SONY COMPUTER ENTERTAINMENT ANNOUNCES THE DEVELOPMENT OF AN I/O PROCESSOR FOR THE NEXT GENERATION PLAYSTATION® THAT PROVIDES 100% BACKWARDS COMPATIBILITY

TOKYO, March 2, 1999 - Sony Computer Entertainment has developed the I/O Processor with LSI Logic Corporation for the next generation PlayStation. By embedding this processor we have achieved 100% backward compatibility with the current PlayStation. In addition, the new I/O Processor supports IEEE 1394 and Universal Serial Bus (USB) which are the new standards for digital interconnectivity.

The new I/O Processor for the next generation PlayStation is based on the current PlayStation CPU but with enhanced cache memory and a new, higher performance DMA architecture that permits a four-fold increase in data transfer rates. The serial interface is also upgraded to over 20 times the performance of the current PlayStation. In addition, the USB host controller and the IEEE 1394 link and physical layers are integrated onto this single chip LSI.

The USB interface is compatible with OHCI (Open Host Controller Interface) and can handle data transfer rates of between 1.5Mbps and 12Mbps (Mega bits per second). IEEE 1394 can handle data transfer rates of between 100 Mbps and 400 Mbps.

The use of these interfaces allows the future connectivity of the new PlayStation system to a variety of other systems and consumer products such as VCR, Set Top Box, Digital Camera, Printer, Joystick, Keyboard and Mouse amongst others.

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For further information, please contact your local PR Manager.

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