



I'm not robot



Continue

Chip and dale game for mobile

S3 Graphics, a division of Via Technologies, implemented the first mobile graphics accelerators based on its DeltaChrome architecture. The core will bring DirectXC 9.0-compliant graphics to the notebook market when it comes out by the end of the year. S3 executives said they planned to bring out desktop versions of the chip as well. The company will release two versions of the notebook core: deltachromeM128 and DeltaChromeM64+. DeltaChromeM128 is offered with up to 256 Mbytes of built-in memory using Flip-Chip Multi-Package Module (FC-MPM) technology, while the DeltaChromeM64+ MPM is equipped with built-in memory and the ability to expand up to 256 Mbytes externally. DeltaChromeX9m marks a new paradigm for mobile graphics processors. Not only does it have the high-performance DX9 3D engine, but it will offer incomparable video quality and incredibly low power that notebook customers are looking for today, said Gerry Liu, vice president of marketing at S3 Graphics Inc. Quite simply, DeltaChromeX9m is the epitome in mobile graphics processors. Both households will sample during the second quarter and will be shipped during the third quarter of this year, an S3 official said Thursday. For the first time in years, I'm really excited to play on my phone when I get on the train every morning. This is thanks to Apple Arcade, Apple's new \$5-a-month subscription service, which offers over 70 games that you can play on your iPhone (and soon your iPad, Mac, and Apple TV). From elegant indie adventures like Neo Cab to exciting quick-fix titles like Bleak Sword, the Arcade library is full of great games in all genres. While its subscription structure may not be for everyone, Apple's gaming service is a huge value and a refreshing antidote to the endless excess of gruelling free-to-play games on the App Store. Discovering Arcade (Image credit: Tom's Guide)Apple Arcade has its own dedicated listing in the App Store, complete with squeamish graphics and videos, as well as curated sections to quickly get to new games. You'll find areas for new arrivals, exclusive Apple Arcades, and useful tips for some of the best games on the service. You can also sort by a handful of genres and categories, including Family, Multiplayer, Action, Beginners, Puzzles, Adventure, Role-Playing, and Platformers. I'm interested to see how the interface evolves as more games are added, but overall, the Arcade tab does a decent job of helping you sort its huge catalog. An Apple Arcade star game library currently offers more than 70 games and almost everyone I've played is great. The huge level of quality and variety on display here is stunning. From sayonara Wild Hearts' hypnotic rhythmic action, to Bleak Sword's brutal dark souls-esque fight, to card of darkness, there are already over a dozen games that I keep coming back to on my commute. Card of Darkness (Image credit: Tom's Guide)'d also love to to highlight some of the best Apple Arcade games I've played so far: What golf? it's a ridiculous physics-based golf game where everything from office chairs to golfers themselves, becomes the ball (it's so absurd that I caught myself laughing out loud on the subway). Assemble with Care is a touching and serene puzzle for the people of Monument Valley, while Hot Lava is an exciting first-person platform that turns your floor childhood games is lava into a compelling array of obstacle courses. Try Apple Arcade for free One of my favorite things about Apple Arcade is that it raises smaller games and studios that might not normally have found an audience on the App Store. Games like 2D shoot-em-up Spidersaurs, chill skateboard sim Skate City and colorful platformer Dodo Peak may have gone unnoticed under an excess of free-to-play games. But as an Arcade subscriber, I find myself trying (and loving) almost everyone. Shinsekai: Into the Depths (Image credit: Apple)This does not mean that there are not some standouts of larger studios. Capcom's Shinsekai: Into the Depth is a complete AAA experience, with a stunning 2D world of water to explore, deep creation and upgrade mechanics, and incredible sound effects that have really been recorded underwater. Sonic Racing is a fun and satisfying kart driver (with a frustrating online requirement; a rarity for Arcade games), while Lego Brawls is a decent multiplayer fighter similar to Smash Bros. (Image Credit: Klei Entertainment) Not all Arcade games have clicked with me, though. Titles like Square Enix role-playing game Various Daylife and strategy game Red Reign are not my jam. On the other hand, not everyone has to be. There's something for everyone in arcade's huge game lineup and I still can't get over the number of quality games you get for just \$5 a month (especially when there's still a lot to do). Playing your way Apple Arcade is made even better by iOS 13, which allows you to use PS4 and Xbox One controllers on your iPhone and iPad (other iPhone-compatible