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Subject: Re: 64bit vs 32bit

Posted by [StealthEye](#) on Tue, 24 Jun 2008 14:46:03 GMT

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- 1) Most programs should work, there is some sort of virtual/emulatio/whatever mode to support 32 bit programs.
- 2) See 1, most existing 32bit programs should run on a 64bit system due to backwards compatability
- 3) Drivers are not compatible afaik. You need 64bit drivers. I am not sure how good driver support is for 64bit systems.
- 4) Old things should work. (see 1&2 )
- 5) What?

I don't have a 64bit system myself, but worked with it since our server is a 64bit server.

64bit basically stands for the amount of data the processor can process in one processor instruction. Apart from that, it also indicates (for the x64 architecture anyway) the maximum amount of addressable memory, which was only 4 GB for 32 bits systems, and is virtually unlimited for current memory amounts with a 64bit system (16 exbibyte).

Apart from that, it offers a few other things, such as more general purpose registers. That kind of functionality will only be used by actual 64bit programs though, I don't think it will have any effect on 32bit emulated programs.

Hope that cleared something up about what x64 really is

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