Are You Running ColdFusion on a Mac?

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Yes, Apple is a fantastic company, making really nice products that work very well. If someone gave me one of those nice Macs with the 27" screens today, I'd probably switch. I wouldn't buy one myself. Nice as they are, I can't justify the expense when I can buy a machine twice as powerful for half the money, and actually repair it myself when I need to. But, that's my decision. I choose the imperfections of Windows on a PC architecture as a counter to the affordability and maintainability of the platform. And, it's done really well by me.

I watched Andy Matthews accidentally spill orange juice on to Aaron West's 17" MacBook Pro once, several years ago. Aaron finally got it back from the Mac Store about two weeks later. I can't afford that kind of productivity loss. No thanks.

Again, this is just me. Many others still use a Mac, and love it, and I get it. It's a fantastic operating system, and Apple does make pretty stuff.

But I wouldn't load ColdFusion server on a Mac. Not really. Not on to OS X directly. Yet, I've heard this complaint recently. About how buggy the ColdFusion install is, and what a hassle it is to get up and running.

You're running it on a Mac? On OS X? Why?

The web doesn't run on a Mac. Yes, there are OS X servers, but have you seen that market share? The web runs on *nix and Windows. And, if you're writing code for the web, then your environment needs to match. Load up a VM, and install ColdFusion on the VM, in *nix or Windows. That makes sense.

Is that where you're having trouble? I get CF up in about 20 min on my Windows Server VM, and that includes the download time.

Now, *should* the ColdFusion server install easily on a Mac? Sure, I think it should. There are way too many developers out there trying to do exactly what I've described, and they're in pain. Go badger the Adobe CF team to get it straight.

But, again, what's your site running on?

You can post comments if you like, but I'm not taking the bait.