

Microsoft Further Details Xbox Series X

Written by Marco Attard
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Microsoft continues to offer details on the upcoming [Xbox Series X game console](#), with a blog post revealing a slew of technical specifications of a machine the company says is designed for "Power, Speed and Compatibility."



At the heart of the Series X is a semi-custom AM2 Zen 2 processor. It runs 8 cores at 3.8GHz (3.66GHz with SMT in use), with one core handling basic system functions. Next to it is a GPU able to push 12 teraflops of compute power from 52 compute units, allowing for what Microsoft claims is 4K resolution gaming at 60fps, as well as support for 120fps. A large massive vapour chamber and primary fan keep the console cool, in either orientation.

Also found in the machine is 16GB of GDDR6 RAM divided in an asymmetrical configuration. Of the total, 10GB has full 560GB/s bandwidth, while the remaining 6GB runs at the standard 336GB/s for less demanding tasks such as the OS. A 1TB NVMe-based SSD provides storage through "Xbox Velocity Architecture" promising immediate access to 100GB of in-game content. Customers can add to the storage with a 1TB "expansion card," as well as external drives via USB 3.2 port. Optical media comes through a 4K Blu-ray drive.

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The Series X is set to launch on Q4 2020, although one has to keep in mind the coronavirus pandemic might affect production. Another factor to consider is the competition, as Sony is still to detail what exactly the PlayStation 5 will be capable of.

Go [Xbox Series X: A Closer Look at the Technology Powering the Next Generation](#)