
Subject: The DS or PSP

Posted by [mahkra](#) on Fri, 16 Jul 2004 14:00:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

Aprimelt's the same thing for the PSP, they be using the new universal standard for data chips/cards,

I'm not sure what makes it a "universal standard..." It's just a disc format invented by Sony that can hold 1.8GB of data. They named it the "universal media disc" though, which I think is a pretty bullshit name. I mean, you can put any kind of media on any kind of recording device. So what the hell? But anyway....

Sony's UMDs can hold 1.8 GB, and the Nintendo DS cartridges supposedly hold 1000 Mbit. The DS has a second cartridge slot for GBA games, though, so in theory a game (or movie or whatever) could have its engine & save slots on the GBA cartridge and use multiple DS cartridges for data. Then you could switch out the DS cartridges in the middle of the game/movie/whatever. In this way, the DS could have games of practically any size.

(I haven't actually heard anything about people planning to do this, but I think it would be pretty cool to do. I also think it would be cool to make some fancy new hardware that would fit in the GBA slot and be used by high-end DS games, kinda like the N64 had.)

IF Nintendo & game developers take full advantage of the GBA slot, I think the DS has the potential to be a MUCH more powerful & versatile handheld than the PSP. And more power (plus the larger screen) is pretty much the only thing that the PSP has going for it. (Even without any cool stuff like I mentioned above, though, I personally think the DS will be a lot nicer than the PSP.)
