

# Adobe® Creative Suite 2

## Developing for Macintosh computers that use Intel® microprocessors

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For Adobe partners who build product plug-ins, solutions, and integrated systems

### Q. Will Adobe support Macintosh computers that use the Intel microprocessor?

A. Yes, Adobe has publicly committed to supporting Macintosh computers that use the Intel microprocessor. On June 6, 2005, at Apple's Worldwide Developer Conference in San Francisco, Adobe CEO Bruce Chizen joined Steve Jobs on the stage for his keynote address to express support for Apple's decision to transition its line of Macintosh computers to Intel microprocessors. Apple announced at that time that they would start delivering Macintosh computers based on the Intel microprocessor in 2006 and would transition all of their Macs to using Intel microprocessors by the end of 2007. Bruce Chizen stated at that time: "We think this is a really smart move on Apple's part and plan to create future versions of our Creative Suite for Macintosh that support both PowerPC and Intel processors."

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

A. Adobe expects to support both PowerPC® and Intel microprocessors with future versions of its Mac OS applications, including Adobe Creative Suite, Photoshop®, Illustrator®, InDesign®, GoLive®, Acrobat® Professional, InCopy®, and other Adobe applications. To support this expanded development effort, Adobe plans to transition its Apple development process from Metrowerks CodeWarrior to Apple's Xcode, a high-performance UNIX-based development environment that can support a universal binary wrapper on two binaries—one for systems based on Intel processors and one for systems based on PowerPC processors.

### Q. Will Adobe release a version of Adobe Creative Suite 2 for Macintosh computers that use Intel processors?

A. Adobe currently has no plans to update Adobe Creative Suite 2 or any other currently available Adobe products to support Macintosh computers that use Intel processors. Instead, we plan on investing in preparing future versions of our Macintosh products for this new line of computers.

### Q. What does this mean for me as an Adobe plug-in developer or system integrator?

A. For developers who are creating plug-ins or solutions for Adobe Creative Suite 2 or any other current Adobe products, such as Photoshop CS2 or InDesign CS2, nothing changes: You can continue to use Metrowerks Codewarrior to build and compile your plug-ins. However, once Adobe migrates future development to Apple Xcode, developers of Adobe compatible plug-ins and solutions will also need to transition to Xcode to continue developing and compiling their programs. Our initial investigation of our own transition suggests that this will take preparation, so we wanted to alert our developer community now to this upcoming change to give you time to plan and prepare.

### Q. Where can I get more information about developing for the new Macintosh computers?

A. As part of its announcement about Intel support, Apple also announced the availability of a Developer Transition Kit. This kit includes a Mac development system based on Intel processors along with preview versions of Apple's software. It enables developers to prepare versions of their applications that will run on Macs based on both PowerPC and Intel processors. More information about this kit is available for Apple Developer Connection members at [developer.apple.com](http://developer.apple.com).



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