

## Forum:[Hack Forums](#)

Thread: [NEW RUMORS ABOUT NEXT-GEN XBOX CPU SPECS HIT THE WEB](#)

HorribleHD - March 1, 2013, 6:22 pm

[img]<http://img.gawkerassets.com/img/18ds3d4fxkdr7jpg/original.jpg>[/img]

Microsoft is still not saying anything officially about their plans for the successor to the Xbox 360. That hasn't stopped a number of rumors about the console from leaking, however, and the most recent claims involve the next Xbox's processor.

The rumors talk on how AMD is creating the processor for Microsoft.

The CPU inside the console, code named Durango, has two modules, each with four x86 cores inside, according sources sharing these rumors. Each of those cores reportedly runs on a single thread at 1.6Ghz. Also, the cores each feature "a 32 KB instruction cache (I-cache) and a 32 KB data cache (D-cache), and the 4 cores in each module share a 2 MB level 2 (L2) cache. In total, the modules have 8 hardware threads and 4 MB of L2."

The Xbox 720 CPU apparently has a clock speed of 1.6 Ghz, which is actually half the speed of the cores inside the current Xbox 360. The Xbox 360, launched in 2005, has a PowerPC-based processor with three cores and a clock speed of 3.2 Ghz.

source:

<http://www.thetechgame.com/News/sid=4165/new-rumors-about-nextgen-xbox-cpu-specs-hit-the-web.html>

Chewy - March 1, 2013, 6:28 pm

(Mar 1, 2013 07:22 PM)HorribleHD Wrote: [\[CITE\]](#)

[img]<http://www.thetechgame.com/images/news/article/030ae9c1d8.jpg>[/img]

Microsoft is still not saying anything officially about their plans for the successor to the Xbox 360. That hasn't stopped a number of rumors about the console from leaking, however, and the most recent claims involve the next Xbox's processor.

The rumors talk on how AMD is creating the processor for Microsoft.

The CPU inside the console, code named Durango, has two modules, each with four x86 cores inside, according sources sharing these rumors. Each of those cores reportedly runs on a single thread at 1.6Ghz. Also, the cores each feature "a 32 KB instruction cache (I-cache) and a 32 KB data cache (D-cache), and the 4 cores in each module share a 2 MB level 2 (L2) cache. In total, the modules have 8 hardware threads and 4 MB of L2."

The Xbox 720 CPU apparently has a clock speed of 1.6 Ghz, which is actually half the speed of the cores inside the current Xbox 360. The Xbox 360, launched in 2005, has a PowerPC-based processor with three cores and a clock speed of 3.2 Ghz.

source:

<http://www.thetechgame.com/News/sid=4165/new-rumors-about-nextgen-xbox-cpu-specs-hit-the-web.html>

Here you go, found this somewhere out there(Kotaku.)

Spoiler [\(Click to View\)](#)[img]<http://img.gawkerassets.com/img/18ds3d4fxkdr7jpg/original.jpg>[/img]

**Arm4L1t3** - March 1, 2013, 7:05 pm

Wow this is almost as good as a PC from last year! But honestly I can't imagine how beautiful games on this will be, if developers were able to make Crysis 3, Halo 4, Battlefield 3, etc. run on the 360's crappy hardware.

**Nonon Jakuzure** - March 1, 2013, 7:07 pm

Woah. Woah. Woah.

That is such crap specs. 8 cores on 1.6 GHz. I don't even think this is real.

**HorribleHD** - March 1, 2013, 7:15 pm

(Mar 1, 2013 08:07 PM)Daryl Dixon Wrote: [\[CITE\]](#) Woah. Woah. Woah.

That is such crap specs. 8 cores on 1.6 GHz. I don't even think this is real.

It's a rumor it is not confirmed. They will probably release info on it soon.

**Nonon Jakuzure** - March 1, 2013, 7:17 pm

(Mar 1, 2013 08:15 PM)HorribleHD Wrote: [\[CITE\]](#) It's a rumor it is not confirmed. The will probably release info on it soon.

[http://en.wikipedia.org/wiki/Xbox\\_360\\_hardware#CPU\\_Data\\_Streaming](http://en.wikipedia.org/wiki/Xbox_360_hardware#CPU_Data_Streaming)

Let's take a look at this. Oh, it says the Xbox 360 CPU cores run at a clock of 3.2 GHz.

Quote:Each core of the CPU is capable of simultaneous multithreading and is clocked at 3.2 GHz. Seeing them downgrade to a CPU that can't handle any game, because most require at least 2.7 GHz of CPU power, disproves this image.

**Arm4L1t3** - March 1, 2013, 7:19 pm

(Mar 1, 2013 08:17 PM)Daryl Dixon Wrote: [\[CITE\]](#)

[http://en.wikipedia.org/wiki/Xbox\\_360\\_hardware#CPU\\_Data\\_Streaming](http://en.wikipedia.org/wiki/Xbox_360_hardware#CPU_Data_Streaming)

Let's take a look at this. Oh, it says the Xbox 360 CPU cores run at a clock of 3.2 GHz.

