

Rise Joins x86 Fray With mP6 1
 Rise Technology discloses its new three-issue mP6 and mP6 II processors, with which it hopes to carve niches in the entry-level PC market and in the growing market for low-cost notebook PCs.

Editorial: Intel Sacrifices Share on ASP Altar 3
 To maintain ASP, Intel has forfeited market share. But with competitors' share dangerously high, Intel must find other ways to boost ASP.

Most Significant Bits 4
 HP extends PA-RISC plans; MIPS R12000 not dead yet; ATI buys Chromatic, but MCC gets Mpact; AMD, Cyrix drive new low-cost PCs; Stellar offers 3D graphics cores; C-Cube offers affordable MPEG-2 codec; Evergreen ships PCI-based CPU upgrades.

Embedded News 10
 Motorola PowerPC 8240 gets PCI bus; Intel's i960VH sprouts single PCI bus; Pentium/MMX goes embedded; ARC getting full—30 licensees aboard; NEC multiplies V830 media performance; iReady picked up by Toshiba, Seiko.

Triscend E5 Reconfigures Microcontrollers 12
 The new E5 microprocessor combines an 8032 core, 16K of SRAM, and an array of 2,048 erasable reprogrammable logic cells.

ARM10 Points to Set-Tops, Handhelds 14
 New 300-MHz core with optional floating-point unit seeks to increase ARM's penetration into WinCE computers and set-top boxes.

G4 Is First PowerPC With AltiVec 17
 Motorola rolls out its new PowerPC processor, the first to include its new vector unit, capable of delivering 3.2 GFLOPS and 19 GOPS of multimedia processing horsepower, and the bandwidth to support it.

3Dlabs Flies With Jetstream 20
 3Dlabs previews its Gamma 3 geometry processor and Jetstream architecture, drawing 44 Mpolygons and 1 Gpixels per second.

VolumePro Takes New Approach to 3D 22
 New 3D chip from Mitsubishi brings supercomputer volume rendering techniques into the mainstream.

Jalapeno Powers Cyrix's M3 24
 Cyrix and National pursue their vision of a PC-on-a-chip with M3, integrating a hot new CPU core with a large on-chip L2 cache, an impressive 3D rendering engine, and dual DRDRAM memory.

The Slater Perspective: The Elusive Goal of Simplicity 31
 On the verge of an era of information appliances, designers struggle with the tradeoff between capability and complexity. But the opportunities are enormous—if devices can be made to seem simple.

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