

Adobe® Solutions for Creative Pros

For Adobe customers who work with Adobe Creative Suite, Studio, and other Adobe applications

FAQ: Adobe Support for Intel®-based Mac computers

Q. Will Adobe support the new Intel-based Mac computers?

A. Yes, Adobe has publicly committed to supporting the new Intel-based Mac computers. On June 6, 2005, Adobe CEO Bruce Chizen participated in the keynote address at Apple's Worldwide Developer Conference in San Francisco to express Adobe's strong support for Apple's decision to transition its line of Macintosh computers to Intel microprocessors. Bruce stated at that time: "We think this is a really smart move on Apple's part and we plan to create future versions of our Creative Suite for Macintosh that support PowerPC and Intel processors." More recently, at Macworld 2006, Apple announced that it would start shipping two new Intel-based Macs—the iMac and MacBook Pro—earlier than anticipated.

Q. How does this affect Adobe's product development plans?

A. Adobe plans to support both Intel and PowerPC® microprocessors in the next versions of its creative applications for the Mac OS. Our development teams are currently working on or evaluating transition plans for these and other products:

- Adobe Creative Suite
- Adobe Photoshop®
- Adobe Illustrator®
- Adobe InDesign®
- Adobe GoLive®
- Adobe InCopy®
- Adobe Acrobat® Professional
- Adobe After Effects®
- Macromedia® Studio
- Dreamweaver®
- Flash® Professional
- Flash Basic
- Fireworks®
- Contribute®

Q. What is Adobe doing to support Intel-based Mac computers?

Adobe has been a leading developer of Mac OS applications for more than twenty years, so it is a natural evolution for us to support the next generation of Mac computers. Furthermore, we're excited about the potential speed and performance of Intel-based Macs, and the productivity boost that this will likely yield for our creative professional customers. To support Apple's new computer systems, we are doing the following:

- Moving our Macintosh software development to Apple's Xcode, so we can deliver Universal applications that run natively on both the new Intel-based Mac computers and on legacy PowerPC-based Mac systems.
- Investing thousands of testing hours in certifying that Universal versions of our applications meet the level of quality our creative professional customers require. This includes testing on the new iMac and MacBook Pro systems that are shipping in the first quarter of 2006, as well as on any of Apple's upcoming Intel-based professional desktop systems.
- Supporting the extensive network of third-party developers and system integrators who create plug-ins and systems for our software in transitioning their development tools to Apple's Xcode.

In addition, Adobe will shortly be releasing a Universal version of the Adobe Lightroom™ public beta as a free download. Because this is a beta and not yet a certified, shipping product, we have more freedom to release it quickly without the exhaustive testing required of production software. Customers are encouraged to experiment with this beta version as a preview of the performance they can expect from future Universal releases of Adobe products.

Adobe is committed to ensuring that our Macintosh-based customers experience a smooth transition to the new Intel-based systems by delivering extensively tested Universal applications and by working to move the ecosystem that supports our products.



Q. Will Adobe update Adobe Creative Suite 2, Studio 8, or individual applications, such as Photoshop CS2, InDesign CS2, Illustrator CS2, Dreamweaver 8, Flash Professional 8, or After Effects 7.0, to be Universal applications?

A. No, Adobe does not plan to re-release current products as Universal applications that can run natively on both Intel- and PowerPC-based systems. This applies to Adobe Creative Suite 2 and Studio 8, as well as individual applications such as Photoshop CS2, InDesign CS2, Illustrator CS2, Acrobat 7.0 Professional, Dreamweaver 8, Flash Professional 8, and After Effects 7.0. Instead, we are focused on delivering the next versions of these products as Universal applications that will run natively on the new Intel-based Mac computers. By incorporating the effort to support Intel-based Macs into our normal development process—in which we continue to evolve our product features and support for creative workflows in the ways that our creative customers expect from us—we can deliver optimal value for those customers.

