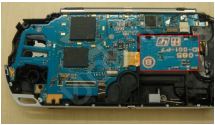


17 July 2007



The PSP uses TA-085 PCB
0okm.blogspot.com

By: Filip Truta, Games Editor

[New PSP 'Slim' Features Unveiled!](#)

Apparently, that LED screen doesn't do much good regarding gameplay hours

Sony has announced for quite some time now that they're prepping to roll out a slimmer version of the PSP. Rumors had it that the system would sport a much slimmer [LED screen](#), draining far less juice from the battery. However, checking out the new PSP's "manual", courtesy of Joistiq.com, the extra RAM may just compensate for that, allowing for the same gameplay hours. Details on the other features, below. "RAM has been doubled to 64MB, games should load faster The new system will support charging over USB The 1200mAh battery is rated at 3-6 hours, the same as the original PSP's 1800mAh battery (good news: more efficient, bad news: same overall runtime)," according to the above-mentioned gaming site. STOP right there. What is this supposed to mean? Honestly now, why would they go through all the trouble of coming up with the slimmer PSP battery life, which is one of the most important aspects, is unknown to me. 3 to 6 hours? Jeez, you'd think that after all that talk about the new LED screen and how it should drain far less battery juice, maybe just 30 percent would be true. Eh let's just forget about it, they probably haven't tapped every aspect of it. Let's go on with the features "Original PSP remotes will not work with the new PSP The fancy component AV cable will not be included (big surprise) The PSP Lite features a TA-085 PCB..." "Yes everything sounds fairly good, especially that TV out (for whoever needs is) and the extra RAM of course (you can never have less loading times and don't even get me going on in-game loading). However, I have some questions: why oh why don't they just drop the UMD business? You know the [PSP Slim still uses UMDs](#). Wouldn't it be a much more attractive handheld if they threw in some internal memory and maybe an extra stick for the higher value pack? I don't know... It seems that whatever Sony does with the PSP, there's always room for better. Not the PS3's case though... That one's actually ahead of its time.