Subject: Re: OnLive is out
Posted by JohnDoe on Sat, 20 Nov 2010 08:04:23 GMT
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k since im not as lazy as last night, here are some wikiquotes

Quote:The OnLive service will be hosted in five co-located North American data centers. Currently there are facilities in Santa Clara, California and Virginia, with additional facilities being set up in Dallas, Texas, as well as Illinois, and Georgia.[28][29] OnLive has stated that users must be located within 1,000 miles (1,600 km) of one of these to receive high quality service.[30][31][32]

Quote:The service requires a 5 Mbit/s Internet connection and is limited to the contiguous United States.

Quote:DigitalFoundry conducted tests on OnLive that showed latency was greater than that for a locally-installed game.[63] Best-case response times for button press to action was 10 frames or 150 ms, while other games ranged from 150 ms to 210 ms, and they noted that this would vary greatly depending on quality of connection to OnLive's servers. They also noted that such a response time "never meets anything like the claims made for it by company front-man Steve Perlman, on the record as describing end-to-end lag as being under 80 ms and 'usually... between 35-40 ms'.",[63] and that while this may not be a problem for slower-paced games, for faster-paced games, "it is most definitely not a replacement for the local experience".[64] Video quality was also analyzed with the finding that, owing to the use of video compression, "video quality is hugely variable in OnLive, ranging from very good to absolutely, diabolically dreadful. You will never get that disparity of performance on a local system",[64] with video quality best when there was little motion or change in picture.[64] Framerate and graphics quality was generally good, being comparable to the console versions of the games offered, but DigitalFoundry noted screen tearing due to the unlocked frame rate and the lack of full-screen anti-aliasing as mentioned by the developer briefing at GDC as being "mandatory".[64] In examining the value of the OnLive system, they noted that physical copies of games were often cheaper than those for use on OnLive, that OnLive's promise of better graphics quality than consoles counted for nothing if latency and video quality were inconsistent, and that the performance level could be "approximated or even exceeded" by purchasing an £80 graphics card bought for a computer that meets the minimum specification to use OnLive on a PC.

now it all makes sense