

Games Perform Better on Xbox One S

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Microsoft has launched the Xbox One S - and it appears that there are some hardware improvements other than 4K video playback. This is pretty interesting, but this is a stop-gap until next year when a new, seriously upgraded Xbox One ships. It will be interesting to see how companies code games for the Xbox One S and how it will impact performance on the first-generation Xbox One.

Gears of War 4 employs a dynamic resolution system that tweaks the game's rendering resolution in both single-player and multiplayer to maintain its target frame rate in each mode (30 frames per second and 60 fps, respectively). According to Fergusson, the Xbox One S has additional raw GPU and CPU power compared to the Xbox One, and The Coalition's engineers have been able to take advantage of that to reduce the frequency of frame rate or resolution penalties in more demanding sections of the game.

Source: [Polygon](#)