

# Ashlar-Vellum Channel Partner Newsletter

## July 2013

### Dear Ashlar-Vellum...

**Dear Ashlar-Vellum:** Does Ashlar-Vellum software come only as a 32-bit system? If so, why? The reason I ask is that some animation software, like Simlabs, offers both, and states that the 64-bit handles large models better than the 32-bit system. This just got me thinking why is Cobalt just 32-bit? I'm just curious. And would I have unique issues running Ashlar-Vellum software on my 64-bit system?

—A Technically Curious User

**Dear Curious:** Believe it or not, 32-bit software is actually faster than 64-bit...especially on a 64-bit system. That is, until it dies because your project gets too big and you run out of the 32-bit memory assigned to it. (This is 2GB on Windows and 4GB on Mac.) This is because the vast majority of applications are 32-bit and Intel spent a lot of money optimizing their 64-bit chips to run multiple 32-bit apps as fast as possible.

32  
bit



64  
bit



So far, we've only ever had one customer run out of memory on a Windows system, and no customers, that we know of, run out of memory on a Mac, so 64-bit has not been pressing for us. We're going to need to do more development to support multiple processors and then our software will run faster on 64-bit systems. We'll probably release the upcoming v9 versions of Cobalt, Xenon, Argon and Graphite as 64-bit.



Please note that big animations, such as those made in SimLabs, can eat memory faster than static engineering models in Cobalt. Today Cobalt, Xenon and Argon v8 have camera animation, but the models are static. In v9 this will change so we'll use more memory then also.

The recommended system for MAC is OS X 10.7 or 10.8, both of which are 64-bit only and our 32-bit app works well on these. The recommended system for Windows is Windows 7 Professional (or Ultimate) x64. Again on this, our 32-bit application works fine.

Bottom line: we advise running 32-bit Graphite, Cobalt, Xenon or Argon on a 64-bit computer whenever possible. This way, the software gets a full 2GB just for itself and its own "virtual" memory space so that no other program can "accidentally" corrupt it while its running. So, if you're wondering, you're next work computer should be 64-bit.

—Ashlar-Vellum Product Management

## Bous Visit Zünd

This month Robert Bou, president of Ashlar-Vellum and Julie Bou, vice president, visited Zünd Systemtechnik AG in Altstätten, Switzerland. During their meeting they discussed product development for the current Zünd Cut Center project. Robert demonstrated the Augment software technology in their sample showroom environment. The Swiss manufacture of cutting tables indicated that they would like to expand our relationship to additional projects in the future.



Robert Bou, right, shows Zünd's Rolf Sutter the Augment software which visualizes a design within the user's environment.

## Robert Bou to Kiev

Robert Bou visited our office in Kiev, Ukraine this month. In conjunction with our team there they:

- Worked out paramilitary plans for the internal versioning scheme and version release controls of the AlphaCorr Design Library.
- Viewed a presentation by developer Alex Shcherbakov proposing re-architecting the internal 3D modeling source code to sustain development for the next decade.
- Shepherded the Zünd development toward release, including documenting requirements.
- Worked with developer Alexey Rezvov regarding the future of the CiQR project.



Fedor Lyamchick and Robert Bou discuss development issues including Zünd.

## New Featured Designer Nelson Au

We've added a new Featured Designer to the rotation on our home page. Nelson Au was a very early user of Vellum and then Vellum Solids, starting with us in about 1989. He has won recognition as a consumer electronics and medical products designer. Now a Cobalt user, he finds the software much faster and easier to use than SolidWorks, Rhino or ProE for his industrial design needs. Check out his designs and listen to his quotes as part of [his Featured Designer page](#).

