Continue

Mac os big sur user guide

macOS Big Sur: A New Era for Apple Users Web Video Setup on Mac that the classic Mac OS faced, such as problems with memory management. The current macOS is pre-installed with every Mac and receives a major update annually.[4] It is the basis of Apple's current system software for its other devices – iOS, iPadOS, watchOS, and tvOS.[5] Prior to the introduction of Mac OS X, Apple experimented with several other concepts, releasing different products designed to bring the Macintosh interface or applications to Unix-like systems or vice versa, A/UX, MAE, and MkLinux. Apple's effort to expand upon and develop a replacement for its classic Mac OS in the 1990s led to a few cancelled projects, code named Star Trek, Taligent, and Copland. Although the classic Mac OS and macOS (Mac OS X) have different architectures, they share a common set of GUI principles, including a menu bar across the top of the screen; the Finder shell, featuring a desktop metaphor that represents files and applications using icons and relates concepts like directories and file deletion to real-world objects like folders and a trash can; and overlapping windows for multitasking. Before the arrival of the Macintosh in 1984, Apple's history of operating systems began with its Apple II computers in 1977, which run Apple DOS, ProDOS, and GS/OS; the Apple III in 1980 runs Apple SOS; and the Lisa in 1983 which runs Lisa OS and later MacWorks XL, a Macintosh emulator. Apple developed the Newton OS for its Newton personal digital assistant from 1993 to 1997. Apple launched several new operating systems based on the core of macOS, including iOS in 2007 for its iPhone, iPad, and iPod Touch mobile devices and in 2017 for its HomePod smart speakers; watchOS in 2015 for the Apple Watch; and tvOS in 2015 for the Apple TV set-top box. The evolution of Mac OS X dates back to the late 1980s, when Apple acquired NeXT and its CEO Steve Jobs returned to the company. This marked the beginning of a new era for the operating system. Initially marketed as version 10 of Mac OS, the system was renamed Mac OS X in 2001. macOS has undergone numerous updates since then, with each iteration introducing new features and technologies. The first version of Mac OS X was released on March 24, 2001, featuring the Aqua user interface. Subsequent versions included Mac OS X Jaguar (10.2), Panther (10.3), Tiger (10.4), Leopard (10.5), Snow Leopard (10.6), Lion (10.7), Mountain Lion (10.8), Mavericks (10.9), Yosemite (10.10), El Capitan (10.11), Sierra (10.12), High Sierra (10.13), Mojave (10.14), Catalina (10.15), Big Sur (11), Monterey (12), Ventura (13), and Sonoma (14). Apple's server-based releases date back to 1999 with beta version 3.16, marking the beginning of a series of experimental server computing systems. Following its initial release, several more official versions were introduced, but instead of developing dedicated servers, Apple opted to integrate server functionality as an add-on for Mac OS X since 2011. Early iterations include the code-named "Hera" version 1.0 from 1999 and the later-released "OS X Server", which was rebranded as "macOS Server". The A/ROSE (Apple Real-time Operating System Environment) was a small, embedded OS that ran on the Macintosh Coprocessor Platform, an expansion card for Macs, launched in February 1988. This platform allowed third-party vendors to create a wide range of products with reduced development costs. In 1988, Apple introduced A/UX, its first UNIX-based operating system, which featured a Mac OS look and feel but struggled to compete due to the crowded UNIX market and hardware limitations. The majority of A/UX sales were to the US government, where MacOS lacked POSIX compliance. The Macintosh Application Environment (MAE) was a software package released in 1994 that enabled certain Unix-based workstations to run Mac applications. MAE utilized the X Window System to emulate a Finder-style graphical user interface and was compatible with System 7.5.3. However, it was discontinued on May 14, 1998. MkLinux, an open-source operating system announced at WWDC in 1996, aimed to port Linux to the PowerPC platform and Macintosh computers. The community-led MkLinux Developers Association took over development in mid-1998, eventually adapting the monolithic Linux kernel to run as a server hosted atop the Mach microkernel version 3.0. The Star Trek project was a secret prototype initiated by Novell in partnership with Apple and Intel in 1992. This effort aimed to port the classic Mac OS to x86 personal computers but was canceled in early 1993, despite progress in getting the Macintosh Finder and some basic applications running smoothly. Lastly, Taligent is an object-oriented operating system that served as a platform for integrating various components and applications into a unified whole. The Classic Mac OS was originally a project called Pink within Apple, aimed at replacing the classic operating system. However, it was later spun off into a joint venture with IBM as part of the AIM alliance to compete against Microsoft Cairo and NeXTSTEP. Unfortunately, the development process was plagued by issues and is often cited as an example of a project gone wrong. In 1995, Apple pulled out of the project before any code had been delivered. A similar project, Copland, was initiated at Apple to create an updated version of the Classic Mac OS. It was designed to include features such as protected memory, multitasking, and new operating system components while remaining compatible with existing software. However, the project's development pace slowed down significantly due to the addition of too many features, leading to a prolonged completion date. In 1996, Apple canceled Copland outright and began searching for an alternative third-party operating system. This led to the eventual purchase of NeXT in December 1996, with its NeXTSTEP operating system being integrated into future Mac OS versions. The development history of the Classic Mac OS serves as a reminder of Apple's efforts to create innovative operating systems throughout the years. Despite these challenges, the company continued to evolve and improve its products, eventually leading to the creation of macOS. Apple’s Unix Journey: From A/UX to Mac OS X