Re: IBM/Toshiba/Sony Cell CPU

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- *From*: pbdelete@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
- *Date*: 30 May 2006 20:13:39 GMT

> Given the few comments on the web about supply being locked
> up until and likely after the introduction of the PS3, I'd
> guess probably not unless you have substantial influence.

Obviously some researchers at Lawrence Lab got their hands on it..

> But just on the outside chance,
> is it possible to buy a plausibly priced development kit
> board with 1 or 2 or, go wild, 16 of these on it with a
> bootloader and some empty SDRAM sockets to keep them busy?

Empty sdram??
Anyway the closest thing I got to was spare parts to blade servers which
doesn't seem to have surfaced their product range yet.
Ofcourse if the MIPS/money factor isn't right it's dead on arrival anyway.

> Or any info on how to hack a PS3 to load and run a little
> bare code on them when they are finally released?

Nope..
But put it this way, to run u need cpu, ram, rom, i/o. Given sonys history
they will most likely stuff PS3 with propietary lockdown.
Anything not in that needed−to−run can be removed/overwritten.

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