

Future Shock!

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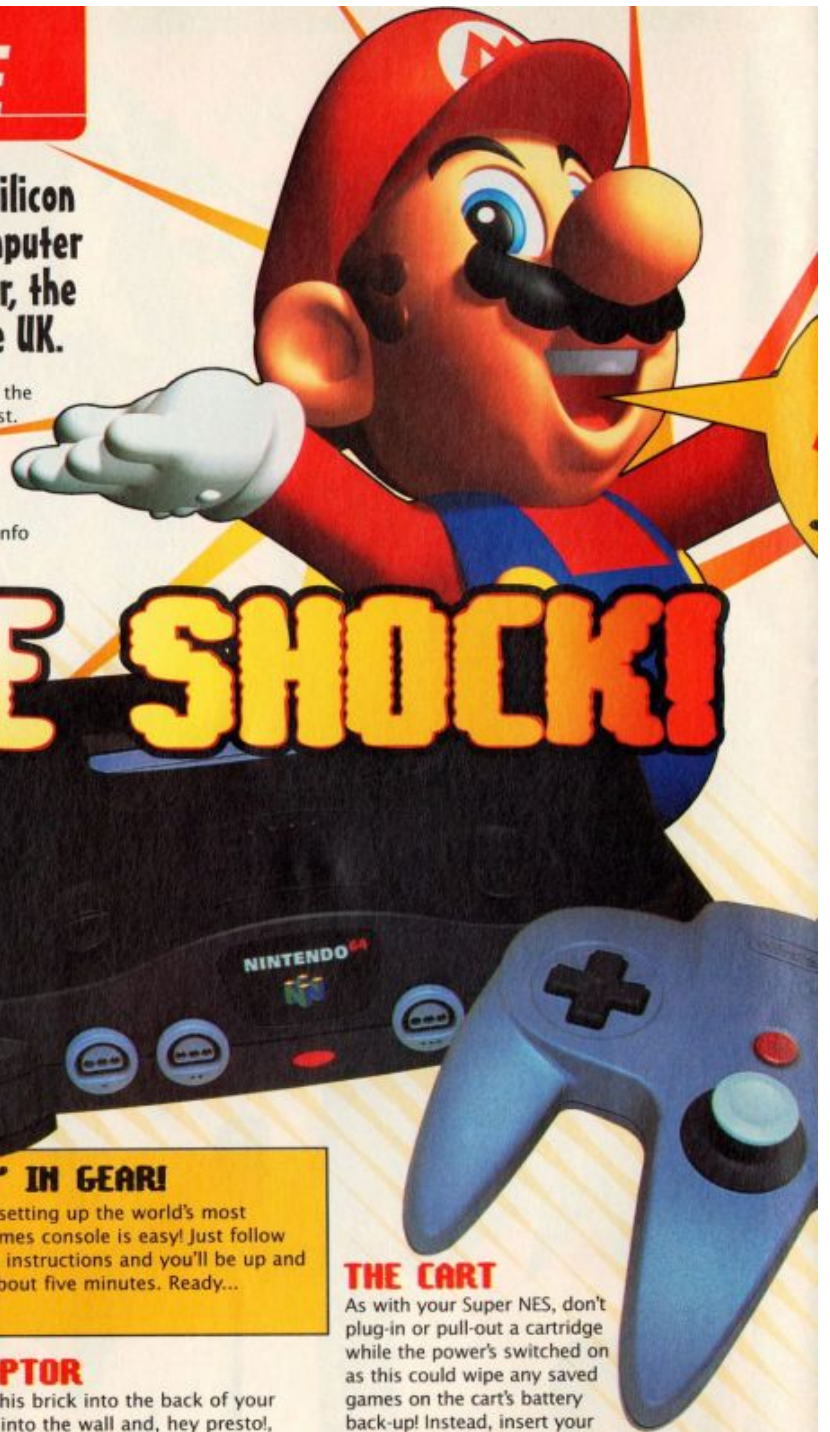
Un article sur les début de la N64

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SPECIAL FEATURE

In 1993, Nintendo joined forces with Silicon Graphics, the world leaders in 3D computer technology. Now, nearly four years later, the fruit of their labours is about to hit the UK.

Despite the rumours and scaremongering by lesser magazines, the Nintendo 64 will definitely (yes, definitely!) be here on March 1st. It'll be accompanied by the excellent Super Mario 64, Pilotwings 64 and Shadows Of The Empire, while Turok: Dinosaur Hunter and WaveRace 64 won't be far behind. However, just in case you aren't totally overawed with excitement, Nintendo Magazine now presents all the essential info on what you'll get in your N64 pack and how to set it up!



FUTURE SHOCK!

