

Re: D64, or Why Borland Ought to NOT Work on a 64-bit Version of Delphi Right Now

Source: <http://coding.derkeiler.com/Archive/Delphi/borland.public.delphi.non-technical/2005-02/1367.html>

From: Rune Moberg (rm_at_runesbike.com)

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"Brion L. Webster" <brion.webster@nospam.ci.fresno.ca.us> wrote in message news:420136a6\$1@newsgroups.borland.com...

- > *Consumers I talk to are, for the most part, either still "just*
- > *dabbling in email, maybe a little photography" (the "AOL set"), or*
- > *buying whatever the latest game says is a recommended system.*

It will happen, and it will happen fast. As for the gamers, the same discussion applies to the latest graphics accelerators. Nobody needs a \$500 card optimized for Direct-X 9 and the latest shader technologies, right? Well, tell that to your average gamer...

The move to a 32-bit platform happened despite outrageous hardware costs and lack of software. The move to the AMD64 platform is much cheaper and will happen faster. After all... 64-bit X86 wasn't on Intel's roadmap until AMD started turning heads. If a small company like AMD can stick up to a giant like Intel, why can't a small company like Borland stick up to mighty Microsoft?

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Rune