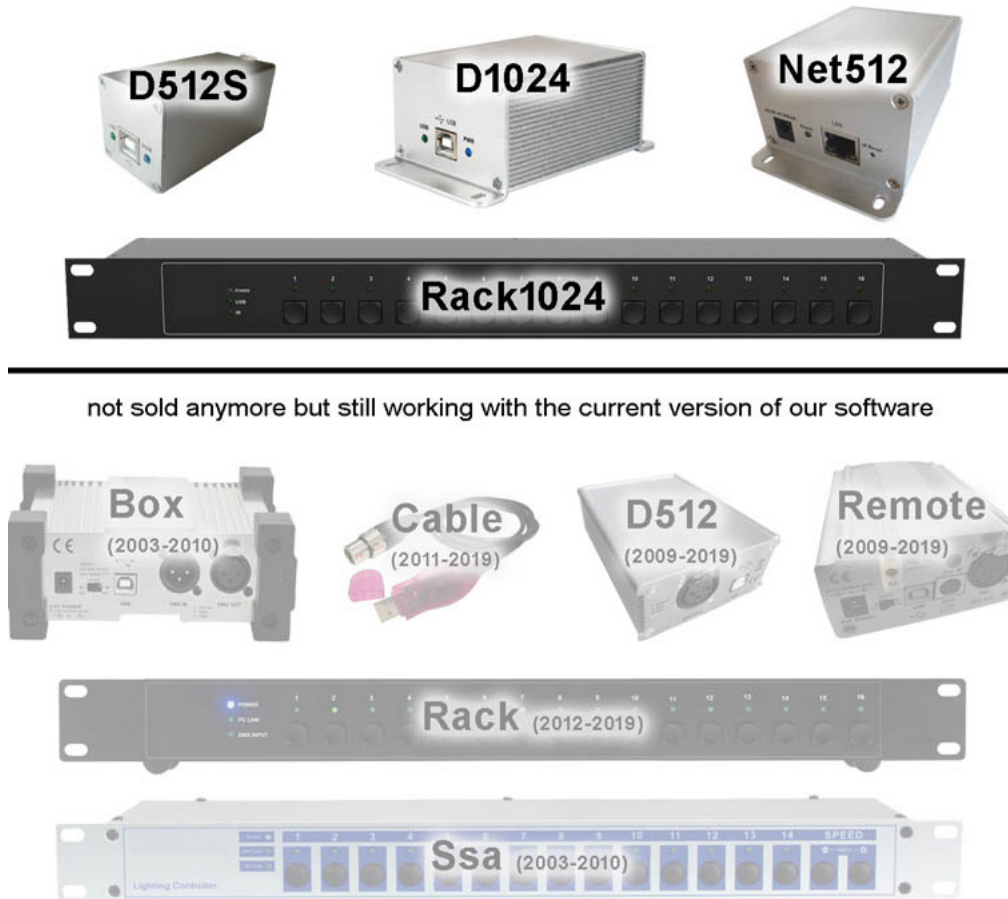
## MacOS

Vendura - ok  
Monterey - ok  
Big Sur - ok  
Catalina - ok  
Mojave - ok  
High Sierra - ok  
Sierra - ok

Full manual : <https://download.thelightingcontroller.com/software/V9/manual/English.pdf>

# SUPPORTED DMX CONTROLLERS (2026)

Below is an image showing all supported controllers.



For more information on the specific controllers supported, please refer to the forum: <https://forum.thelightingcontroller.com/viewforum.php?f=14>

Setting up, installing and maintaining a DMX system by a lighting technician involves a lot of technical knowledge and know-how in several areas. In this course we will limit ourselves to the 3DView to learn the functionality of the program.

Realize that what you see in the 3DView is only an example and you should not rely on a perfect result without first thoroughly testing your show on location.