Running FrameSmart® on a Mac.

FrameSmart is not compatible with the Mac operating system (OS), but will happily run under a shell PC environment within the Mac system, i.e. to run FrameSmart on the Mac you need a separate licence for a PC virtual machine to run under the Mac OS control.

Examples of virtual machine systems are:

1. "Bootcamp" which allows you to boot up the machine <u>either</u> as a Mac environment or a PC Windows environment and, in this case, FrameSmart would be loaded under the PC environment.

2. "Mac/PC" or "Parallels Desktop for Mac" are separate Windows PC environments running <u>under</u> the Mac OS (this is then a virtual PC in the Mac environment). In this case FrameSmart runs in the Windows environment, and has no meaningful contact with the Mac environment, but you can run PC and Mac applications side by side.

If you want Microsoft Office applications to run with FrameSmart (like Excel etc.), then you would need to load MS-Office 2007 or MS-Office 2010 version in the <u>same</u> PC environment for them to work with FrameSmart.

MS-Office 2008 is a Mac only version, and will not work alongside FrameSmart, as they run in two different environments.

In addition, if you are moving your FrameSmart application from a PC to a Mac machine, we need to know whether the 'PC environment' on the Mac is the equivalent of XP, Vista or Windows7, so we can provide the extra detail & files you need if it is <u>not</u> XP.

Note – VisualiseIt® will work on a Mac, <u>but only under the "Parallels" environment (so far).</u>

This is because the Mac systems treat our 3D graphics in a totally different fashion to a PC, so they have been incompatible until now except under the Parallels environment which we have now successfully tested. (January 2011)