

## Hardware acceleration is grayed out in SolidWorks

- Parallels Desktop for Mac Standard Edition
- Parallels Desktop for Mac App Store Edition
- Parallels Desktop for Mac Pro Edition
- Parallels Desktop for Mac Business Edition

If you cannot activate Hardware Acceleration in SolidWorks application inside a Windows virtual machine due to this option being grayed out, this KB article might be of much help for you.

The reason for this behaviour is that Parallels Video Adapter isn't added to the allowed list of adapters in the Windows system registry by SolidWorks. Since this behaviour is directly influenced by SolidWorks' own restrictions, at present time we can only attempt to work around them, and SolidWorks sometimes introduces changes to its registry values, which is why the patches for Intel based Mac's are different. Also note, that procedure is different for Intel and Apple silicon based Mac's.

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**Important:** Since the following workarounds require changes to Windows Registry, we recommend creating a snapshot of the virtual machine before proceeding by clicking on **Actions** -> **Take Snapshot** to be able to easily roll back any changes that are introduced.

**Note:** if the following workarounds do not work for you, please contact the [SolidWorks Support Team](#).

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## **Workaround for Apple silicon based Mac**

Make sure SolidWorks is not running.

1. Press "Command+R" -> In the opened window, type:

```
regedit
```

And press "Enter".

2. Registry Editor will open -> navigate to the following section:

```
HKEY_CURRENT_USER\Software\SolidWorks\AllowList
```

3. Under that list, remove or rename every registry key that starts with "Parallels" so that the registry would look like this, for instance:

4. Close the registry editor and launch SolidWorks.

Before you open a document:

1. Click Options (Standard toolbar) or Tools > Options.
2. Select Performance.
3. Make sure "Use Software OpenGL" option is unchecked.

## **Workaround for Intel based Mac**

Make sure SolidWorks is not running.

1. Download the registry patch file applicable for your version of SolidWorks (see attachment below) to your Windows virtual machine.
2. Double-click the file to apply the patch. Click "Yes" on the warning message.
3. Launch SolidWorks.
4. Before you open a document:
  - 5.1. Click Options (Standard toolbar) or Tools > Options.
  - 5.2. Select Performance.
  - 5.3. Make sure "Use Software OpenGL" option is unchecked.

### **To undo all registry changes:**

1. Make sure SolidWorks is not running.
  2. Download the registry file applicable for your version of SolidWorks (see attachment below) to your Windows virtual machine.
  3. Double-click the file. Click "Yes" on the warning message.
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# Attachments:

## SolidWorks2023:

- To apply the patch: [solidworks2023\\_enable\\_acceleration.reg](#)
- To undo the patch: [solidworks2023\\_disable\\_acceleration.reg](#)

## SolidWorks2022:

- To apply the patch: [solidworks2022\\_enable\\_acceleration.reg](#)
- To undo the patch: [solidworks2022\\_disable\\_acceleration.reg](#)

## SolidWorks2021:

- To apply the patch: [solidworks2021\\_enable\\_acceleration.reg](#)
- To undo the patch: [solidworks2021\\_disable\\_acceleration.reg](#)

## SolidWorks2020:

- To apply the patch: [solidworks2020\\_enable\\_acceleration.reg](#)
- To undo the patch: [solidworks2020\\_disable\\_acceleration.reg](#)

## SolidWorks2019:

- To apply the patch: [solidworks2019\\_enable\\_acceleration.reg](#)
- To undo the patch: [solidworks2019\\_disable\\_acceleration.reg](#)

## SolidWorks2018:

- To apply the patch: [solidworks2018\\_enable\\_acceleration.reg](#)
- To undo the patch: [solidworks2018\\_disable\\_acceleration.reg](#)

## SolidWorks2017:

- To apply the patch: [solidworks2017\\_enable\\_acceleration.reg](#)
- To undo the patch: [solidworks2017\\_disable\\_acceleration.reg](#)

## SolidWorks2016:

- To apply the patch: [solidworks2016\\_enable\\_acceleration.reg](#)
- To undo the patch: [solidworks2016\\_disable\\_acceleration.reg](#)

## SolidWorks2015:

- To apply the patch: [solidworks2015\\_enable\\_acceleration.reg](#)
- To undo the patch: [solidworks2015\\_disable\\_acceleration.reg](#)

## SolidWorks2014:

- To apply the patch: [solidworks2014\\_enable\\_acceleration.reg](#)
- To undo the patch: [solidworks2014\\_disable\\_acceleration.reg](#)

## SolidWorks2013:

- To apply the patch: [solidworks2013\\_enable\\_acceleration.reg](#)
- To undo the patch: [solidworks2013\\_disable\\_acceleration.reg](#)

## SolidWorks2012:

- To apply the patch: [solidworks2012\\_enable\\_acceleration.reg](#)
- To undo the patch: [solidworks2012\\_disable\\_acceleration.reg](#)

**SolidWorks2011:**

- To apply the patch: [solidworks2011\\_enable\\_acceleration.reg](#)
- To undo the patch: [solidworks2011\\_disable\\_acceleration.reg](#)

**SolidWorks2010:**

- To apply the patch: [solidworks2010\\_enable\\_acceleration.reg](#)
- To undo the patch: [solidworks2010\\_disable\\_acceleration.reg](#)

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- [Graphic card-related issues in games and 3D-modelling software](#)
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