

# BlastMetriX UAV

## SYSTEM SPECIFICATIONS FOR MULTIPHOTO PROCESSING AND FRAGMENTER APPLICATION

- *Operating System:* Windows 10 Pro 64-bit
- *Processor and Speed:* Intel Core i5/i7 (Haswell or newer), AMD Ryzen 5/7, 4 processing cores or more, 2.5 GHz or more (recommended: Intel Core i7 or Xeon, AMD Ryzen 7, 4 processing cores or more, 2.9 GHz or more)
- *Memory (RAM):*  
Reconstruction density **normal**: 16 GB for <30 images per model, 32 GB for 30-500 images per model, 64 GB for >500 images per model  
Reconstruction density **high**: 32 GB RAM for <30 images per model, 64 GB for >30 images per model  
For **Fragmenter** application 64 GB RAM are strongly recommended.
- *Storage:* 256 GB (recommended 1 TB or more); solid state drive (SSD) recommended
- *3D Graphics Card (GPU):* OpenCL 1.2 is mandatory.  
For feasible performance a dedicated GPU with 4 GB RAM is mandatory.  
6GB RAM or more is highly recommended.

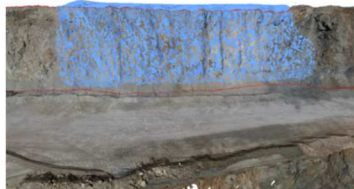
AMD graphics cards may not work properly.

Systems without dedicated GPU allow processing but performance may be heavily compromised.

Examples: NVIDIA GeForce RTX 3060, NVIDIA RTX A3000, NVIDIA Quadro P3000, NVIDIA RTX A4000, NVIDIA Quadro P4000

- USB type A port (2.0, 3.0)
- *Display:* 1920x1200, 32-bit colour screen
- *Software installation requires administrator privileges*

Design volume



Muck pile volume

