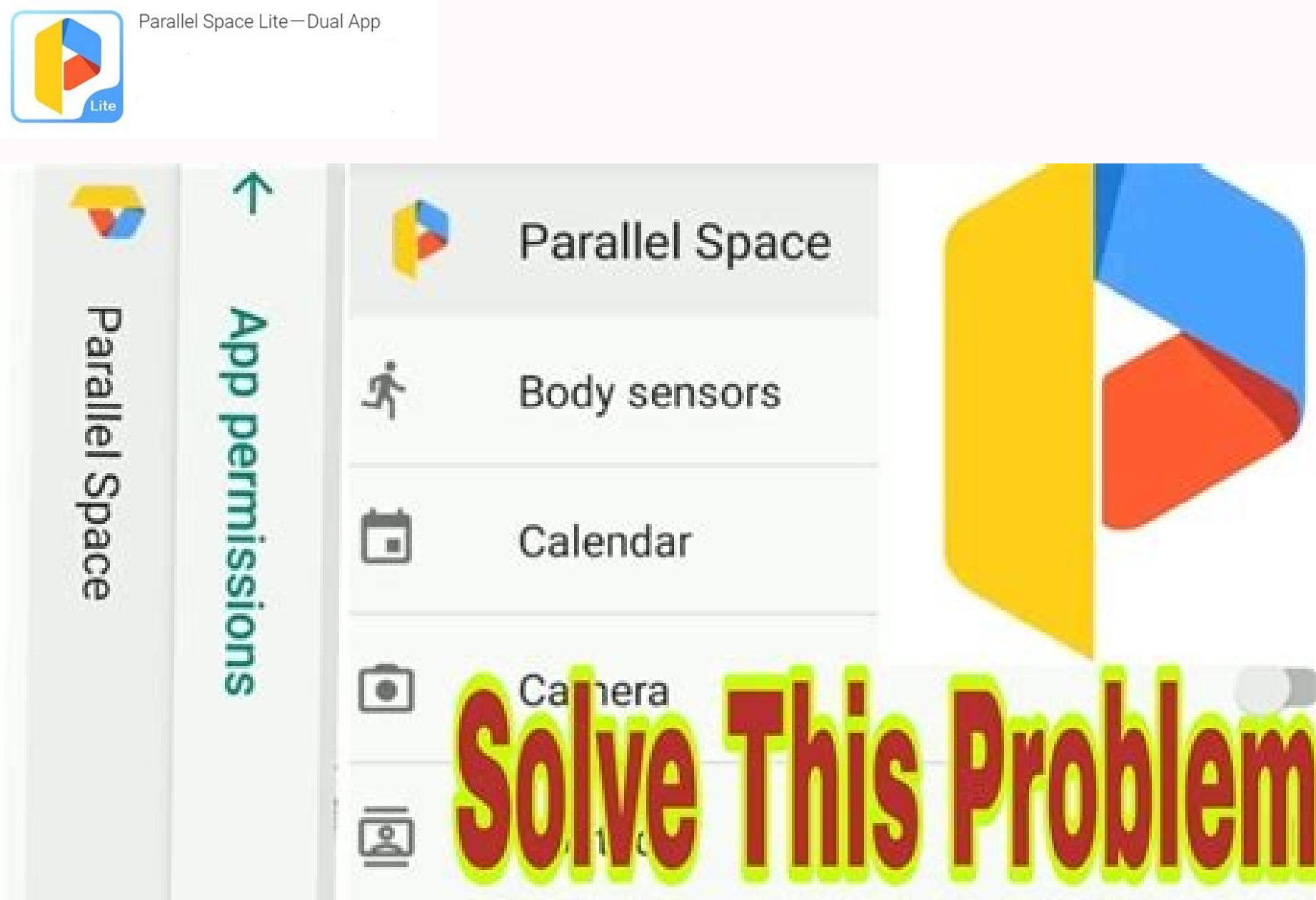


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Parallel Space
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At a GlanceOffers simple image tools, such as for creating albums and resizing images; Encrypts and decrypts files; Offers many features lacking in Windows Explorer, such as the ability to split and rejoin files, and a faster way to move and copy files.Doesn't include its own image viewer; Works from inside Windows Explorer, so it doesn't automatically launch multiple panes for moving and copying files.Power up Windows Explorer in a 64-bit OS with this add-in. If you'd like a free way to improve on Windows Explorer (read: if you're a Windows user), try FilerFrog. This Explorer add-in offers many features that you'll wish had been built directly into the operating system. Right-click a file or folder, and FilerFrog appears on the context menu, giving you access to a wide variety of new file- and folder-management features. It's available in versions for 32-bit and 64-bit Windows OSs. The full feature list is far too lengthy to discuss in detail, and it includes some things you may never use—but the ones you do use may become indispensable If you want a better way to manage images, FilerFrog can help. You'll be able to quickly resize any image, as well as create your own album of images. You can encrypt files to keep them private, and then decrypt them. Want to rename multiple files in one fell swoop? FilerFrog makes that a snap. There's more as well, including the ability to split files and rejoin them, and a faster way to move and copy files. If you were an early user of FilerFrog, you'll find a variety of changes in this newest version of the program. The biggest change is that it's free—even for business users—which is certainly welcome for anyone who wants a better Windows Explorer but doesn't want to pay for it. It also now works with Windows 7. A variety of bugs have also fixed, such as one that wouldn't allow menu icons to display on some systems. Among the new features are that you can also now modify the creation date of a file, as well as the last time it was accessed, and the last time it was modified. And you can put your company's logo on an image as well. In short, if you're looking to improve Windows Explorer with nifty extras such as managing images, the ability to split files and more, you'll want to give FilerFrog a try. Note: This software comes in 32-bit and 64-bit versions. This is the 64-bit version, which is for 64-bit PCs running a 64-bit OS. If your PC is running a different supported OS, please download the 32-bit version instead. —Preston Gralla 64-bit refers to a processor with registers that store 64-bit numbers. A generalization suggests that 64-bit doubles the data a 32-bit CPU can process. 32-bit refers to the number of bits (the smallest unit of information on a machine) that can be processed or transmitted in parallel, or the number of bits used for single element in a data format. The term when used in conjunction with a microprocessor indicates the width of the registers; a special high-speed storage area within the CPU. A 32-bit microprocessor can process data and memory addresses that are represented by 32 bits. In 32-bit desktop systems, you can have up to 4GB of RAM (provided your motherboard can handle that much RAM) which is split between the applications and the operating system (OS). 64-bit therefore refers to a processor with registers that store 64-bit numbers. A generalization would be to suggest that 64-bit architecture would double the amount of data a CPU can process per clock cycle. Users would note a performance increase because a 64-bit CPU can handle more memory and larger files. One of the most attractive features of 64-bit processors is the amount of memory the system can support. 64-bit architecture will allow systems to address up to 1 terabyte (1000-GB) of memory. Drivers, Software Show Benefits of 64-Bit Unfortunately, most benefits of a 64-bit CPU will go unnoticed without the key components of a 64-bit operating system and 64-bit software and drivers which are able to take advantage of 64-bit processor features. Additionally for the average home computer user, 32-bits is more than adequate computing power. When making the transition from 32-bit to 64-bit desktop PCs, users won't actually see Web browsers and word processing programs run faster. Benefits of 64-bit processors would be seen with more demanding applications such as video encoding, scientific research, searching massive databases, tasks where being able to load massive amounts