

Parallels Desktop 18 is out and ready for macOS Ventura

Along with VMware Fusion and VirtualBox, Parallels is one of the most popular applications that support running Windows operating systems on Macs. In 'expert' language, there are many ways you can run Windows on your Mac.

For example, it is possible to use Boot Camp, but this method requires the system to dual-boot Windows with macOS, leading to consuming a large amount of storage space, and using only one operating system at a time. . Whereas with a virtual machine application like Parallels, you won't have to dual-boot or restart your Mac every time you use Windows.

Parallels Desktop has now released a new update - version 18 - which comes with some very noticeable improvements. The most prominent of which is the option to 'download, install and configure Windows 11 with one click'. In fact, Parallels Desktop 17 version also comes with full support for Windows 11. But with Parallels Desktop 18, now you won't need to search for the latest ISO file. This update is also better 'optimized' for the upcoming macOS Ventura.

Controller compatibility (gamepad) has also been significantly improved on Parallels Desktop 18. This promises to be a useful improvement for those trying to experience games only for Windows on a Mac, without having to use cloud streaming services like GeForce Now. Xbox controllers and DualShock Bluetooth can both connect to Parallels, thereby forwarding button press data to the virtual machine.

Parallels Desktop 18 also comes with a host of important compatibility fixes, including fixing file access from emulated Windows x86 software, as well as improved USB 3.0 support.

Parallels is currently compatible with Macs running M1 and M2 chips, but Parallels 18 comes with new optimizations for the M1 Ultra chip found on high-end Mac Studio. Corel's own test results show that the Windows 11 virtual machine on the M1 Ultra with Parallels 18 is 'up to 96% faster' than Parallels 17. That's an impressive improvement, but considering the reality of a Mac system Studio with M1 Ultra costs up to \$4,000, not too many people will be able to try it.

Parallels Desktop is sold as a one-time purchase (standard) for \$99.99, or as a recurring subscription (Pro) for \$119.99 per year. If you already own Parallels 17 the upgrade fee will be 70 USD. However, Pro subscribers will get the new update for free.

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