

No Oculus support for Apple

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Oculus VR founder Palmer Luckey was asked this week if they are planning on supporting Apple hardware with their device and ended up with one of the quotes of the week:

One question we were dying to ask is he sees a future for the Oculus Rift with Apple computers. When asked if there would ever be Mac support for the Rift, Palmer responds by saying “That is up to Apple. If they ever release a good computer, we will do it.”

Basically the point they were trying to get at is that Apple isn't worried about high-end video cards in their systems and so far their systems don't have the graphics power to run the Oculus VR. [Shacknews has the full interview.](#)