Subject: PS3 Vs. Xbox 360 Your OPINION?

Posted by Dave Mason on Wed, 25 May 2005 22:34:09 GMT

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Well basically which do you think wil lcome out on top?

Although the 360 looks like a great system I reckon the PS3 will pull through most.

Each system has it's own ups and downs, 360 beats PS3 in some places and vice versa, the PS3 beats 360 in other places.

In my opinion the Playstation 3 is overall better than the 360 and will pull through more.

Release Dates:
PS3 - 2006
XBOX 360 - 2005

Controller:
PS3 - Bluetooth Wireless
XBOX 360 - 2.4Gh Wireless

Graphics core clock speed:
PS3 - 550 MHz
XBOX 360 - 500 MHz

Graphics Processor:
PS3 - RSX "Reality Synthesizer"
XBOX 360 - Custom ATI Processor

System memory:
PS3 - 256Mb XDR
XBOX 360 - 512 MB UMA (Shared with GPU)

Video Memory:
PS3 - 256Mb
XBOX 360 - 512 MB UMA (Shared with CPU)

Embedded Video Memory:
PS3 - N/A
XBOX 360 - 10MB eDRAM

Resolution:
PS3 - 480i, 480p, 720p, 1080i, 1080p
XBOX 360 - 480p, 480i, 720p, 1080i

Controller ports:

PS3 - Supports up to 7 Bluetooth Controllers
XBOX 360 - Supports up to 4 Controllers

Digital Media Formats:
PS3 - Compatible with CR-ROM, CDR+W, DVD, DVD-ROM, DVD-R, DVD+R
XBOX 360 - DVD-Video, DVD-ROM, DVD-R/RW, DVD+R/RW, CD-DA, CD-ROM, CD-R, CD-RW, WMA CD, MP3 CD, JPEG Photo CD

Game Media Format:
PS3 - Blu-ray BD-ROM (see below)
XBOX 360 - Dual-Layer DVD-ROM

Integrated Communications:
PS3 - 802.11 B/G Wi-Fi, Bluetooth 2.0
XBOX 360 - 802.11 A/B/G Wi-Fi ready, adapter not included

Other I/O Connectors:
PS3 - Ethernet (RJ45), 6 USB 2.0, CF Slot (Type I, II), SD Slot (Regular, Compact), Memory Stick, Memory Stick Duo, 1 x Optical Audio
XBOX 360 - 3 USB 2.0, 2 Memory Slots, Ethernet Port (RJ45)

Plug and Play Storage:
PS3 - 2.5in Removable Hard Drive (Unkown Size)
XBOX 360 - 20GB Removable Hard Drive

Standard AV Output Connectors:
PS3 - 2 x HDMI, 1 x AV
XBOX 360 - n/a

L2 Cache:
PS3 - 512KB L2 cache, 256KB per SPE
XBOX 360 - 1MB

Processor:
PS3 - Cell Processor
XBOX 360 - Custom IBM PowerPC CPU

Processor Clock Speed:
PS3 - 3.2 GHz
XBOX 360 - 3.2 GHz

Built-in Features:
PS3 - Backward Compatible with PlayStation 2, Stands Vertically or Horizontally
XBOX 360 - Backward Compatible with Xbox (limited), Stands Vertically or Horizontally, Interchangable Face Plates, Xbox Live Service, Media Center Extender

Memory Bandwidth:
PS3 - 25.6 GB/s main memory bandwidth, 22.4 GB/s video memory bandwidth

XBOX 360 - 22.4 GB/s main memory bandwidth, 256 GB/s to eDRAM, 21.6 GB/s FSB

Surround Sound:
PS3 - Multichannel Output (software driven)
XBOX 360 - Multichannel Output (software driven)

There are the facts, make up your own mind.