

Re: How does one reach the developers of Virtual PC at MS

Source: <http://www.tech-archive.net/Archive/Mac/microsoft.public.mac.virtualpc/2005-04/msg00123.html>

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It's unrealistic to expect the math to be correct, when both Connectix and MS have been quite upfront about the fact that VPC uses the Mac's FPU, and the Mac's FPU does not calculate to the same level of accuracy as Intel hardware (64bit Mac vs 80bit Intel).

Connectix/MS *could* attempt to emulate a more accurate FPU, but that would result in a significant decrease in overall performance of the product.

Seeing as how the most common complaint with VPC is "Why is it so slow?", do you really expect them to spend significant dev cycles on something that would make the product even slower?

Considering that the product continues to sell, and that (at least in the Connectix days) most of those sales were upgrades, I'd have to guess that it meets someone's needs.

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