



**market
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Be Valued

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A NEW KING?

The latest graphics card generation has been a big disappointment for gamers with prices hiked by both NVIDIA and AMD, and whilst NVIDIA have fleshed out their range more so than AMD with mid-range cards, the prices have still been higher than the previous generation. The previous generation have also stuck around and where they were once tricky to obtain, that's now not the case. They are competitively priced too. Not to mention, their performance is still also very good with cards like the RTX3080 not sitting that far behind the 4000-series and AMD's 6000 series vastly improving over their lifetime through driver updates.

But, things may be about to change. AMD have just announced their new midrange GPUs in the form of the RX 7800 XT and RX7700 XT to directly compete with NVIDIA's RTX 4070 and RTX 4060 Ti graphics cards. These new cards target 1440p displays with games running at max settings with ray-tracing at 60fps.

The RX 7800 XT features a 256-bit with 64MB of Infinity Cache

and 16GB of GDDR6 memory with 19.5GB of memory bandwidth. The 7700 XT is slated for a release price \$50 less than the higher model but only a slight reduction in spec with a 192-bit bus, 48MB of Infinity Cache with 12GB of GDDR6 memory with 18GB bandwidth. What does this all mean though? Well, gamers can expect these cards, especially the 7800 XT to give the RTX4070 a run for its money for a smaller price tag. AMD at this time are stating up to 20% performance gains on NVIDIA's cards but I will reserve judgement and, even if they match or fall just a little behind, they will still be a compelling argument for gamers!

AMD also announced their long awaited FSR 3 technology with AMD Fluid Motion Frames; their answer to NVIDIA's DLSS 3. Early reports are looking good with the first two games to support AMD's new technology; Forspoken and Immortals of Aveum, showing impressive 120fps frame-rates at 4K Ultra settings with ray-tracing. Unlike NVIDIA's tech which uses hardware, FSR3 uses software to achieve the same effect and this is where things get really interesting, as AMD's solution

will work across GPU vendors, so NVIDIA and even Intel GPU's can utilise the technology.

What is more interesting is AMD Fluid Motion Frames, which will be compatible with all Direct X11 and X12 games. It works in a similar way to how televisions introduce new frames and AMD have said that motion artefacts will be visible in some instances, but where this technology will shine is with the use of high resolution displays which are a norm these days. Unfortunately this will be locked to AMD's RDNA 3 graphic cards via their HYPR-RX package. This is a shame but will be great for buyers of AMD graphics moving forward, which will surely extend the lifespans of their GPUs.

Finally, AMD will also allow the use of FSR3 without upscaling to provide improved anti-aliasing called 'native anti-aliasing mode' and will be able to be used in conjunction with frame generation and Anti-Lag+ to provide an improvement over standard TAA anti-aliasing.

The new graphics cards launch in September starting at \$499 and \$449 respectively.

MASSIVE PERFORMANCE WITH FSR 3

SUPER RESOLUTION UPSCALING + AMD FLUID MOTION FRAMES + ANTI-LAG+

NEW



36 FPS

4K ULTRA-HIGH RT
FSR OFF

122 FPS

4K ULTRA-HIGH RT
FSR 3 PERFORMANCE

FORSPOKEN

*SEE ENVIDTE 25 590, GD-187A, GD-231, GD-232, AMD RADEON™ ANTI-LAG+™ TECHNOLOGY IS PART OF AMD SOFTWARE. ADRENALIN™ EDITION™ AND SUPPORTS SELECT GAME TITLES. © 2023 SQUARE ENIX CO., LTD. All Rights Reserved | UN26B

AMD
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Last month we talked about Sony's Project Q but now we know what it is actually called and what price it will launch at!

The PlayStation Portal is a remote player that will allow PS5 owners to play their PS5 games anywhere via Wi-Fi. Playing away from home on Remote Play will of course be dependent upon your connection but is possible. Although, ideally playing in the home is what PlayStation Portal is all about. The unit features an 8-inch LCD display and will be capable of 1080p 60fps gaming. A big part of the

experience is the DualSense controller and Sony have made sure that this experience is carried over to the PlayStation Portal complete with Adaptive Triggers and Haptic feedback. There is also a 3.5mm headphone jack for wired audio.

