

S1 Table. A few of the devices used to test ProteinVR in VR mode, together with the associated hardware specifications.

Device Type	Brand	CPU(s)	GPU(s)	Memory	OS
Desktop	Dell Precision 3630 Tower (R)	Intel Core (TM) i7-8700K @ 3.7 GHz, 6 Cores, 12 Threads	NVIDIA GeForce GTX 1080, Intel (R) UHD Graphics 630	16 GB	Microsoft Windows 10 Pro
Mobile	Samsung Galaxy S10 SM-G973U	Qualcomm Snapdragon 855: Kryo 485 Dual-Core @ 2.8 GHz, Kryo 485 Dual-Core @ 2.4 GHz, and Kryo 485 Quad-Core @ 1.7 GHz	Adreno 640	8 GB	Android 10
Mobile	iPhone X	Apple A11 Bionic Hexa-core @ 2.39 GHz	Apple-Designed 3 Core	3 GB	iOS 11

ProteinVR is designed to run on a broad range of devices. The information presented in this table should give users a sense for the hardware required, but many lower-powered devices can also run ProteinVR successfully. Using ProteinVR in non-VR mode is even less computationally demanding. We have intentionally omitted VR-specific devices such as the Oculus Quest, as these obviously have the hardware required to run VR.