of data into the system's memory is required. While talk of 64-bit architecture may make one think this is a new technology, 64-bit computing has been used over the past ten years in super computing and database management systems. Many companies and organizations with the need to access huge amounts of data have already made the transition to using 64-bit servers, since a 64-bit server can support a greater number of larger files and could effectively load large enterprise databases to into memory allowing for faster searches and data retrieval. Additionally, using a 64-bit server means organizations can support more simultaneous users on each server potentially removing the need for extra hardware as one 64-bit server could replace the use of several 32-bit servers on a network. It is in scientific and data management industries where the limitations of the 4GB memory of a 32-bit system have been reached and the need for 64-bit processing becomes apparent. Some of the major software developers in the database management systems business, such as Oracle and SQL Server, to name just two, offer 64-bit versions of their database management systems. While 64-bit servers were once used only by those organizations with massive amounts of data and big budgets, we do see in the near future 64-bit enabled systems hitting the mainstream market. It is only a matter of time until 64-bit software and retail OS packages become available thereby making 64-bit computing an attractive solution for business and home computing needs. Based in Nova Scotia, Vangie Beal is has been writing about technology for more than a decade. She is a frequent contributor to EcommerceGuide and managing editor at Webopedia. You can tweet her online @AuroraGG. This article was originally published on October 01, 2004 Just like the gentle nudge you do to your friend when you want him to see the guy holding the Samsung Galaxy S8 next to you, Apple has been trying to get app developers to pay attention to its desires, Apple wants these code monkeys to write using 64-bit code only. The last gentle reminder was a comment from Apple that future versions of iOS wouldn't support 32-bit apps. But the time has come for Apple to give developers a more heavy-handed reminder.So if you're Apple, the best way to get developers to remember anything is to hit them where it hurts the most, which is in their wallets. Apple has contractually agreed to certain payout percentages so those can't be changed. But what Apple has done is to remove 32-bit apps from appearing on search results for the App Store. That makes these apps somewhat invisible, which does have a negative effect on developers' paychecks There is some speculation that at WWDC (which starts this Tuesday, June 5th), Apple is going to announce that iOS 11 will support 64-bit apps only. That would make sense and explain why Apple is no longer showing 32-bit apps in App Store search results. Developers who don't get the message will end up losing their listing in the App Store.The end of the line for 32-bit apps started with the Apple iPhone 5s in September 2013, which featured the Apple A7 chipset and its 64-bit CPU. Among iOS builds, iOS 7 was the first to run 64-bit apps.And now Apple is expected to put the kibosh on 32-bits. The only advantage for iPhone users, besides the ability of apps to handle more complex math equations if needed, would be the ability of iOS devices to support more than 4GB of RAM. Considering that the Apple iPhone 8 will have 3GB of RAM, that doesn't appear to be an issue now.source: Engadget One brand has done it already. The rest of the smartphone and tablet industry is busy playing catch up. There's no stopping it.What are we talking about? 64-bit processors for phones and tablets of course! It's the future for all your favourite gadgets.But some have questioned the value of 64-bit computing for phones and tablets. Will it really bring a big boost in performance? Or is it just a futile, marketing-led specification race in a world where there's very little space left to innovate?One of the industry's behemoths, Apple, has already made the jump to 64-bit with the mighty A7, its latest chip for iPhones and iPads. Does it know something the rest of the industry has missed? And when can you expect the Android horde and the more mobile Windows-based devices to go 64-bit?What is 64-bit computing?To get to the bottom of all this, we need to start with a quick look at what 64-bit computing is all about. What does 64-bit actually mean?In simple terms, it's about how much memory a processor can actually access. In computing parlance, this