

Microsoft Details Next-Gen Xbox

Written by Frederick Douglas
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A blog post by Xbox head Phil Spencer spills further details on the potential capabilities of the next generation Xbox console, the Xbox Series X-- a machine the company claims "represents a superior balance of power and speed in console design."



The Series X carries a custom AMD processor based on Zen 2 and RDNA 2 architecture. It promises four times the processing power of the Xbox One, as well as up to 12 TFLOPS of GPU performance, twice of the Xbox One X. The result is a "true generational leap" in terms of processing and graphics power, allowing for higher framerates, larger game worlds and sophisticated graphics technologies such as Variable Rate Shading (VRS) and DirectX Raytracing.

The console power race also involves the type of storage in question. Like the PlayStation 5, the Series X features a next-generation SSD allowing for faster load times within the aforementioned larger game worlds. Another interesting feature is Quick Resume, a means for users to continue multiple games from a suspended state "almost instantly." As for how to control games, the next generation Xbox wireless controller uses a proprietary communications protocol with Dynamic Latency Input (DLI), a feature promising immediate synchronisation

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between controller and on-screen action.

Connectivity between console and TV comes through HDMI 2.1, with support for features such as Auto Low Latency Mode (ALLM) and Variable Refresh Rate). ALLM allows the console to automatically set the display to the lowest latency mode, while VRR synchronises the display refresh rate with the game refresh for smooth, tear-free visuals. The Series X also supports up to 120fps gaming, allowing developers to exceed standard 60fps output in favour of more realistic or fast-paced action.

Current Xbox customers will be pleased to know the Series X is backwards-compatible with existing Xbox One games, including backward-compatible Xbox 360 and original Xbox games. All Xbox One accessories will be compatible with the new machine, as will the Xbox Game Pass service, and exclusive Xbox Game Studios titles will be available on both One and Series X flavours of Xbox.

Microsoft promises more details on the Series X will drop in the coming months.

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