

Re: 64-bit OS, apps for Windows development PC?

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I have other experiences as Onur

I had at my previous employer a 64 bit laptop an ACER 1524 WLMI with Windows 2003 x64
i developed at that time in VB6 and VB.Net both 32 bits and 64 bits

And never encountered any compatibility problems (worked all flawless at that time) but okay this is a few years back

I only encountered expected behaviors :-), like the jet oledb drivers not working in 64 bit modus for the simple fact that these drivers are never made in there 64 bit variants .

As far as i know Yamaha Switzerland is still using software developed on this laptop that runs on there 64 bit Bison servers

MS advertises that 32 bit applications can even perform better in a WOW64 environment this due to the fact of the improved memory management of the WOW 64 subsystem , i for a fact did not notice any real speed differences with my "normal" applications however with a business logic server project i noticed a huge speed difference when compiled in 64 bit modus running on a 64 bit machine and communicating to a 64 bit SQL server

HTH

Michel

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On Sep 25, 5:24 am, "rcook349" <rc...@xxxxxxxx> wrote:

Re: 64-bit OS, apps for Windows development PC?

I'm about to get a new laptop to be used primarily for Microsoft development.

- Windows Vista
- Visual Studio Team System 2008 (maybe 2005 as well)
- SQL Server 2008 Developer (maybe 2005 as well)
- Infragistics, other 3rd party

So, should I install 64-bit versions of all apps? Think I might run into a snag somewhere and regret it (i.e. stick to 32-bit)?

Or, nah.. it's all good... go ahead and go 64-bit?

Thanks.

Actually, it depends on which platform you will target to run your applications. If you are aiming at developing 64-bit applications using .NET framework 64-bit editions to run on 64-bit OSes and CPUs, there is no much logic to develop your applications on a 32-bit environment.

Vice versa, running 32-bit applications on 64-bit operating systems may cause slowdown or unexpected behaviours on your application due to WoW(Windows on Windows) emulation.

So, for the best results keep development environment architecture and version same as target (client, customers' PCs) environment.

Hope this helps,

Onur Güzel

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