

Artsoft Helpdesk

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Imported User 6 - 2019-04-29 - in Mach3

Yes, both Mach3 and Mach4 will work on Win10. You cannot, however, use the parallel port with Windows 10. The parallel port can only be utilized in 32-bit systems that are Windows 7 or older.

Instead, you will need an external motion controller. That is a hardware device that physically connects your machine to your computer and facilitates communication between your hardware and software. A basic USB-to-parallel port converter cable WILL NOT work. Along with the device, you will need to download and install the compatible plugin that allows the hardware to communicate with our software. Mach3 and Mach4 use different plugin formats, so those are not interchangeable. A motion controller will only work with Mach3 if it has a Mach3 plugin created by the manufacturer and it will only work with Mach4 if it has a Mach4 plugin created by the manufacturer. That being said, many of the mainstream motion controllers available do have plugins for both.

Additionally, it is always recommended to download the demo version of Mach3 and/or Mach4 to test with your setup BEFORE purchasing a license. That ensures both compatibility and satisfaction. We cannot offer refunds on any software licenses, so be sure to test thoroughly.

Requirements for Mach3 if using an external motion device for machine control:

- An appropriate external motion controller
- (options can be found on the [Plugins](#) page)
- Desktop or Laptop with Windows 2000, Windows XP, Windows Vista, Windows 7, Windows 8, or Windows 10
- 1Ghz CPU
- 512MB RAM
- Video Card with 32MB RAM
- *(Large G-code files, especially 3D files will require a video card with 512MB RAM or higher)*

Mach4 Recommended Requirements

PREFERRED: 32 or 64-bit Laptop or Desktop - Using an External Motion Controller

- Windows XP, Windows Vista, Windows 7, Windows 8, or Windows 10

- An appropriate external motion controller
- Mach4 Plugin for the selected Motion Controller
- 2Ghz CPU
- 1GB RAM
- Video Card with 256MB RAM(*Large G-code files, especially 3D files will require a video card with 512MB RAM or higher*)