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Hardware requirements

Outerra engine requires recent graphics drivers with OpenGL 3.3+ support. It will warn you if your drivers are outdated, or even refuse to run in case you've got old drivers that are known not to work at all.

Minimum requirements:

- Windows Vista and higher, limited Windows XP support
- **Nvidia 8xxx series** or better, **AMD/ATI 5xxx** or better with recent [AMD/ATI drivers](#) (older ATI series are no longer supported by AMD and their legacy drivers do not work well with Outerra)
- Recent graphics drivers!
- 1GB graphics memory
- 2GB RAM
- 500MB disk space for the initial install, up to 15GB for fully downloaded Earth dataset

Recommended:

- Nvidia 470GTX or better, ATI 6870 or better
- 2GB graphics memory
- a 2-core CPU

Download links for the Outerra tech demo, upgradable in-game to the Anteworld sandbox game (alpha):

[Anteworld-16.6601](#)

Driver issues, graphics glitches Please check the [Graphics driver issues](#) topic to resolve the most common issues with the drivers.

Tech demo

This alpha release features:

- A complete, real scale planet Earth that can be explored
- Created from real elevation data with resolution 90m where available, 1km resolution for oceans; data are dynamically downloaded as you go
- Further refined by fractal-based procedural techniques down to centimeter-level details
- Vector-based road system that integrates with the procedurally generated terrain
- Adjustable lighting and environment parameters
- **Oculus Rift** support

The demo comes with the whole planet Earth that can be explored in a free-camera (UFO) mode or in a testing vehicle (8-wheeler truck). There's also a first person walking mode.

Full version

After upgrading to the full version (alpha, access to all further versions), the following additional features become available:

- Road and runway editor
- Editor for placing static objects
- Additional vehicles - aircraft driven by the JSBSim flight dynamics engine
- Model importer for static objects, ground vehicles and aircraft
- Ability to export and share mods with others
- Dynamic terrain deformation (craters)

People who like it and/or want to support us and the development of Outerra engine can buy the *alpha release of Anteworld* at a discounted price, by upgrading from within the demo. Doing so will give you access to regularly released alpha/beta updates of the game, together with the final version when it's done. The price will gradually rise with each major release.

You will also become our beta-testers, with ability to influence the priorities of the development.

The full game includes more vehicles, allows you to use vehicle mods made by users, a basic sandbox tool set allowing you to create roads and runways and place stock or imported objects. A model importer and vehicle configurator enables you to create custom models and vehicles and share it with others. It also enables you to play with dynamic terrain deformation (craters) and more things being regularly released. Changelog for the active version can be found in the [latest version](#) forum topic.

The demo contains a few locations around the world (a couple of them were created by our tester Pico). Data for the default location are already included within the installer, the rest of it will be downloaded automatically on demand as you explore the world (note: proxy servers aren't supported yet for data download). The total size of the data is around 15GB, but normally you'll download just a fraction of the size, unless you traverse the whole planet surface at a low altitude.

Limitations of current alpha state of the technology

This alpha release comes out to show the potential of the engine, but it still lacks many features commonly found in other engines, and especially the effects are postponed until the major features are implemented.

The demo currently has no rivers and lakes implemented yet, and no global weather support yet. Almost all the areas are work in progress.

Known Issues

The alpha state of the engine also means that it's not very optimized yet. It consumes more GPU memory than it should, and spends some time rendering things that is not eventually visible etc.

Windows XP (32bit): Because of a lower and fixed limit on available system memory for GPU transfers on 32-bit Windows XP you may encounter a not-enough memory problem. In this case please close all other apps, especially browsers and other apps that consume a lot of NP (non-paged) memory as shown in the Task Manager.

Driver issues: Please check the [Graphics driver issues](#) topic to resolve the most common issues with the drivers.

Anteworld game

Anteworld* is a world-building game on a massive true-to-life scale of our planet. Returning aboard an interstellar colonizer ship built in the Golden Age of Mankind, players arrive on the planet earth to discover civilization and humanity vanished. They will have to rebuild the civilization - exploring, fighting, and competing for resources while searching for clues to the disappearance of humanity.

The game will contain several modes, the basic one will be a single-player game but with player-built locations being synchronized and replicated between clients. That means player can settle in a free location of his choice where he can build and play, and when he goes exploring he'll be able to observe and visit other sites where other players are building their world.

There's going to be also a multiplayer mode for gaming in the existing world. Sim-connect mode should allow to use Anteworld as an image generator for another simulation program.

In fact, Anteworld is meant to create the basis for an Outerra game/sim platform, allowing to create mods and new game modules that would run on the existing backend.

*The name comes from Latin prefix *Ante-*, with the meaning of prior-to in time. *A world that was.*