

# Leica JetStream Enterprise

## Unlimited points, all the time



### Speed for rendering of all your data, all the time

Leica JetStream technology enables ultra-high speed rendering of your point cloud data to instantly open and display an unlimited number of points all the time as you navigate your data set. By eliminating frustrating rendering lag times between zooms, pans and clips, Leica JetStream helps to remove confusion and improves the users' comprehension and productivity process. HDR support, within the JetStream Viewer, allows the user to reveal more information than ever before.



### Scale for big data and small storage

JetStream Enterprise has been designed with big data users in mind. JetStream Enterprise overcomes the biggest productivity challenge in using point clouds inside of CAD systems - the ever-increasing size of point cloud data. With file sizes 5x to 10x smaller than traditional storage, JetStream Enterprise lowers your storage costs.



### Simple workflows, collaboration and backup

JetStream Enterprise's streamlined project management insulates users from the need for detailed point cloud expertise by allowing them to work directly within their preferred CAD systems through intuitive Leica CloudWorx plugins. Centralised data storage streamlines a team-work approach removing wasteful and error prone duplication, simplifying back up and bringing efficiency to data management to save you time and money.

leica-geosystems.com

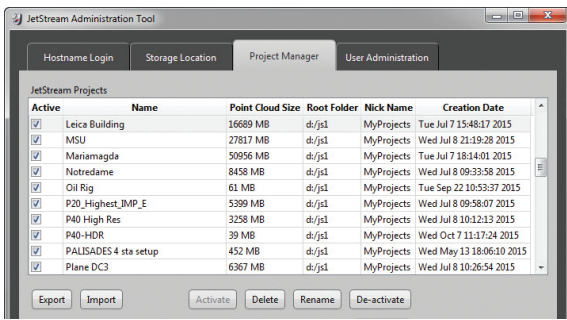


- when it has to be **right**

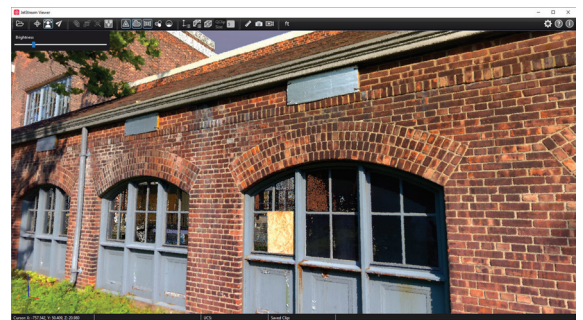
**Leica**  
Geosystems

# Performance on all points

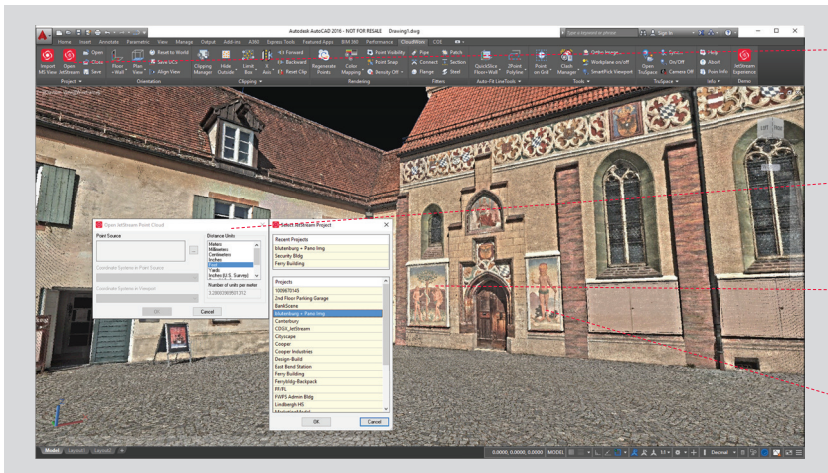
## Leica JetStream Enterprise key features



The JetStream Enterprise server is a very easy to manage data repository. Here you can see the JetStream Enterprise admin utility showing a list of projects that are currently stored in the user's server.



The easy-to-use JetStream Viewer allows for 3D navigation (with support for 3D mouse), visualisation with HDR image support, measurement, image and video screen capture, quick limit boxes, and, when connected to the JetStream Enterprise server, access to saved UCS' and limit boxes/slices.



- New simplified project access provides an easy singular entry point.
- Experienced CloudWorx users see the familiar coordinate system and units setup box.
- Even billions of points load instantly with no waiting.
- JetStream loads all-the-points all-the-time, for a constant photorealistic look.

### SYSTEM REQUIREMENTS

<b>Operating system</b>	Windows® 7 (32 or 64 bit), Windows® 8 & 8.1 (64 bit only), Windows® 10 (64 bit only)	
<b>HARDWARE</b>	<b>MINIMUM</b>	<b>RECOMMENDED</b>
<b>Processor</b>	2.0 GHz Dual Core processor or better	3.0 GHz Quad Core w/ Hyper-threading or higher
<b>RAM</b>	8 GB	32-64 GB's or more
<b>Hard disk</b>	40 GB	500 GB SSD Drive Large project disk option: RAID 5, 6, or 10 w/ SATA or SAS drives
<b>Large project disk option</b>	SVGA or OpenGL accelerated graphics card (with latest drivers)	Nvidia GeForce 680, Quadro K3100 or ATI 7850 or better, with 2 GB's memory or more
<b>Display</b>		1 GB network card or better
<b>File system</b>		NTFS
<b>Note</b>	Optimal system specifications will depend on the number of users connected to the JetStream Enterprise Server at the same time. Performance can only be guaranteed when using recommended specs.	

\*Leica JetStream Viewer 1.4.1 is backwards compatible with prior versions of JetStream Enterprise (previously JetStream ProjectVault). Users with JetStream Enterprise 1.4.1 will require JetStream Viewer. Features introduced in JetStream Viewer 1.4.1 may not be compatible with prior JetStream Enterprise version data.

Microsoft, Windows® and the Windows logo are either registered trademarks or trademarks of Microsoft Corporation in the United States and / or other countries.

Copyright Leica Geosystems AG, 9435 Heerbrugg, Switzerland. All rights reserved. Printed in Switzerland - 2017.  
Leica Geosystems AG is part of Hexagon AB. 868218en - 11.17

**Leica Geosystems AG**  
Heinrich-Wild-Strasse  
9435 Heerbrugg, Switzerland  
+41 71 727 31 31

- when it has to be **right** 