



Game Plan Program Technical Requirements

Operating System Requirements:

This software was designed to operate under Microsoft Windows 98 or higher operating environment. It will run under Windows 98, Windows 98 SE, Windows ME, Windows 2000 Professional, Windows XP and Vista.

Hardware Requirements:

- Minimum CPU: Pentium 700 MHz. Class Processor and 128 MB of RAM. Minimum monitor resolution: 800 by 600 pixels.
Note: Depending on the size of your database, you may find more memory, a faster processor and/or a faster hard drive system will help, especially when you get beyond a few million square feet and 4000 room records.
- Storage Space: The installation requires a minimum of 80 MB on your C drive for the Application and another 80 MB either on it, or another drive for the Database and graphics files.
- *Note:* Our installation consists purely of components licensed from Microsoft CorporationTM and included in their Microsoft Office Developer's Kit (MOD V1.5). These components include a runtime version of Microsoft Access 2007TM and associated support files. The installation script is designed to install Access 2007 Runtime on users' machines without affecting any other Access installations.

Pocket PC Requirements:

We currently support Windows Mobile 2002, 2003, 2003 SE, Mobile 5 and Mobile 6 operating systems. Memory requirements on the Pocket PC are limited to 3 MB for the application and up to 5 MB for the database files. GPP Inspection software is designed to run in portrait mode on a minimum 320 X 240 resolution screen and the screen must have "touch" capabilities.

Network Requirements:

The database and supporting files can installed on a mapped network drive with provision to indicate the network location of the database files during local installation of the application of the user's machines. Users must have read/write permissions to the shared network drive or folder. We also recommend a minimum 100 Mbps network speed. Although a database can be shared, it is limited to one active user at a time.