CST Studio Suite - Operating System Support

Operating System	CST Studio Suite		Antenna Magus		Opera		Spark3D / Fest3D		Wasp-Net		IdEM	
	2024	2025	2024	2025	2024	2025	2024	2025	2024	2025	2024	2025
Windows 10 / Server 2016 & 2019	✔	✔	✔	✔	✔	✔	✔	✔	✘	✔	✔	✔
Windows 11 / Server 2022	✔	✔	✔	✔	✔	✔	✔	✔	✘	✔	✔	✔
Red Hat Enterprise Linux 7.x	✔ ≥7.6	✘	✘	✘	✔(1)	✘	✔ ≥7.6	✘	✘	✘	✔ ≥7.6	✘
Red Hat Enterprise Linux 8.x	✔	✔	✘	✘	✔(1)	✔(1)	✔	✔	✘	✘	✔	✔
Red Hat Enterprise Linux 9.x	✔	✔	✘	✘	✔(1)	✔(1)	n/a	n/a	✘	✘	n/a	n/a
Suse Linux Enterprise 12.x	✔ ≥12.5	✘	✘	✘	✘	✘	n/a	✘	✘	✘	✔	✘
Suse Linux Enterprise 15.x	✔	✔ ≥15.4	✘	✘	✘	✘	n/a	n/a	✘	✘	n/a	n/a

✔ = Operating system is supported. Our software has been fully tested on this platform.
✔(1) = Only the current minor version is supported.
✘ = Operating system is not supported.
n/a = Support cannot be guaranteed. Our software is not tested on this platform.

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General Remarks

▶ **CST Studio Suite** only supports 64 Bit operating systems.

▶ Although we can only guarantee compatibility of the Linux® version on enterprise distributions explicitly listed in the table of supported operating systems, the software usually works on other Linux distributions as well and we know of working installations on, e. g., CentOS 7.6 or Ubuntu 18.04 LTS.

▶ Not all CAD imports[1] are supported when running **CST Studio Suite** on Linux

▶ **Please note:** When working with realistic 3D geometry, hardware accelerated OpenGL support is needed. We recommend a graphics card optimized for CAD/CAE applications. If no dedicated OpenGL GPU is available, for example when the software is running on a remote system without GPU virtualization[2], OpenGL hardware is emulated on the CPU (software rendering). In this case the interactive performance can be significantly reduced.

1) The following CAD imports are only available on Microsoft Windows®: Gerber and all 3D CAD Parametric imports.
2) For hardware accelerated OpenGL remote access, you need a Windows or Linux server OS using Discrete Device Assignment (DDA), VirtualGL or any similar solution and appropriate graphics hardware on the remote system.

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Distributed Computing

The CST Distributed Computing System consists of three components: The frontend, the main controller, and one or more solver servers. All components can (but don't need to be) installed on separate computers. The system is fully cross – platform and each of the components can be installed on one of the supported operating systems. The table below this text shows commonly used configurations.

Note: In case of a node – locked license the CST Studio Suite frontend must run on the same computer as the main controller.
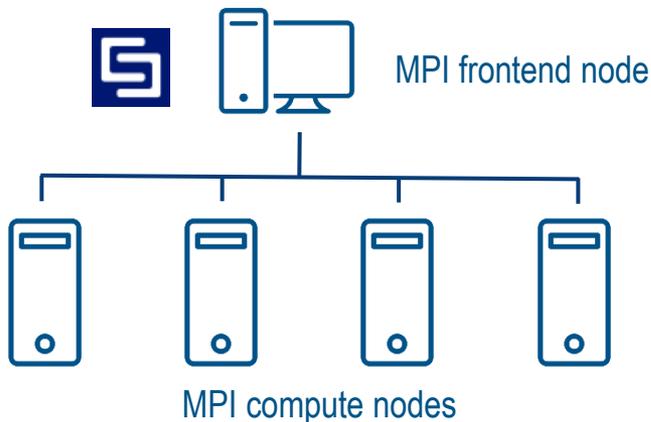
Frontend (FE)   Main Controller (MC)

Solver Servers (SS)
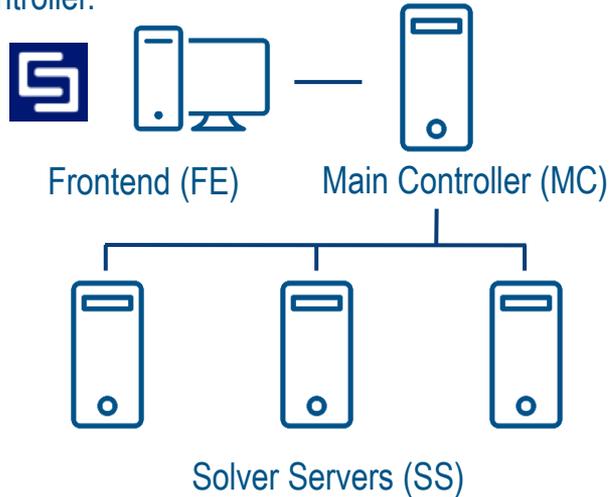
	FE	MC	SS
Configuration 1	Windows	Windows	Win/Linux
Configuration 2	Windows	Linux	Linux
Configuration 3	Linux	Linux	Linux

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MPI Computing

In case of MPI Computing a cluster of computers is used as a single supercomputer to handle very large models efficiently. Thus, the machines used as MPI compute nodes need to be homogeneous in terms of their operating system. The operating system of the computer running the `CST Studio Suite` frontend which starts and controls the simulation can differ from the OS of the compute nodes though.

The picture below shows the supported configurations.[1]

MPI frontend node

MPI compute nodes

	MPI Frontend Node	MPI Compute Nodes
Configuration 1	Windows	Windows
Configuration 2	Windows	Linux
Configuration 3	Linux	Linux

1) It is possible that one of the MPI compute nodes acts as MPI frontend node as well.

License Server 🔑

License server installations are supported on all platforms CST Studio Suite itself supports.
Please refer to Knowledge Base article QA00000059128 on the support website for more information about stand-alone license server installations.