**HW compatibility list & Bios setting**

**ESXi Hardware Requirements**

Make sure the host meets the minimum hardware configurations supported by ESXi 6.0.

**Hardware and System Resources:-**

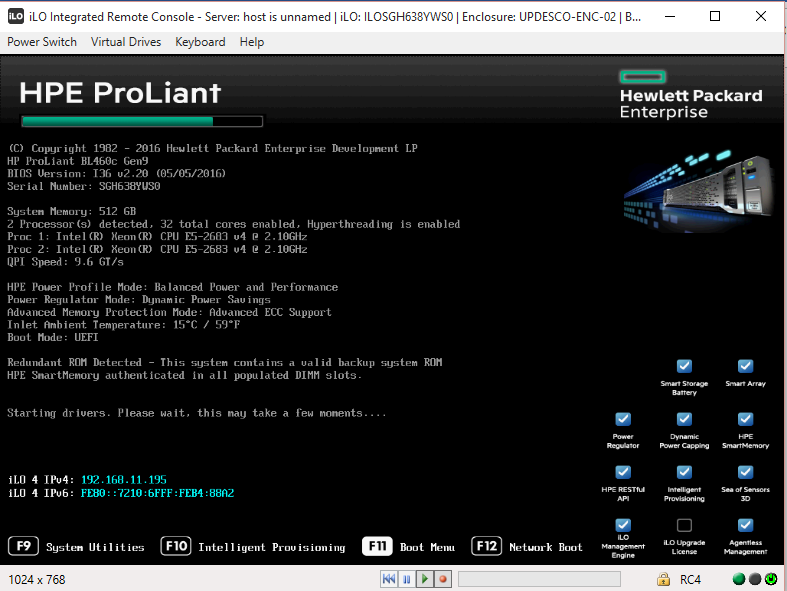
To install or upgrade ESXi 6.0, your hardware and system resources must meet the following requirements:

* Supported server platform. For a list of supported platforms, see the VMware Compatibility Guide at <http://www.vmware.com/resources/compatibility>.
* ESXi 6.0 requires a host machine with at least two CPU cores.
* ESXi 6.0 supports 64-bit x86 processors released after September 2006. This includes a broad range of multi-core processors. For a complete list of supported processors, see the VMware compatibility guide at http://www.vmware.com/resources/compatibility.
* ESXi 6.0 requires the NX/XD bit to be enabled for the CPU in the BIOS.
* ESXi requires a minimum of 4GB of physical RAM. It is recommended to provide at least 8 GB of RAM to run virtual machines in typical production environments.
* To support 64-bit virtual machines, support for hardware virtualization (Intel VT-x or AMD RVI) must be enabled on x64 CPUs.
* One or more Gigabit or faster Ethernet controllers. For a list of supported network adapter models, see the VMware Compatibility Guide<http://www.vmware.com/resources/compatibility>.
* SCSI disk or a local, non-network, RAID LUN with unpartitioned space for the virtual machines.
* For Serial ATA (SATA), a disk connected through supported SAS controllers or supported on-board SATA controllers. SATA disks will be considered remote, not local. These disks will not be used as a scratch partition by default because they are seen as remote.

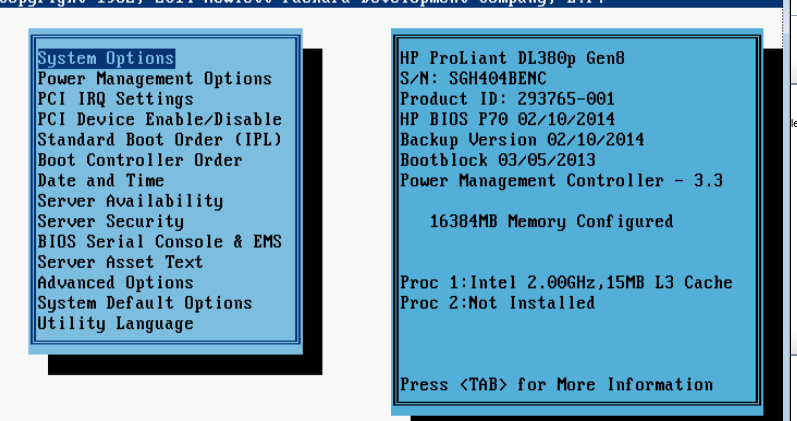
**Note:-** You cannot connect a SATA CD-ROM device to a virtual machine on an ESXi 6.0 host. To use the SATA CD-ROM device, you must use IDE emulation mode

**Bios setting for virtualization**

* Reboot system and press F9



* **Go to system option 🡪**



* **Select Inter® virtualization Technology 🡪 Enbled virtualization and save F10.**