Seeing them downgrade to a CPU that can't handle any game, because most require at least 2.7 GHz of CPU power, disproves this image. The GHz doesn't really matter that much. For example if an Intel i5 Ivy Bridge was running at a 2.0 GHz clock it will still probably be faster than an AMD Athlon at 4.0 GHz.

**Oreki Houtarou** - March 1, 2013, 7:23 pm

If the 8 Cores are true, I assume Microsoft is going for multi-process approach, possibly trying to run external programs within the dashboard in the gaming experience which from memory is most likely social integration.

**Adverse** - March 1, 2013, 7:27 pm

This is saying that the max speed of each core out of the 8 is 1.6ghz. So in other words if you have a 2 core cpu running at 1.6ghz each core is running at 1.6ghz each. I do not know why they would make each core on the xbox 720 be so slow instead of what they have now 3.2ghz per core.

**Arm4L1t3** - March 1, 2013, 8:11 pm

This CPU is a shitload newer though. Thread for thread (new one has 8, old one has 3) the 1.6 GHz will probably still be better. Maybe they want to use less voltage so that it won't be hot and fuck up like the first Xbox 360? But if the new generation of consoles have 8 cores, I'm actually going to be pretty happy. Game developers will have to start making games that use up all the cores in a system...very good news for PC gamers.

**Nonon Jakuzure** - March 1, 2013, 8:56 pm

(Mar 1, 2013 08:19 PM)Arm4L1t3 Wrote: [\[CITE\]](#) The GHz doesn't really matter that much. For example if an Intel i5 Ivy Bridge was running at a 2.0 GHz clock it will still probably be faster than an AMD Athlon at 4.0 GHz.

I have an AMD 3.8 GHz 6 core and it's faster than a lot of other things I've tried. Also when gaming the amount of GHz does matter, no matter if each core is clocked at 1.6 GHz. Higher GHz rate is better for multi-core CPUs.

**m0n0p0ly** - March 1, 2013, 9:47 pm

This is insane.

Thank you for sharing this.

**Empire--dumps** - March 1, 2013, 10:50 pm

(Mar 1, 2013 09:56 PM)Daryl Dixon Wrote: [\[CITE\]](#) I have an AMD 3.8 GHz 6 core and it's faster than a lot of other things I've tried. Also when gaming the amount of GHz does matter, no matter if each core is clocked at 1.6 GHz. Higher GHz rate is better for multi-core CPUs.

Currently. Who is to say though regarding the new xbox. Their whole "development kit crap" may take more cores into consideration over a higher Ghz. I hope, as 4 of your cores are rarely used in gaming.

**Possessedcreature** - March 1, 2013, 11:34 pm

looks pretty awesome! Id want it!!!! :)

**Nonon Jakuzure** - March 2, 2013, 8:54 am

(Mar 1, 2013 11:50 PM)Empire--dumps Wrote: [\[CITE\]](#) Currently. Who is to say though regarding the new xbox. Their whole "development kit crap" may take more cores into consideration over a higher Ghz. I hope, as 4 of your cores are rarely used in gaming.

Actually it balances it out over all of the cores so that way everything runs smoother. Multi-core optimization works best with a high clock and multiple cores. Trying to play a game with only 2 cores and a 1.5 GHz CPU is unbearable.

**Arm4L1t3** - March 2, 2013, 8:58 am

(Mar 2, 2013 09:54 AM)Daryl Dixon Wrote: [\[CITE\]](#) Actually it balances it out over all of the cores so that way everything runs smoother. Multi-core optimization works best with a high clock and multiple cores. Trying to play a game with only 2 cores and a 1.5 GHz CPU is unbearable. With AMD's 6-core and 8-core processors, games still only use 4 at most. Lots of games don't even use 4. If you only have 2 cores, you'll need a higher clock but imagine using all 8 cores.

**Nonon Jakuzure** - March 2, 2013, 8:59 am

(Mar 2, 2013 09:58 AM)Arm4L1t3 Wrote: [\[CITE\]](#) With AMD's 6-core and 8-core processors, games still only use 4 at most. Lots of games don't even use 4. If you only have 2 cores, you'll need a higher clock but imagine using all 8 cores.

Here look at this. I know Minecraft isn't the hardest game to run, but it uses all of my cores.

Spoiler [\(Click to View\)](#)

**Yomama** - March 2, 2013, 1:38 pm

This is soo old! I'm surprised that all of you guys didn't hear about it last year when it actually got leaked.

Anyways, it looks pretty beast to me. I am a huge PS3 fan, but I have a feeling the the new Xbox is going to kill the PS4. Especially money wise. The PS4 is going to be \$500 minimum.

**scooby13** - March 2, 2013, 1:48 pm

this isnt so impressive but hopefully it is just a rumor.

