



## PC SYSTEM REQUIERMENTS

AIRCST works on any standard PC running Microsoft Windows (XP, Vista, 7, 8 or 10) or Windows Server (2008 or above). Both 32 and 64 bit.

On Windows Server, you must install the Desktop Experience Feature in order to get the required codecs for MP3 playback. On Windows Desktop OS, these codecs are already included through Windows Media Player.

AIRCST has very low requirements regarding the performance of your PC. On a current i5 CPU, a running AIRCAST process will typically only consume 2-3% CPU (excluding encoders and sound processing) and less than 50 MB RAM. The required disk space for a base setup (without database and caches) is just about 30 MB.

Due to the extensive support for several audio APIs (DirectSound, WASAPI, ASIO), Aircast will work with virtually any Windows-compatible soundcard. In rare cases, it is necessary to tweak some advanced settings in the Aircast audio configuration or driver settings. Whenever possible, we recommend that you test the compatibility between Aircast and your existing audio hardware using our demo version.

For fully automated encoder-only instances (direct streaming to Shoutcast/Icecast), Aircast does not require any audio hardware at all – you can even run it on datacentre servers. Physical hardware is preferred over virtual machines though.

Virtual machines will work if the Windows real-time clock is working properly.