Also announced was a new headset; the Pulse Elite, which like the wireless Pulse Explore earbuds, features lossless audio. It also features a retractable boom mic with AI enhanced noise rejection. Sony are also bundling a charging hanger for storage and battery charging. Sony are promising an audiophile experience for both

sets of headphones.

The PlayStation Portal launches later this year for £199.99/AUS\$310.00.

Both the Pulse Elite headset and Pulse Explore earbuds launch later this year. Pulse Explore will retail at £199.99/AUS\$310.00 and the Pulse Elite will retail at £129.99/AUS\$230.

PORTAL

RUMOURS

Apple's next iPhone event is right around the corner but that does not stop the rumour mill from doing its thing. Caught up in that amongst all the talk of iPhone 15 Ultra's is a new range of iPad Pros, which may finally come with OLED displays, new chips and an updated Magic Keyboard.

Reliable source of Bloomberg newsletter 'Power-on' has stated Apple are hoping its upgrades that are coming to iPad Pro will revitalise a stagnant tablet market. Two new models are tipped to come out in early 2024. A new 11-inch which switches out the LED display for OLED and a 13-inch replacing the 12.9-inch Mini-

LED model. This would be an incredibly welcome change and has been rumoured for quite some time now and would mean that colour reproduction and black levels would be greatly improved.

It is also suspected that these new tablets will run on an unannounced Apple M3 processors, which seems likely given current models run on M2 chips.

Finally, the new Magic Keyboard which has not been refreshed since its introduction in 2020 is suspected to feature a larger trackpad and make the iPad "look more like a laptop".



A

large amount of progress has been made in the US via the Right to Repair movement with Apple officially endorsing Senator Susan Talamantes Eggman's bill in California. Apparently, Apple has even gone as far as to send a letter to state legislators urging them to pass senate bill SB244. iFixit's CEO Kyle Wiens called Apple's endorsement "a watershed moment for consumer rights".

If the bill passes into law, the parts, tools and documentations needed to repair products that cost between \$50 and \$100 would need to be made available for

years after the last date they were manufactured. Repair materials for products over \$100 will need to be made available for seven years.

The move may seem quite odd for a company that opposed Right to Repair for so long. In their letter they said "We support SB244 because it includes requirements that protect individual user's safety and security as well as product manufacturer's intellectual property"

It has been a long road for the bill that Eggman first introduced in 2018 but it only achieved the backing required this year. The senate has already passed the bill but it

now needs to go to the house where it can be approved and signed into law by the governor.

Hopefully, in the coming months and years we will start to see products that are more repair friendly coming out of large manufacturers, like Apple, with easily replaceable batteries and other components, and with the EU breathing down smartphone manufacturers necks to make batteries user replaceable, it may not be long before our products become a whole lot more friendly to our wallets and the environment!

NOTHING!



Smartphone company Nothing has released their second phone, the Nothing 2, after achieving sales of over 500,000 units of their first model, the Nothing Phone 1. The new phone receives an updated 'Glyph' interface, and updated operating system, better cameras and an improved CPU.

The updated glyph interface will allow users to assign different light and sound sequences for each contact and notification type so that users know whose getting in touch without having to look at the phone's display. This is enabled by the Glyph Composer app where users can make their

own ringtones. The amount of lights has been doubled and there is now support for lighting gradients.

There is a 6.7-inch OLED display with 1,000 nits of brightness. This runs at a refresh rate of 120Hz, topped off with a in-screen fingerprint reader for security. With the Nothing 2 being more of a budget phone something had to give so under the hood it is powered by a last generation Qualcomm Snapdragon 8+ Gen 1, but it is still a fast chip that handles apps and gaming with aplomb. Variants will be available with either 8GB or 12GB RAM and up to 512GB storage.

The phone features a 50MP

main camera as well as 50MP ultra-wide which are supposed to handle competently but cannot match the Pixel 7, lagging behind in dynamic range and noticeable colour fringing when zooming in.

Their OS is also improved featuring their own Monochrome UI with icon packs, widgets and icon packs that give the phone a unique look and feel.

The Nothing Phone 2 is available now starting at £579.00/AUS\$1,049.00 for the 8GB/128GB model or starting at £629.00/AUS\$1,149.00 for the 12GB/256GB model.