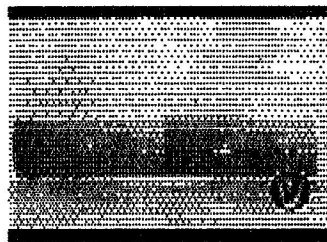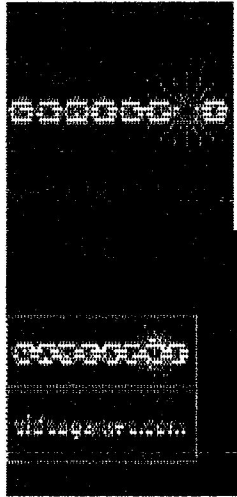Posted: 09/14/98   <u>Previous</u> | <u>Headlines</u> | <u>Next</u>

GameSpot News

Motorola Unveils First Project X Box

<u>additional screens (2)</u>

It's been a long time, but Motorola has announced its first consumer product based around VM Labs' Project X Media Processor. Blackbird, as it's called, combines the power of a network PC with a consumer electronics device/digital home theater system in one.

According to Motorola, it "is the first open platform to support interactive 3D graphics, Java, MPEG digital video, high-fidelity audio, Internet access, electronic commerce, and broadband networking in a single integrated unit."

Under the hood, two major system components do the dirty work - a Motorola PowerPC and VM Labs' Project X Media Processor. Coupled with RAM configurations of between 8-32MB of DRAM and 2-16MB of programmable ROM, the system offers third-party OEMs a variety of configurations and uses. This is a consumer electronics device, and Motorola says it will be as simple to use as a standard VCR, yet yield stunning output.

In addition to providing DVD video and AC-3 Dolby Digital audio, the system offers a wide range of connectivity options, making it a competitor to Microsoft's WebTV. What will be of interest to video gamers in particular are the fully released Project X specs, which have been

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<u>News: Cracking Open "Project X"</u>

<u>VM Labs</u>

<u>Motorola</u>

Processing performance
- over 1,500 MIPS
- 216 Million 32-Bit Multiply-Accumulate
operations per Second
- 864 Million 16-bit Multiply-accumulate
operations per Second
- 13.5 Million (4x4) x (4x1) Matrix
Transformations per Second (32-Bit Elements)

2D/3D Graphics
- 16 Million Colors
- Anti-Aliased, scaled fonts
- Alpha Blending With 256 Levels of
Transparency
- Primitive 2-D Drawing Functions (Line,
Rectangle, Ellipse, Arc, Polygon, Bitblit)
- Gouraud and Phong Shading
- Geometry Transformation, Clipping, Culling,
and Rendering
- Texture Mapping with Bi-Linear and Tri-Linear
Texture Filtering
- MIP-Mapping, Z Buffering
- Advanced rendering algorithms including ray
tracing, voxel rendering, Parametric Modeling,
Procedural textures, intelligent caching

Audio
- 32 voice wavetable synthesizer
- Invision CybersoundTM full MIDI sample set
- Reverb, Chorus, 3D spatialization, PrologicTM
- ADPCM and PCM sample playback

DVD
- DVD book, VideoCD, CD-DA, DVD Audio
compatible
- MPEG-1, MPEG-2 standards
- Subpicture decode
- Smooth shuttle slow and fast forward and
rewind, zoom
- AC-3, MPEG-1, MPEG-2, Linear PCM, DVD
Audio (DTS planned)
- 3D Spatialization
- 16 million colors user interface, transparent
overlays, PiP

Native applications

Downloadable video games
- Multi-user/networked games
- Two game controller ports, supporting up to
256 controllers

VM Labs was unavailable for comment, but it is
thought that this announcement is the culmination
of the company's work on Project X, and that
the companies thought to already have licensed
Project X technology will be Blackbird-type units,
although it's not confirmed whether or not this is
the case.

During September and October Motorola will
make more announcements regarding the
technology, distribution, manufacturing, and
integration partners. It's expected that these will
include the OEMs previously named by VM Labs
- RCA and Thompson Electronics.

Production of the first Blackbird units will begin
during the fourth quarter and will ship during the
first quarter of 1999.

We'll have more on Blackbird and Project X as it
develops.

By Chris Johnston, videogames.com

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