is known as the amount of memory a CPU can address.With a 32-bit chip, you're limited to a maximum of 4 gigabytes. The step up to 64-bit is, in theory, epic. You can access 16 exabytes. If that doesn't mean much to you, try this. It's 16 billion gigabytes. Yeah, really.Apple's A7 chip in the iPhone 5S is already 64-bit At this point it's critical to note we're talking about system memory or random access memory (RAM), the stuff the CPU uses to store and retrieve data to process everyday tasks such as opening apps or just flicking around your phone speedily. Not, in other words, mass storage for files and programmes. Think sticks of RAM versus a hard drive in a PC.But potential is one thing – the likelihood of this new 64-bit revolution making a difference in our iPhone 5S (or Galaxy S5 if the rumours are to be believed) is what matters to today's consumer.Do we need 64-bit right now?This question is easy to answer: It's a no. Apple's iPhone 5S and its newest tablets, including the iPad Air, are the only 64-bit phones and tablets running ultramobile operating systems. But they only have 1GB of RAM.However, if you plot the trajectory of Apple's products, the expectation is that 4GB handsets and tablets will pop up either in 2015 or 2016. Strategically for both Apple and the industry at large, that's just around the corner.What's more, in the Android arena, we're even closer to busting the 4GB barrier. Higher end smartphones like Samsung's Galaxy S4 and HTC One already sport 2GB, while Samsung's Galaxy Note 3 phablet rocks fully 3GB.Give it a year or so, and Android devices will be bumping up against the 4GB barrier.Samsung's Galaxy S4 packs 2GB of RAM, 4GB and beyond is coming soon But hang on. Isn't the real question not how much memory you can have, but how much you need? Isn't 4GB of RAM enough in a smartphone or tablet for the foreseeable? The most compelling answer to the contrary involves multitasking or running lots of apps at the same time.There are two things you need to run lots of apps in parallel. CPU power and memory. Depending on your handset and its operating system, different levels of multitasking are available.But if you've ever pulled up an app you haven't been using for a while but has been supposedly running in the background, only to find it takes an aeon to respond, there's a reason.It's typically because the app's state has been pushed quietly away from what you're currently doing, and needs a technological heave to bring it back in front of your eyes – creating the delay. Given sufficient memory, you'd never have to swap an app into mass storage. And that would make your handset more responsive. Page 2 A handy proxy here is the desktop computer or PC and the hardware survey operated by game developer Valve, the outfit most famous for the Half-Life series of first-person adventure shooters.Valve surveys users of its Steam gaming platform and the latest results show that nearly half of Steam users still have 4GB of RAM or less. On a desktop PC. In 2013. Fully 10 years since the first 64-bit PCs arrived. Uh huh.What it all boils down to is this: there's no immediate or pressing need for beyond-4GB in a smartphone. In some very limited multi-tasking scenarios with particularly demanding apps it will probably help. But that's about it.Instead, it's a little further out, in a future where your handset becomes your primary computing device that more memory becomes critical.This a future where you walk into your office and your handset wirelessly and automatically hooks up to a large desktop display and powers all your demanding productivity, multimedia and even gaming apps.Desktop PCs went 64-bit in 2003 with the launch of the AMD Athlon64 CPU How soon that will happen is hard to say. But we can see the beginnings of this transition in 2-in-1 tablet-laptop devices and the phones that morph into tablets, like of Asus's Padfone family.Five years from now, smartphones will very likely be powerful enough for all but the most intense gaming and number crunching apps.If that's the memory addressing part of the problem covered, are there any other benefits to 64-bit computing? Ultimately, that comes down to implementation.Picking apart the performance gainsThe shift to 64-bit offers an opportunity for chip makers to refresh both the instruction sets that define how mobile CPUs operate and their detailed internal architectures. At this point, inserting a tantalising little 64-bit icon when displaying new features comes to anger page sizes and increased width for floating point calculations. 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