LIVIN' IN THE BOX!

So what do you get for yer asking price of £249, eh? Quite a lot, actually...

THE CONSOLE

Don't be surprised by the size of the N64 - it's small! However, appearances are deceptive as this little chunk of plastic houses the most advanced games system in the world!

THE CONTROLLER

Although the N64 can take four controllers at once, only one is supplied with the machine. However, you'll soon be able to purchase controllers in a range of different colours for multi-player action!



AC ADAPTOR

It may be the most advanced games console ever, but you'll still need electricity to run it! This handy AC adaptor will help...

A/V CONNECTIONS

As with the Super NES and other consoles, the RF adaptor will allow you to play your N64 on any UK television. It even boasts a switchbox so that you can swap between normal TV reception and your N64 at the push of a button.

GETTIN' IN GEAR!

Fortunately, setting up the world's most awesome games console is easy! Just follow these simple instructions and you'll be up and running in about five minutes. Ready... steady... GO!

AC ADAPTOR

Simply slot this brick into the back of your N64, plug it into the wall and, hey presto!, you'll have all the power you need!



THE CONTROLLER

For one-player games, plug the controller into the far left port on the N64. Also, when you start up the machine, make sure the 3D Stick isn't pushed to one side or else it won't be aligned correctly. If this does happen, simply switch off the N64 and start again.

THE CART

As with your Super NES, don't plug-in or pull-out a cartridge while the power's switched on as this could wipe any saved games on the cart's battery back-up! Instead, insert your cart before touching the power switch.

CONNECTING TO YOUR TV

For the most basic TV connection, use the RF adaptor to connect your N64 to the aerial socket of your TV. Even better, use the switchbox and you won't have to keep unplugging your video or TV aerials.

BETTER PICTURES

The RF adaptor will give you an excellent picture but, if you're lucky enough to have a posh telly with S-VHS compatibility, it's a good idea to buy an S-VHS lead as this will allow you to appreciate the graphics in all their stunning glory.

N64 IS HERE!

BORDER CROSSING!

If you compare an Japanese or American N64 with the British machines, you might notice black borders at the top and bottom of the screen. However, don't worry! Without getting too technical, Japanese and US NTSC TVs have a lower resolution than British PAL TVs, so the picture has to be squashed down in size slightly for the UK. Also, NTSC TVs update their screens 17.5% faster than PAL TVs, but as Super Mario shows, Nintendo is trying to ensure that all versions of its games run at the same speed.



Full-screen NTSC picture...



...And PAL screen with borders.

GRATUITOUS GRAPHICS!

Without a doubt, the N64 boasts the best graphics ever seen on a home videogame console. But just how does it manage to handle such complex information...?



HARDWARE TEXTURE MAPPING

Allows any bitmap image to be placed on the surface of a polygon in full 3D at unbelievable speeds.

ANTI-ALIASING

Reduces the jagged appearance of angled lines so that polygons remain sharp and distant objects look clear. Just take a look at Super Mario 64 for proof...



Z BUFFER

Ensures that objects appear in the right perspective so that distant items are correctly proportioned when viewed from any angle. The Hoth battle in SOTE is a good example of Z Buffering in action.



TRI-LINEAR MIP-MAP INTERPOLATION

Ensures that texture maps are unblocky, even at close range, just like the dinosaurs in Turok. Also keeps textures proportioned correctly so that they don't become stretched or warped.



ALPHA-BLENDING

Allows programmers to use amazing transparency and filter effects, best illustrated by the sea in WaveRace 64.

LEVEL-OF-DETAIL (LOD) MANAGEMENT

Allows the creation of huge, highly-detailed worlds like those in Pilotwings 64, where objects can exist in both the foreground and background without the dreaded pop-up.

COMING SOON!

Nintendo has many add-ons and accessories planned for the months and years ahead to keep your N64 at the forefront of videogaming, including the Jolt Pak (below) which makes your controller vibrate in response to on-screen punches or hits, and the 64DD (right), a disk drive which will allow developers to make even bigger and better games!



THE TECH SPECS!

As the world's most advanced games console, the N64 boasts the best technical specifications in the industry. Just take a gander at this little lot...

CPU

64-bit RISC-based CPU running at a clock speed of 94 MHz.

MEMORY

RAMBUS D-RAM 36-Mbit, maximum transmission speed of 4,5000-Mbit/second.

CO-PROCESSOR

SP (sound and graphics processor) and DP (pixel drawing processor) with clock speed of 64 MHz.

RESOLUTION

256x224 and 640x480 modes, flicker-free interlaced mode support.

COLOUR

32-bit RGBA pixel colour frame buffer support, 21-bit colour video output.

