
Subject: Microsoft Source Code Leak
Posted by [Dante](#) on Thu, 12 Feb 2004 23:43:54 GMT
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Yup, just like valve, another company has had a good deal of source code jacked from there internal networks.

So far it looks like Win2k and NT 4.0.

Opinions and thoughts on what microsoft will do about this?

me, personally i think they will push for everyone to upgrade (no big suprise) and that there will be a huge rash of hacking and virus' around the internet exploiting all the newly found bugs & exploits.

Sucky time to be M\$.

Subject: Microsoft Source Code Leak
Posted by [DaveGMM](#) on Thu, 12 Feb 2004 23:49:55 GMT
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Wow. That makes Bill Gates' recent speeches on how secure their networks are seem.... hypocritical.

Who thinks this is an inside job? Looking likely. I may not like MS, but all credit to em, they don't easily let stuff go that easily.[/img]

Subject: Microsoft Source Code Leak
Posted by [SuperFlyingEngi](#) on Fri, 13 Feb 2004 00:27:51 GMT
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In my opinion, microsoft had it coming to them. They got in to the computer market by basically stealing early Macintosh system software and then spending money to get the courts on their side, and never had to pay back Macintosh for all of the monetary losses, and even now they were going to get broken up because of a monopoly, but the got an appeal to a higher court where the judge found nothing wrong with the whole Microsoft monopoly thing. It's pretty sad how Microsoft Windows is the standard for computers now, when Macintoshs just run better. The bug list for Windows 98 was about 2 pages long.

Subject: Microsoft Source Code Leak
Posted by [DaveGMM](#) on Fri, 13 Feb 2004 00:33:22 GMT

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No, they got into the market because Apple didn't want to sell the stuff to program their stuff with, unlike Microsoft.

Get your facts right. True, Apple invented WIMP, but MS just beat them to the post.

Subject: Microsoft Source Code Leak
Posted by [Dante](#) on Fri, 13 Feb 2004 00:34:17 GMT
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besides, who cares, Bill owns 51% of Apple anyhow

Subject: Microsoft Source Code Leak
Posted by [SuperFlyingEngi](#) on Fri, 13 Feb 2004 00:44:48 GMT
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I've just been feeling a bit Mac-slanted lately, since my dad got an AWESOME new G5. The thing renders so insanely fast... And it's a ton cheaper than comparative Windows machines. [If it matters, I didn't get this from MacAddict or wherever, my dad was shopping around and the G5 saved him almost a thousand dollars instead of buying an Alienware with the same capability.

Yes, and hence Bill owning 51% of Apple, doesn't that just stink of monopoly?

Well, money equals power.

Subject: Microsoft Source Code Leak
Posted by [Nodbugger](#) on Fri, 13 Feb 2004 00:49:58 GMT
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SuperFlyingEngi I've just been feeling a bit Mac-slanted lately, since my dad got an AWESOME new G5. The thing renders so insanely fast... And it's a ton cheaper than comparative Windows machines. [If it matters, I didn't get this from MacAddict or wherever, my dad was shopping around and the G5 saved him almost a thousand dollars instead of buying an Alienware with the same capability.

Yes, and hence Bill owning 51% of Apple, doesn't that just stink of monopoly?

Well, money equals power.

do you mean the ability to not play any games except ones that have been out for more than 5 years?

I can tell you one thing. alienware jacks up their prices so going by alien ware prices I could build

one better than an alienware for a 4th of the price.

Subject: Microsoft Source Code Leak

Posted by [SuperFlyingEngi](#) on Fri, 13 Feb 2004 00:58:10 GMT

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You could build a computer better than a 3,000 dollar Aurora Alienware for a quarter of the price?
Here's the parts inside the case:

AMD Athlon 64 FX-51 Processor
1GB Registered DDR SDRAM PC-3200
120GB Seagate Serial ATA 8MB Cache
NVIDIA GeForce FX 5950 Ultra 256MB
Creative Sound Blaster Audigy 2 ZS
Big Case

You could get all of this [plus more bits and things] for about \$750?

I know there aren't many good games for Macs, but my dad didn't buy a G5 for games anyway. [Side note - Macs do have HALO, which made the Xbox popular.] He's using it for making high-quality flash movies on chemical functions of the body for a big science website. But for his flash movies, he's using very high-poly 3D animations made in Cinema 4D, and he needed to upgrade to a fast computer, and a \$2200 dual-processor G5 was pretty much the perfect machine.

Subject: Microsoft Source Code Leak

Posted by [IRON FART](#) on Fri, 13 Feb 2004 04:38:15 GMT

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Quote:

besides, who cares, Bill owns 51% of Apple anywho

He owns 51% of MS.

Subject: Microsoft Source Code Leak

Posted by [cmdr1337](#) on Fri, 13 Feb 2004 05:10:52 GMT

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Danteme, personally i think they will push for everyone to upgrade (no big suprise) and that there will be a huge rash of hacking and virus' around the internet exploiting all the newly found bugs & exploits.

Sucky time to be M\$.
Time to switch to LFDS

Subject: Microsoft Source Code Leak

Posted by [IRON FART](#) on Fri, 13 Feb 2004 05:28:35 GMT

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Quote:

You could build a computer better than a 3,000 dollar Aurora Alienware for a quarter of the price?
Here's the parts inside the case:

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NVIDIA GeForce FX 5950 Ultra 256MB
Creative Sound Blaster Audigy 2 ZS
Big Case

You could get all of this [plus more bits and things] for about \$750?

The Athalon 64 FX alone costs like 750.

The Alienware prices are about right.

Used to be that way though especially with Dells and Gateway PCs where you could make the pc for one quarter of the price.

Subject: Microsoft Source Code Leak

Posted by [Crimson](#) on Fri, 13 Feb 2004 08:29:23 GMT

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I don't know... my Fedora Linux workstation at work is pretty damn nifty.

Subject: Microsoft Source Code Leak

Posted by [Majiin Vegeta](#) on Fri, 13 Feb 2004 12:14:57 GMT

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ahh wel.. see how well my firewall / virus scanner can works

Subject: Microsoft Source Code Leak

Posted by [hareman](#) on Fri, 13 Feb 2004 19:26:23 GMT

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Super Sucking N00bie is way off base here.

There is no comparison between Macs and windows machines.

I was gonna show the many differences between the Mac (an banana) and an Windows box (a

cherry) but I have realized that there really is nothing to debate.

Apple is trying to make an inroad into video compositing. That being said, all the upper end software is either Windows/IRIX/Solaris/Unix. The market for 3d apps is still dominated and will be in the short term by those OS. As far as his comment about rendering goes. Windows machines are still far superior because there are more hardware solutions such as onboard rendering farms, OGL boards and the like to make the topend Windows Machines still far and away the leaders for rendering.

It is a Marketing War the lower and middle end users, and Apple is doing a fine job there.