Bluetooth controllers will work too). Killing hybrid creatures in Spidersaurs, knocking out enemy cars in Agent Intercept and platform in Shantae, and in the Seven Sirens was great on my Xbox One controller, especially on a large iPad Pro that betas iPadOS. (Arcade doesn't officially arrive on iPad until the official launch of iPadOS on September 30.) (Image credit: Tom's Guide) Most arcade games feel optimized for touch gaming (and, in many cases, one-handed), although there are some game mechanics, such as Punch Planet's technical combat and Hot Lava's precise platformer, which didn't seem fair enough without a controller. This brings me to two last pieces of the puzzle that I have yet to test: Apple TV and Apple Arcade will officially arrive on Apple TV on September 30, allowing you to enjoy its extensive library of games on a big screen, while sitting on the couch with a controller. You will also be able to play Arcade games on Mac once macOS Catalina drops in October, which should give a nice boost to mac's relatively miserable game library on Mac (if you like at least the smaller indie games). Neo Cab (Image credit: Chance Agency)If the Apple TV and Mac implementation of Arcade works well, complete with seamless cross-save between devices, Apple's gaming subscription could go from solid mobile value to an even better gaming package that you can enjoy throughout your home. We will be sure to update this review once we have had some time with Arcade on both Apple TV and Mac laptops and desktops. If you look at one of the best game charts in the App Store, almost all of them consist of free-to-play games with in-app purchases. These games require a lot of money or a lot of patience to get the most out of them. Apple Arcade looks like the antidote. For an incredibly cheap \$5 per month (with a free trial available), Arcade provides access to a huge library of full- and high-quality games without timers or paid add-ons to start your fun. The service's library of over 70 games offers a variety of great experiences, from surreal indie adventures and challenging puzzlers to console-style platformers and quick-fix racing titles. And there's more to come. (Image credit: Tom's Guide) We still have to assess how Arcade will stand on Apple TV and Mac, and I wonder how many people addicted to Clash of Clans and Fortnite would be willing to pay a fee to get meaty games. It's also worth remembering that there's no option to purchase any a-la-carte Arcade games, so even if you're only interested in a single game or two, you'll need to sign up. And while Apple promises a library of over 100 games by the fall, it can't be said if or when games will be removed from the service, just as movies and shows are regularly ripped from Netflix.Ma if you're okay living life on subscription, Apple Arcade's huge list of high-quality games feels like an absolute steal for a few dollars a month. Just as Xbox Game Pass has rocked the status quo on Xbox and PC, Apple Arcade could have a big impact on the way we enjoy mobile games. Intel's new 3D transistor technology could position the chipmaker to grab a piece of a growing business it lacked: the tablet market. On May 4, Intel announced a major leap in chip technology: 3D transistors that could make PCs, smartphones, and tablets faster and more energy efficient. 3D transistors are expected to make their first appearance when Intel moves to 22 nanometer chips next year. Instead of building traditional, flat 2D transistors, Intel will build the new transistors towards making it possible to compress multiple transistors while maintaining the density and a small size of the chip. This means that new chips using 3D transistors, which use less than half the power of 2D transistors, will be up to 37% faster than current Intel 32nm chips. Development is a Gordon Moore's 1965 prediction that the number of transistors on a chip will double about every two years. The advance also means Intel may now have a chance to enter the lucrative tablet and smartphone markets, which have been a treasure trove for rival ARM. ARM chips are now used in most tablets and smartphones, and the company has become an increasingly formidable competitor to Intel, essentially blocking the chip giant from gaining a solid foothold in the new market. It will make [Intel] much more competitive with ARM processors, said Dan Olds, an analyst at Gabriel Consulting Group. Rob Enderle, an analyst at Enderle Group, said the 3D chip gives Intel a good starting point to enter the smartphone and tablet markets, but said Intel will also need to improve its marketing. It will be difficult for Intel to move ARM to mobile devices, Enderle said, because ARM is entrenched and the ecosystem around it is becoming increasingly robust by the day. This version of this story was originally published in the paper edition of Computerworld. It was adapted from an article that previously appeared on Computerworld.com. Copyright © 2011 IDC Communications, Inc. Inc.