System requirements and supported platforms

- **Supported operating systems:** Windows 7 and later (32-bit and 64-bit), macOS X 10.10 and later
- **Supported mobile operating systems:** Android 4.4 and later, iOS 10 and later
- **Supported web browsers:** Chrome (last 3 versions), Edge RS2 and later, Firefox (last 3 versions), Internet Explorer 11, Safari

Note: Linux isn't supported for live events.

Supported platforms

	Desktop	Web	Mobile
Producer	Yes	No	No
Presenter	Yes	No	No
Attendee	Yes	Yes	Yes

Notes:

- Teams and Skype Room Systems and Surface Hubs can only support live event presenters.
- Teams for Windows 10 S can't support presenters or producers.

. Who can attend live events

- **Public events**
- If an event is public, anyone who has the link can attend without logging in.
- **Private events**
- If attendance is restricted to your org or to specific people and groups, attendees will need to log in to join.
- If the event is produced in Teams, they'll need a license that includes Teams. If it's produced externally, they'll need one that includes Microsoft Stream.
- Note: Attendees need to enable third-party cookies in their browsers to watch a live event.