

Wahttehhog News

The Xbox 360 suxXorn3Ss.

Microsoft's new Xbox has entered the homes of noobs & nerds alike.



Recent Discoveries

Making Halo maps is all tedious and stuff. *Moby-bir...* And my most recent map, that of my house and the animated surroundings, has proved to be quite difficult to model and code all the tags. However, once the map is completely finished, I still plan to convert it to Xbox format, so as to be able to upload and play the map at a future LAN.

But for the time being, I've decided to enlighten the Wahttehhog Clan upon it's progress, and will begin posting periodical updates on the map. I still need to name this map, considering that it's current codename is "1337".

-Wahttehhog Admin (Matt)

The Xbox 360 is Microsoft's next-gen gaming system that totes a custom-designed processing unit that runs at "breakneck speed", as described by Microsoft's representatives. Three core processors clocking in at 3.2 Ghz each power the new Xbox along with it's custom ATI graphics processor at 500 Mhz. The Xbox 360 can take advantage of more than four times as many polygons as the original Xbox as well as more than four times the number of pixels per second. (Think thousands of separately animated fans in the bleachers of PGR3.) Now, these specs might sound great and all, but considering the fact that the PS3 is gonna carry 10 core processors and a totally revamped graphics-processing unit, Microsoft is most definitely left in Sony's wake in the gaming industry. However this is true, I shamefully must admit that the hardware in the Xbox 360 has great potential for game developers. The new Xbox runs even the games optimized for the original Xbox at a much higher quality than would ever be expected. Halo 2 ran at a considerably higher resolution and anti-aliasing rendering. Eventually Microsoft's new toy (which should have been named the Xbox 2) will be in just about every home around the world, mostly in the U.S. They did it before with the original Xbox.