

## CRUK-DSS STUDY

### TECHNICAL REQUIREMENTS & PRE-CHECKS

#### **Pre-check 1: SystmOne**

Please check that the SystmOne user account used for the DSS install has **permission to use the Setup/Users&Policy/Program&Maintenance menu** to create a link to a new external program. If not, grant the user the permissions to do so.

#### **Pre-check 2: SystmOne**

Please check that the SystmOne user account used for the DSS install has **permission to configure the SystmOne toolbar**. If not, grant the user the permissions to do so.

#### **Pre-check 3: Graphics Card Drivers**

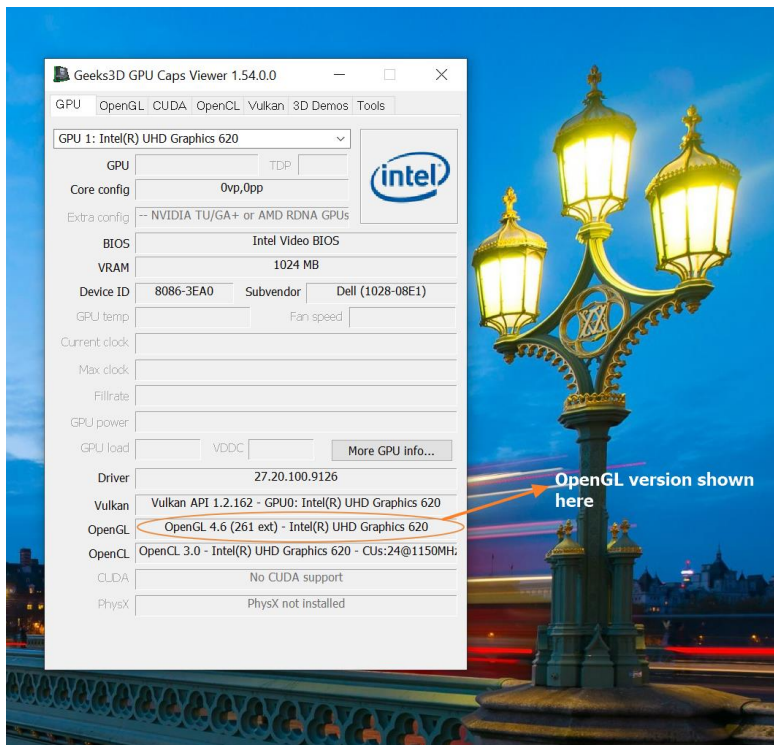
*First step: Check the version of OpenGL installed on your computer*

You can either use the OpenGL Extensions Viewer (<https://www.realtech-vr.com/home/glview>) or alternatively the portable version of the GPU Caps Viewer (<https://www.geeks3d.com/dl/show/678>) to **check that the computer supports OpenGL 2.0 or above**.

If you are likely to have admin rights on your computer, it might be better to use the OpenGL Extensions Viewer as it could help you fix the issue of having an OpenGL version incompatible with the DSS on your computer in the case where the OpenGL version check show that your computer supports a version of OpenGL lower than 2.0 (see second step below for details).

If you don't have admin rights, please use the portable version of the GPU Caps Viewer as follows:

- 1- unzip the archive you have downloaded (the "Extract All" or "Extract Here" options from the menu showing when right-clicking on the archive would work)
- 2- go into the folder "GPU\_Caps\_Viewer" folder inside the unzipped archive folder (which should be called something like "GPU\_Caps\_Viewer\_1.54.0.0")
- 3- launch the GPU\_Caps\_Viewer.exe file. You can read the OpenGL version available on your computer as shown on the screenshot below.



If you are unable to access any of the websites listed above to download the OpenGL Extension Viewer or the GPU Caps Viewer (which could be a firewall configuration issue, so please check this with your IT), please do contact us so we can provide you with instructions on how to proceed.

If your computer has OpenGL version 2.0 or above installed, you have a version of OpenGL compatible with the DSS installed so you are now done. If not, you now need to proceed to Step 2 below and update your graphics card drivers.

*Second step: Update the graphics card drivers if your computer has an OpenGL version lower than 2.0 installed*

If checking the OpenGL version available on your computer reveals you have a version lower than 2.0 installed, then you need to update the graphics card drivers:

- **Option 1:** use the computer manufacturers' drivers/support tools (e.g Dell provides drivers through a program called SupportAssist which you can access and download online) or the graphics card provider's provided update tools (for Intel, it might be handy to use the Intel Driver & Support Assistant that can be found here <https://www.intel.com/content/www/us/en/support/intel-driver-support-assistant.html>).
- **Option 2:** go through the OpenGL Extensions Viewer (<https://www.realtech-vr.com/home/glview>) that not only allows you to view which version of OpenGL is supported by the computer as well as details of the graphics card but also has a link to where the graphics card drivers could be updated. Alternatively, you could also check this guidance to see if it helps: <https://answers.microsoft.com/en-us/windows/forum/all/opengl-drivers/9b52324e-1083-44e1-83f7-ff2e35bf07a2>

- Option 3: try updating the graphics card drivers with the IObit Drivers Booster software.

In any case, after drivers update, it'd be good to check the OpenGL Extensions Viewer or the GPU Caps Viewer again to see if the issue is resolved.