
Subject: Re: Windows vs Mac

Posted by [Zion](#) on Sun, 06 Jul 2008 21:47:44 GMT

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cnc95fan wrote on Sun, 06 July 2008 21:27Mac software is too bloody expensive. Just modify a copy of OS X to work with PC. If there isn't a PC version already.

You're retarded.

Mac Software is actually cheap, OS X 10.5 (Leopard) was half the price of the lowest Windows Vista version (Home Basic i think it's called). OS X Leopard is one version, you get everything with it, not 6 versions, with added things per version and costs more.

Mac hardware on the other hand is quite expensive, which is where i think you're getting lost.

As someone who runs both operating systems on one machine (MacBook Pro running BootCamp for Windows XP), i can say that they both have their ups and downs.

Recently, i just got 2gb extra RAM (total 3gb), and thought i'd test it out by running several memory intensive applications at once.

In Windows, i ran Sony Vegas 8.0 playing back a 1:30 minute video, 3D Studio Max with a 120,000 polygon scene, iTunes, and several large webpages in Firefox. It ran fine, transitions between applications was instant and the swap file was rarely being used. I used a total of around 2.5gb of RAM, leaving 512mb (approx) left for Windows, which is plenty for it.

In Leopard, i ran iMovie HD, playing back the same 1:30 minute video, Second Life, iTunes again, and the same webpages in Firefox. This was roughly the same, however it did have fatal consequences. After about 30 minutes of being like this, my screen faded to a darker tint, and i got this huge multi-lingual notice saying that my system has to be restated, and it should be a force restart (holding in the power button for X seconds). This suprised me, as i always considered OS X to be more stable. This may have just been a one off crash, but Darwin completely froze. From esitimations (i couldn't actually check as it froze), i'd say i was using roughly the same amount of RAM for applications, leaving again, 512mb (approx) for OS X. The thing that many people underestimate is, OS X by itself needs around 512mb of RAM, and the more apps you run, the more ram in needs. I guess it just ran out.

All in all, experiences in both enviroments was pleasent. When i need to do media based things (that Vegas can't do) i boot into OS X, else, you'll find me in Windows.

If i had a choice between the latest in both operating systems, i'd go for OS X, without a doubt. Vista is just too poor and too much of a resource hog to even consider.

By the way, those who say OS X can't run games, are misinformed.

I've been running all sorts of Steam games perfectly fine on OS X for the past year. Heck, i do it now more than i do on Windows because some steams games refuse to run on Windows, but they're fine on OS X. For those who own OS X or are considering an OS upgrade, take a look at Crossover Games (Mac or Linux) before you even start to use the "but it doesn't play games" excuse.
