

Surfer's system requirements are:

Surfer is a Windows based, desktop software.

For Mac, Linux, or Unix users, Surfer can be run using your preferred Windows emulator. We recommend testing the functionality with our trial version before purchasing.

Minimum requirements

- Windows 10, 11 and higher
- 64-bit operating system
- 1024×768 or higher monitor resolution with minimum 16-bit color depth
- At least 1GB free hard disk space. 500GB or larger hard drive with 25% disk space available recommended
- 2GB RAM minimum, 16GB RAM recommended
- .NET Framework 4.8

3D View requirements

- Graphics card with OpenGL v3.2 or later
- Dedicated graphics card (e.g. NVIDIA, AMD) highly recommended
- Windows emulators, such as VMs and Parallels for Mac, may not support all the required features for viewing data in the 3D view

Fine Tuning Surfer Performance

- Issues with 3D View features may be corrected by upgrading to the latest graphics drivers.
- Many heavily computational operations, including gridding and contouring, are multi-threaded and processor reliant. A faster processor will improve Surfer's performance.
- For processing very large data files, such as LiDAR or some vector data files, fast and large RAM storage capacity is recommended.
- Click the File | Options command and on the General page, set the Max number of processors to use all processor cores.
- For improved performance, you can disable Save auto recovery information (File | Options | General). However, disabling this feature means you will lose any unsaved work if the program closes unexpectedly. Auto-recovery is highly recommended to protect your data.