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Subject: OT: Microsoft have a nice big fine!

Posted by [SuperFlyingEngi](#) on Sat, 27 Mar 2004 04:36:22 GMT

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AircraftkillerSo? If they want to say that, they're more than entitled to do so. If I sell computers, and I don't want them being sold from retailers with competition side-by-side, then I have every right to tell them to take my products off their shelves.

It's only illegal enough for an 87 million [I think this is the number, might not be exact] class action lawsuit to win in court against them.

AircraftkillerDo you even do 3D animation or modeling?

Yes, I'm only 14, but I'm experimenting around with it. I'll have an 8-10 minute long movie out in a couple months, maybe I'll post it up here so you can point out every possible inadequacy.

AircraftkillerWho the fuck buys a Macintosh for 3D animation or modeling when a standard personal computer can do that and everything else a Macintosh can do?

Because a 2200 dollar dual-processor G5 is blazingly fast when it comes to high-poly renders.

AircraftkillerThat's a waste of money. My computer handles 3D animation just fine, I don't need a fucking Macintosh to do it.

Does it handle 200,000+ poly environments easily?

AircraftkillerWindows machines beat out Macintoshes in every aspect because 95% OF ALL GAMES ARE MADE FOR WINDOWS MACHINES.

I'm going to use the response Xbox users always use for this statement: Macs have HALO! And Blizzard makes all of their games for Macintosh operating systems [at least all the games I know of]

Windows win in every aspect because they have more games? You don't play games when you're happily watching a G5 tear up big renders. It's pretty cool how the dual processors split the render bar coming down so there are two of them. If you don't know what I'm talking about, never mind. It's just cool to watch.

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