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[Sony Indirectly Answers to PGR 4 DVD Space Issues](#)

Claiming that Blu-ray is the Holy Graal for developers. We'll see...

[PlayStation](#) fans truly have it their way today and although Sony hasn't really announced anything new for the powerful system, confirmation that the PS3's time has come, is indeed something to make your day. According to this piece up on Evil Avatar, [David Karraker](#) told GamesIndustry.biz that their investments with the PS3 are starting to pay off. This means that gamers are likely to get what they've longed for too. "We took a lot of heat at launch for including Blu-Ray in PS3," said Karraker. "Now it looks like that investment is being justified. Next generation games simply need more space on the disc to contain all that high definition content. Take a look at Lair, for example, already pushing 25GB of content, and that is a first-generation title. At 50GB storage capacity, Blu-Ray gives the PS3 plenty of headroom for developers to fully realize their visions well into the future." But why do you think Sony's Karraker went and said this? I'll tell you why. Just hours ago, I finished writing an article entitled [Xbox 360 - PGR 4 Limited Because of DVD](#). The game's developer made an entry over at the official Project Gotham 4 Racing forums, stating the following: "You won't see different times of day per city because this involves recreating all the textures again (one for day and one for night). Whilst this wasn't a problem for our dev team, it was a problem fitting all this data onto a single DVD. So we've worked around the problem by providing different lighting models per city. For example, Macau is always in the daytime, but if you play it during a storm everything looks darker and more foreboding. If you play during a blizzard then things are slightly tinged blue and everything seems more frozen. Of course, playing this track in sunshine will make everything appear bright and yellowy." You could almost hear PGR fans' hearts breaking at the sound of this statement. So, although Sony still has to convince developers that it's worth working with Blu-ray, the company behind PS3 does indeed have a great advantage over Microsoft and their DVD playing Xbox 360. As Evil Avatar's blokes point out, let's just hope this doesn't mean we'll be seeing nothing but in-house games for the PS3. Not that Sony doesn't do a marvelous job, but there are dozens of other franchises out there just dying to put that Cell processor to good use. As always, we'll just have to wait and see what happens.