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## Ashlar-Vellum™ Support for Macintosh on Intel

**Updated April 26, 2006 Austin, TX** - The Ashlar-Vellum development staff is diligently working to create native universal binary versions for the Mac to run on both the PowerPC and Intel platforms. Please be aware that this issue affects every graphics software producer in the world. It is not just Ashlar-Vellum who is wrestling with this issue.

The universal binary will be part of the upcoming v8 for Cobalt, Xenon, Argon and Graphite. To do this, all of our component technology vendors must also provide a universal binary version.

For Cobalt, Xenon and Argon, as of April 12th, Spatial had not announced an anticipated release date for their universal binary code. All other component vendors have either announced a release date or have provided us with beta software for testing.

Graphite's only component technology is Open DWG from Open Design Alliance, who has already provided a working X code universal binary. Version 8 of Graphite is anticipated well in advance of Cobalt, Xenon and Argon v8.

In the meantime, how do you run Ashlar-Vellum software on the new Intel Mac machines? There are several interim technologies available including Boot Camp, Parallels Workstation and Rosetta Emulation.

### Boot Camp

Apple Computer has released the public beta version of Boot Camp which allows you to choose either OS X or Windows when booting your computer. This makes Ashlar-Vellum's unique hybrid license especially valuable since it lets you load both the Mac and Windows versions on your single machine.

<p><b>Boot Camp by Apple</b></p> <p><b>Pros:</b></p> <ul style="list-style-type: none"><li>• Free</li><li>• Great performance for Graphite, Cobalt, Xenon and Argon</li></ul> <p><b>Cons:</b></p> <ul style="list-style-type: none"><li>• Requires Windows OS</li><li>• Cumbersome data transfer between Mac and Windows</li><li>• Font substitutions</li></ul> <p><b>More info:</b></p> <ul style="list-style-type: none"><li>• <a href="http://www.apple.com/macosx/bootcamp/">http://www.apple.com/macosx/bootcamp/</a></li></ul>	
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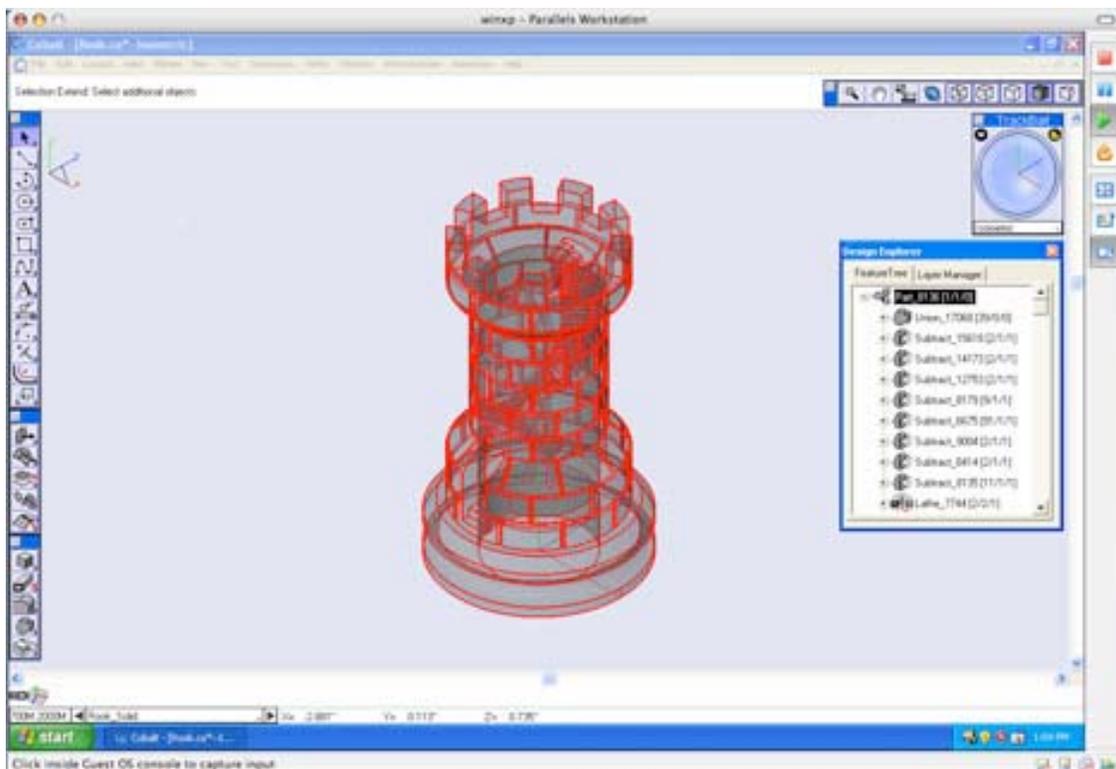
You must purchase your own copy of the Windows operating system. We've tested it under XP Pro and other users have tried XP Home. Both work successfully, providing excellent performance for all Ashlar-Vellum software products. We have not tested older versions of Windows.