Q. Why do Adobe customers have to wait until the next major product releases to get Universal support?

A. Adapting our software to shifts in operating system platforms and processors requires substantial testing because compatibility issues can span across the entire functionality of an application. As we've refined our software development processes over the years, we've generally found that the most effective way for us to support these types of changes is to incorporate this testing into our regular development cycle. This enables us to advance our technology at the aggressive pace that our customers expect, while also adding support for significant new system configurations. That's why we find it best to approach the transition of the Mac OS X platform to Intel processors just as we handled the initial transition from Mac OS 9 to Mac OS X: In the first 18–24 months after Mac OS X (10.0.0) shipped, we re-engineered a dozen or more applications to run natively on Mac OS X as part of the natural release cycles for those products. This disciplined approach allowed us to ship reliable, feature-rich releases on a new platform that served our customers well.

Q. When does Adobe plan to release the next versions of its creative professional applications?

A. Adobe has a corporate policy of not commenting on future ship dates. However, to provide rough guidelines for planning for this transition, we can point to our consistent track record of releasing significant upgrades to our creative professional applications every 18–24 months.

Q. Should I run current Adobe applications, such as Adobe Creative Suite 2 or Studio 8, on Intel-based Mac computers?

A. Apple has built Rosetta into Mac OS X to dynamically translate existing applications to work on Intel-based Macs until the manufacturers of these applications can make compatible versions available. Adobe Creative Suite 2, Studio 8, the components of these suites, and After Effects 7.0 should run under Rosetta with the exception of one component (see next question). However, please note the following about running our creative professional applications under Rosetta:

- **Performance** In general, applications that are not designed to run on Intel-based Mac computers, including current versions of Adobe's creative professional applications, may be noticeably slower than they are running on PowerPC-based Macs. Instead of experiencing much-anticipated speed enhancements, customers are likely to see some degradation of performance. Customers may mitigate some of these performance issues, particularly when running multiple applications at once under Rosetta, by having at least one gigabyte of RAM installed. However, Mac-based customers looking for optimal performance may prefer to run Adobe Creative Suite 2, Studio 8, and their components on PowerPC systems until we release future versions of our software as Universal applications.
- **Compatibility and other issues** Adobe's creative professional applications have not been extensively tested under Rosetta, so customers may run into compatibility and other issues running these applications under Rosetta. We will track and communicate any known issues through our Technical Support Knowledgebase at www.adobe.com/support/main.html.
- **Plug-in support** Customers that use third-party plug-ins with Adobe's creative professional applications will need to check with the developers of those plug-ins to find out whether they will run under Rosetta.

For more information about Rosetta, please visit Apple's website at www.apple.com/rosetta.

Q. Are there any known issues with running Adobe Creative Suite 2, Studio 8, or After Effects 7.0 under Rosetta?

A. As of January 31, 2006, there are no known issues—other than the potential performance degradation explained earlier in this FAQ—with running Studio 8 or After Effects 7.0 under Rosetta. However, Adobe Creative Suite 2 does have a known issue: One component, Version Cue Workspace (Server), does not run under Rosetta. Customers can use Version Cue Workspace to share files, track versions, and participate in reviews only if it is installed and running on a PowerPC or Windows® system that is networked to the new Intel-based Mac systems. As we learn of additional issues, we will publish them in the Adobe Technical Support Knowledgebase, which customers can access at www.adobe.com/support/main.html.

Q. Will Adobe offer technical support for running its applications under Rosetta?

A. Adobe will continue to support its products as usual (please see www.adobe.com/support/main.html for details about our complimentary and paid support programs). However, we may not be able to address installation or compatibility and other issues that arise from running under Rosetta.

Adobe has exhaustively tested and certified its applications for use on PowerPC and Windows systems. Rosetta should offer most existing applications a basic compatibility with Intel-based Mac hardware, although customers may encounter performance, compatibility, and other issues. However, Adobe is not extensively testing and certifying our applications to run under Rosetta. Instead we are focusing on moving our software development to Apple's Xcode to support Universal versions of the next major releases.

We will communicate known issues through our Knowledgebase at www.adobe.com/support/main.html, and will direct callers to this resource for more information about running under Rosetta. Customers who encounter issues running under Rosetta can report these issues at www.adobe.com/misc/bugreport.html.