

# SIGNAL Computer Specs

<u>Component</u>	<u>Acceptable</u>	<u>Recommended</u>	<u>Notes</u>
<b>Required components</b>			
Operating system	Windows XP / Vista / Win7 / Win8 / Win 10	Win7 64-bit	1
Operating system	32-bit or 64-bit	64-bit for computation speed	
CPU speed		3 GHz or greater	2
CPU cores	1	2-4	2
RAM	4 GB	4-8 GB	3
Hard disk	40 GB	160 GB or greater	
Video	Built-in graphics chip or add-in graphics card		4
Video resolution	1600 x 1200	1980 x 1080 or greater	4
Monitor size	17"	24" or larger	5
Computer format	Desktop or notebook	Optional I/O board requires <b>tower chassis</b> for full-size PCI slot (see below)	
<b>Optional components</b>			
Audio sound card (general use, indep of SIGNAL I/O board)	Built-in sound chip	Sound card with specs (bandwidth, accuracy, supported sample rates)	7
Audio monitor speakers		Accurate speakers with bandwidth spec	7
SIGNAL I/O board			8
PCI slot (desktop)		<b>Full-size PCI slot</b> required for I/O board or PCMCIA adapter.	
PCMCIA slot (notebook)	Type II or Type III	<b>Type II slot</b> required for NI-6062E card. <b>Type II slot + PCMCIA extender</b> required for Dart I/O card.	
USB flash drive			9
USB Zip and/or floppy drive			10

## Notes

- SIGNAL has been tested extensively with Windows XP, 7 and 10 but runs with most Windows versions.
- SIGNAL computation does not use multiple CPU cores**, so computational speed depends only on CPU clock speed. However, **a multi-core CPU is recommended** so Windows can use the other core while SIGNAL is crunching. SIGNAL 5 I/O is multi-threaded and **does** take advantage of multiple processors. Quad core processors have delivered the best SIGNAL computation times.
- Minimum required RAM depends on Windows version. 4 GB RAM on WinXP and 8 GB RAM on Win Vista and later are **strongly recommended**. **Increasing RAM beyond those limits will not increase the number or size of signals that SIGNAL can handle.**
- Current built-in graphics (such as Intel HD4600 and later, included with i5 and i7 CPU chips) provide excellent performance at high resolutions up to 2560x1600 over DVI or DisplayPort (**not** HDMI) video connections. Stand-alone graphics cards may provide crisper images and faster RTS scrolling, but difference may be slight.
- Consider 24, 27 and 30 inch monitors. **Quality depends on screen resolution (e.g., 1920 x 1080) and dot pitch (physical pixel size on the screen)**, where smaller is better and 0.250 mm is a good benchmark). Optimize these two to make spectrograms crisp and detailed. Resolution, physical size, dot pitch and DPI (dots per inch) are mathematically related (see table in [http://en.wikipedia.org/wiki/Dot\\_pitch](http://en.wikipedia.org/wiki/Dot_pitch)). **SIGNAL will detect screen resolution and use all of it** and can open multiple screen windows side by side, so resolution and physical size both pay off.
- Playing sounds accurately for audition is important. You want to hear **everything** in your recordings (even outside the band of your target material) because SIGNAL will measure it all. Your ears are your guide. There are many good sound cards. As for speakers, M-Audio offers good quality speakers for a few hundred dollars. **Get equipment with published bandwidth specs**, which is ideally expressed as +/-3 dB over a specified frequency range.

7. Sounds can be digitized by digital recorders (such as Marantz or Sony) or by SIGNAL using an installed SIGNAL I/O board. Digital recorders may be limited to audio bandwidth. SIGNAL built-in I/O includes the following capabilities: record and digitize beyond the audio band (e.g., including ultrasound); SIGNAL-controlled event recordings (such as scheduled recording or direct-to-disk recording for extended duration in days or weeks); real-time experiments with SIGNAL as the experiment controller (using the SIGNAL **Experiment Maker** module). **Contact Engineering Design for hardware recommendations.**
8. USB flash drive is keychain-size and convenient for moving data between non-networked machines.
9. External Zip drives and floppy drives can be connected via USB to read legacy media.

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