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volume-8-432-top by Nikki Rosen on August 4, 2013 at 8:35 PM. -rises-brrip-1080p-du volume-8-432 Pixelated The Pixelated is the internal name (by Rockstar) for the PlayStation 4. It was announced in August 2013 and released in November. The name is a reference to the game being a remaster of the original Vice City PlayStation game. It has an 8 GB hard drive, and has a pre-loaded copy of Grand Theft Auto IV for on-disc gameplay. It was backwards compatible with the original PlayStation as well. The Xbox One was announced in May 2013 and released on November 22, 2013 (0520-04). It is backwards compatible with the original Xbox and any games released on it. It has a 500 GB hard drive, and does not have any console exclusives at launch. As of June 2015, the Xbox One is still the cheapest way to get Rockstar Games' games, and the PlayStation 4 is now the most expensive. At one time, some Rockstar games had downloadable content (DLC) for the Xbox 360 and PlayStation 3, such as add-ons, they were not part of the main game. However, starting with Red Dead Redemption, the only content available to Xbox owners is on-disc DLC, that can be accessed through Xbox Live (or PlayStation Network for PS3 owners). The Xbox One has on-disc DLC similar to the PlayStation 4 and other platforms. Rendering By September 2013, all of the Grand Theft Auto games were rendered in direct-to-texture but it did not include any vehicle models to make all the in-game props. The first game to have vehicles was Vice City and most of the games after it to have vehicles. However, this problem was temporarily solved by the development team of the Vice City remake, Grand Theft Auto: San Andreas. Until then all of the GTA games had been rendered at up to 1024x768 resolution on the PlayStation 2. According to Rockstar Games's president Dan Houser, "it's just cheaper to do for the console versions". However, none of the games released after 2005 for the PlayStation 2, PlayStation 3 and Xbox 360 had vehicles. The Xbox One had on-disc DLC from the start. For the first time, the Grand Theft Auto games were rendered in DirectX 11. Most of the car models are using the "Shader Model 2 f678ea9f9e

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