**MidGeT** - March 2, 2013, 1:48 pm

Specs still look like shit.

I guarantee you can build a PC that's better than the Xbox 720 at the same price point.

**Sky123** - March 2, 2013, 1:50 pm

Not looking exactly amazed by the specs. All depends what sort of price tags they come out with.

**Inalienable** - March 2, 2013, 1:54 pm

PS4 Dumbed down their processing power now xbox? Somethings going on here.

**Nonon Jakuzure** - March 2, 2013, 6:47 pm

(Mar 2, 2013 02:54 PM)#Chad Wrote: [\[CITE\]](#) PS4 Dumbed down their processing power now xbox? Somethings going on here.

Where did you hear that Sony dumbed down their CPU power? Last I recall they have multiprocessing features and can handle 1 million item drops.

**Inalienable** - March 2, 2013, 7:38 pm

(Mar 2, 2013 07:47 PM)Daryl Dixon Wrote: [\[CITE\]](#) Where did you hear that Sony dumbed down their CPU power? Last I recall they have multiprocessing features and can handle 1 million item drops.

I heard the PS4 had some dumbed down intel processor.

**Nonon Jakuzure** - March 2, 2013, 10:39 pm

(Mar 2, 2013 08:38 PM)#Chad Wrote: [\[CITE\]](#) I heard the PS4 had some dumbed down intel processor.

You should watch the Sony Conference then. A dumbed down Intel processor wouldn't be able to handle a million item drop nor background processes.

**Rippin™** - March 2, 2013, 11:04 pm

(Mar 2, 2013 02:48 PM)MidGeT Wrote: [\[CITE\]](#) Specs still look like shit.

I guarantee you can build a PC that's better than the Xbox 720 at the same price point.

I bet the games will run better on the console though.

**Rwkeith** - March 3, 2013, 12:33 am

@Conversation on Cores

The operating system is splitting each physical core into two virtual cores using hyper-threading. Applications generally use no more than 4 cores. On an operating system, there's nothing distinguishable from a virtual or physical core. Whether it's virtual or physical does not make a difference to the OS. A 2 core processor, that appears to have 4 on an OS, is using hyper-threading(just a method to efficiently thread applications) to split the physical core into two virtual cores.

On topic: It's most likely going to be the same, or derived from AMD's FX-8150 Eight-Core (which is one of the best CPU's as far as value). 8 cores is an upgrade. Whenever you see more cores(in today's market), it's a more powerful processor, Period! I would think :?

**Steve Kosh** - March 3, 2013, 12:57 am

(Mar 3, 2013 01:33 AM)Rwkeith Wrote: [\[CITE\]](#) @Conversation on Cores

The operating system is splitting each physical core into two virtual cores using hyper-threading. Applications generally use no more than 4 cores. On an operating system, there's nothing distinguishable from a virtual or physical core. Whether it's virtual or physical does not make a difference to the OS. A 2 core processor, that appears to have 4 on an OS, is using

hyper-threading(just a method to efficiently thread applications) to split the physical core into two virtual cores.

On topic: It's most likely going to be the same, or derived from AMD's FX-8150 Eight-Core (which is one of the best CPU's as far as value). 8 cores is an upgrade. Whenever you see more cores(in today's market), it's a more powerful processor, Period! I would think :?

The next gen Xbox and PlayStation will be using custom AMD "Jaguar" based cores.

These links below are the retail version for regular PC consumers and not the next gen consoles.

<http://www.tomshardware.com/news/APU-Jaguar-PlayStation-Kabini-Temash,21229.html>

<http://www.techpowerup.com/180394/AMD-quot-Jaguar-quot-Micro-architecture-Takes-the-Fight-to-Atom-with-AVX-SSE4-Quad-Core.html>

We will also see APU's like what's in the PS4 on the retail market sans a few features (mainly Sony technologies).

[http://www.xbitlabs.com/news/cpu/display/20130227190402\\_AMD\\_We\\_Will\\_Sell\\_PlayStation\\_4\\_Like\\_APUs\\_on\\_Open\\_Market.html](http://www.xbitlabs.com/news/cpu/display/20130227190402_AMD_We_Will_Sell_PlayStation_4_Like_APUs_on_Open_Market.html)

(Not the specs for the next gen consoles)

"Jaguar

-Jaguar will be the successor to Brazos 2.0.

-The new core design will add support for SSE4.1, SSE4.2, AES, PCLMUL, AVX, BMI, F16C, and MOVBE instruction sets[54]

-Memory address space is increased from 36 bits to 40 bits.

-The floating point unit is considerably more powerful.

-Core size of 3.1 square millimeters, down from 4.9 square millimeters."

[http://en.wikipedia.org/wiki/AMD\\_Accelerated\\_Processing\\_Unit#Jaguar](http://en.wikipedia.org/wiki/AMD_Accelerated_Processing_Unit#Jaguar)