

Use automatic graphics memory in Parallels Desktop for Mac

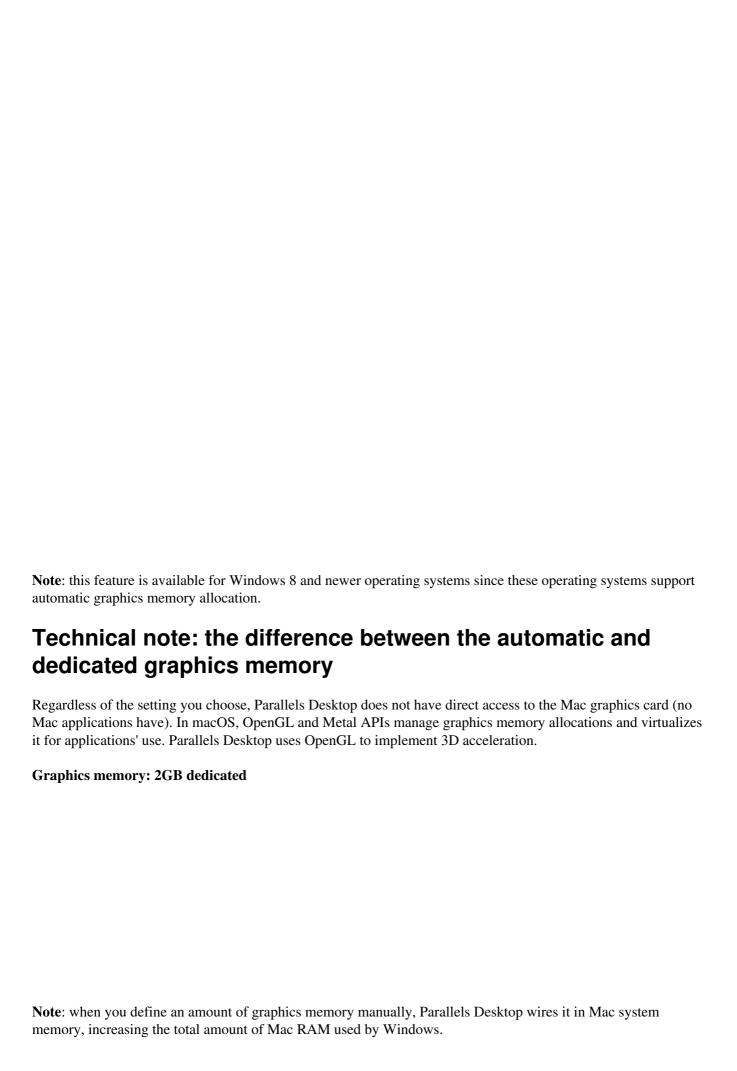
- Parallels Desktop for Mac Standard Edition 14
- Parallels Desktop for Mac Pro Edition 14
- Parallels Desktop for Mac Standard Edition 15
- Parallels Desktop for Mac Pro Edition 15

Starting with Parallels Desktop 14 for Mac, a new powerful feature has been introduced to help you manage system and graphics memory with maximum efficiency - **Automatic graphics memory**.

When selected, Windows will use up to half of the assigned system memory (RAM) for graphics when required. For example: if your Mac video card has 3GB of vRAM, but your virtual machine has 4GB of System Memory (RAM) assigned, then Windows will use only up to 2GB of the video card's vRAM. To use all Mac vRAM in Windows, the amount of assigned RAM should be twice higher - 6GB in this case.

To enable this feature open virtual machine's <u>configuration</u> > **Hardware** > **Graphics** > set 'Memory' to **Auto**. Then close the configuration window and start the virtual machine. To check the amount of system memory dedicated to Windows, navigate to the **CPU & Memory** tab. See more details in <u>KB 122705</u>.

Note: starting with <u>Parallels Desktop 17</u>, system memory is used for graphics by default for new virtual machines and the virtual machines that have had the **Auto** option enabled earlier. The graphics memory selector has been removed since pre-allocating graphics memory is not efficient.



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aphics memory: Auto this case, Windows allocates memory for graphics purposes from available RAM (which is allocated from Mac M), but not more than half of assigned RAM.