There are several issues of which you need to be aware. First, because your Mac will have a split personality, there are some issues moving files back and forth between each side. When running Windows under Boot Camp, you will not be able to see your Mac hard drive. When running OS X, your Windows hard drive will be read only. You can circumnavigate this issue using a CD, a flash drive or by placing your files on a server. Also, because different fonts are available under Mac than are provided with Windows, there may be some font substitutions. Use a font, such as Arial, which is available on both platforms to avoid this issue.

The beta version of Boot Camp is available free from Apple at:  
<http://www.apple.com/macosex/bootcamp/>.

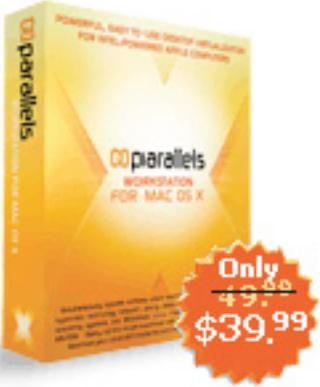
## Parallels Workstation for OS X

The \$49 Parallels Workstation allows Microsoft Windows to be run in a window under OS X. You must be quite familiar with Windows to get this beta program installed and running properly, but this may get easier by release. Like Boot Camp, you will need to own a copy of the Windows OS. But unlike Boot Camp, file sharing is somewhat easier. Simply think of it as two computers running simultaneously and use standard Apple OS X networking tools to setup a network between the two sides of the machine. There is also limited clipboard functionality between the two sides. Because you are only running one machine in the literal sense, the Ashlar-Vellum hybrid license can be installed and run on both sides as necessary.



Performance is acceptable from Graphite, but for the 3D modeling products display is hampered because all video board 3D commands are emulated in software. We also found

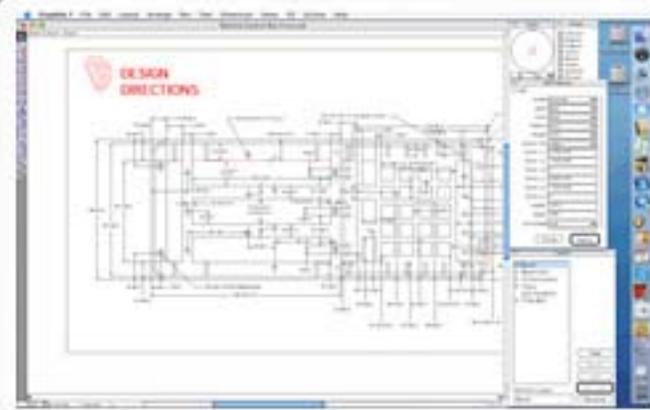
cursor synchronization issues but these should be resolved by release. Each operating system needs a full complement of RAM with at least 512MB. Installing the full 2GB is recommended (1GB for each side).

	<p><b>Parallels Workstation for OS X</b></p> <p><b>Pros:</b></p> <ul style="list-style-type: none"><li>• Easier file sharing</li></ul> <p><b>Cons:</b></p> <ul style="list-style-type: none"><li>• \$49 (\$39 intro offer)</li><li>• Requires Windows OS</li><li>• Font substitutions</li><li>• Full complement of RAM needed for each OS</li><li>• Performance acceptable for Graphite, not as good for Cobalt, Xenon and Argon</li></ul> <p><b>More Info:</b></p> <ul style="list-style-type: none"><li>• <a href="http://www.parallels.com/">http://www.parallels.com/</a></li></ul>
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Finally, the same difference in fonts that are available under Mac than under Windows applies here. Again, we recommend using a font that comes standard on both platforms.

## Rosetta Emulation

Cobalt, Xenon, Argon and Graphite have all been tested under the free Rosetta emulator. Ashlar-Vellum staff members used the 17-inch 1.83 GHz Intel Core Duo, while one of our Channel Partners tested on the 20-inch 2GHz Intel Core Duo.

<p><b>Rosetta Emulation by Apple</b></p> <p><b>Pros:</b></p> <ul style="list-style-type: none"><li>• Free</li><li>• No file sharing issues</li><li>• No Windows OS required</li><li>• No font substitutions</li><li>• Performance good for Graphite</li></ul> <p><b>Cons:</b></p> <ul style="list-style-type: none"><li>• Performance unacceptable for Cobalt, Xenon and Argon</li></ul> <p><b>More Info:</b></p> <ul style="list-style-type: none"><li>• <a href="http://www.apple.com/rosetta/">http://www.apple.com/rosetta/</a></li></ul>	
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Any initial problems were reported to Apple and have been resolved by them. We have one field report of difficulties with color settings on the Mac Mini on Graphite. The problem has been reported to Apple and they are responding to the situation. We have not tested in house nor have we received additional field reports of difficulties with the MacBook Pro. We will continue further testing and are confident that Apple will be able to fix any issues in Rosetta. Performance under Rosetta is good for Graphite. For the 3D modeling products, however, it is unacceptable for anything but the simplest modeling files.

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