



# OpenTable DESKTOP CLIENT LICENSE MINIMUM SYSTEM REQUIREMENTS FOR v7.0

## COMPUTER HARDWARE REQUIREMENTS

The OpenTable Desktop Client License v7.0 can be installed on restaurant-owned client computer systems that meet the following minimum standards:

<b>Operating System (US)</b>	Win 2000, SP4 Win XP, SP2 Windows Vista
<b>Operating System (non-US locations)</b>	Win 2000, SP4 Win XP, SP2 Windows Vista Win 2000 (Intl English)
<b>Hard Disk</b>	2 GB minimum, NTFS format recommended
<b>Processor</b>	233 MHz minimum
<b>Memory (minimum)</b>	-128 MB RAM -256 MB RAM if running > 3 multiple sessions
<b>Available Disk Space</b>	200 MB minimum
<b>Peripherals</b>	Wired PCI Network Interface Card (NIC)
<b>Software</b>	-Internet Explorer 5.5 or higher -Microsoft Data Access Components (MDAC) 2.7 or higher
<b>Display Resolution</b>	1024 x 768 (optimal), scales for 800 x 600 and up

**Note:** OpenTable v7.0 will NOT OPERATE on Windows NT 4.0, Windows 98, Windows ME, or Windows 95 operating systems. Windows XP Media Center Edition, Windows XP Tablet PC Edition, Windows 2003, and XP on Apple hardware using "Boot Camp" have not been tested and are NOT SUPPORTED. We CAN NOT INSTALL OpenTable v7.0 on POS/PMS server or client terminals.

## NETWORK REQUIREMENTS

The network connectivity for the OpenTable system is run over Ethernet using Unshielded Twisted Pair (UTP) Category 5 (or greater) at 10 Mbps (or greater) network speeds. Wireless (WiFi) connections are NOT supported. Each computer running the OpenTable software requires a Local Area Network (LAN) connection to the OpenTable server node. If running a new wire, use UTP Cat 5 computer with female RJ45 termination on each end of the Cat 5 cable (use plenum, as building code requires)

<b>Network Type</b>	Ethernet
<b>Cable</b>	UTP (Unshielded Twisted Pair) Category 5 or greater
<b>Jacks</b>	RJ45 female jacks
<b>IP Address</b>	Same subnet required for server and client computers
<b>Network Traffic</b>	Bidirectional UDP and straight TCP sockets between client(s) and server
<b>Client PC Protocol</b>	TCP / IP
<b>Server PC Protocol</b>	TCP / IP