

Playstation Phone latest details

Written by mike smith

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Can't remember the last time so much info spilled out about a piece of gaming hardware before it was officially unveiled, but whatever, it's 2011, let's roll with it: the PlayStation Phone has been reviewed.

Chinese website IT168 got its hands on a version of the phone (which it carefully points out may not be the final, production model) and put it through its paces, detailing not just the device's hardware specs but some other interesting tidbits as well.

First, the specs (at least as they stand on the model reviewed): it's got a 1GHz Snapdragon QSD8255 processor and Qualcomm Adreno 205 GPU, giving the handheld a benchmark frames-per-second count of just under 60. It has 512MB RAM, 512MB ROM and slots of a microSD card, SIM card and micro USB cable.

The phone's screen is capable of a 854 x 480 resolution on its 4-inch screen, and there's a 5 megapixel camera.

Interestingly, on the phone's screen, it appears games are launched via the "PlayStation Pocket" application. Before it's selected, the phone is running in "phone" mode, but once you hit the PlayStation Pocket app the display changes to Sony's trademark "XMB", making it look much more like the user interface of a regular PSP.

Remember, while there's certainly enough material here to indicate this is real, since the phone (or its specs) are yet to be officially unveiled by Sony, this should be taken with a pinch of salt.

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