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direction pads...which allowed you to center your thumb in the joypad and get diagonals much easily. I dunno...this point's probably not important as hopefully third parties will come out with their own designs..and with most games, this is not an issue. I just think that the Sony's one detracts from gameplay which again is just my opinion. Brian

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**futuristic buttons A Saturn owner buys a Playstation: read on!**

Posted by Craig - 2010/01/08 16:27

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What the hell was Sony smoking to think this controller was a good thing . The controller feels too small in my hand, and those two Feels fine in my hand; My friends prefer the larger Professional pad, tho' when you are playing you can remember where a button is....the logic behind remember where the square button is lost on me. Sure you will Wow, I've had it for a whole day, and I've already memorized which button is which

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**futuristic buttons A Saturn owner buys a Playstation: read on!**

Posted by Ron Pepper - 2010/01/08 16:27

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Hello, I too own a Saturn and bought a Playstation. I have to agree about most of what was said about the controllers. The control pad (or lack there of) is bad, plus the directional buttons they use instead are square and tend to dig into my thumb after playing for a long time (like 8 hours of Toshinden). Other than that I like the main system, as for the battery...its annoying but it doesn't bother me that much. As far as toshinden goes. Its pretty cool, graphically its awesome. The controls for it do suck, partially because of the controllers, partially because of the setup for the buttons. All of the special moves require rolling the direction in some form or another, this is almost impossible to do with these controllers. Although the computer has no problem doing them ;) I would have much preferred them using something more akin to VF with punch,punch,kick or some such. Anyway, I think both systems are awesome. If VF and Toshinden are both on par concerning the amount of programming skill that went into them, I would have to say that the Playstation has a faster graphics engine. FMV seems the same on both systems, no jerkiness on the Playstation that someone had posted about before. Thanks, Ron.

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**futuristic buttons A Saturn owner buys a Playstation: read on!**

Posted by Ken Cobb - 2010/01/08 16:27

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What the hell was Sony smoking to think this controller was a good thing . The controller feels too small in my hand, and those two protrusions dig into my hand. The buttons are ok, however the four main button are aligned as follows:  
o o o Interesting reviews. I am considering getting new games when I want them. (I know, wait a few weeks for new Saturn games). I have seen a 3rd party controller that has a D-PAD!!! Thats right, not the button crap that comes from Sony. Anyway, since you have a PSX, you need to find one of these and buy it. Only played a little with the PSX, but the other controller is MUCH MUCH BETTER!!! (IMO). Ken

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**futuristic buttons A Saturn owner buys a Playstation: read on!**

Posted by Tom Mulcahy - 2010/01/08 16:27

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The final playable demo was for Wipeout which is a futuristic, hovering racing game....sorta felt like Hi-Octane on the PC. Looks great, kinda sluggish. I'll wait and see the finished product. Sluggish??? I don't think so. Maybe you were hitting the wall every 2 seconds...

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**futuristic buttons A Saturn owner buys a Playstation: read on!**

Posted by Michael Mullis - 2010/01/08 16:27

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This is where you're wrong

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### futuristic buttons A Saturn owner buys a Playstation: read on!

Posted by Grant C. DeLorean - 2010/01/08 16:27

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I have seen a 3rd party controller that has a D-PAD!!! Thats right, not the button crap that comes from Sony. Anyway, since you have a PSX, you need The Sony pad is a D-pad too. It just has part of it covered to look like separate buttons.

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### futuristic buttons A Saturn owner buys a Playstation: read on!

Posted by Grant C. DeLorean - 2010/01/08 16:27

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This is where you're wrong

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### futuristic buttons A Saturn owner buys a Playstation: read on!

Posted by Hai Ng - 2010/01/08 16:27

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Any questions....mail me :)

-POOF- Just comments and personal views :)

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### futuristic buttons A Saturn owner buys a Playstation: read on!

Posted by Bob Tomasevich - 2010/01/08 16:27

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: I have seen a 3rd party controller that has a D-PAD!!! Thats right, not the button crap that comes from Sony. Anyway, since you have a PSX, you need to find one of these and buy it. Only played a little with the PSX, but the other controller is MUCH MUCH BETTER!!! (IMO). The best controller I've used with the controller made by ASCIIware. It looks sorta like a Saturn controller with a REAL D-PAD, not that horrible controller which comes with the system. Had autofire on all buttons and even slo-mo. This one runs around \$30. The ASCIIware arcade stick, which runs around \$50, also is getting many rave reviews from those who've used it.

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### futuristic buttons A Saturn owner buys a Playstation: read on!

Posted by Shidoshi - 2010/01/08 16:27

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The next demo was for Jumping Flash....a Doom style platform games. The graphics, music and controls sucked. Neat idea...however Rise of the Triad, Dark Forces, Doom and the likes have pretty well done everything that was done here, only looking much better. The polygon badguys looked bad, as did most of the game. (blech!!). That's totally unfair. Jumping Flash is NOT trying to be Doom, or Rise, or Dark Forces, or any of those other games. It is basically along the same lines as Bug, a 3-D Platform, and I personally think it's one of the funnest, and most creative, games I've ever seen. I love the graphics, they are damn cute! ^\_^ Shidoshi ^\_^ Death brings Life the beauty it shido...@nfinity.nfinity.com always hopes to obtain. - Me

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### futuristic buttons A Saturn owner buys a Playstation: read on!

Posted by drizzt - 2010/01/08 16:27

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: What the hell was Sony smoking to think this controller was a good thing . The controller feels too small in my hand, and those two protrusions dig into my hand. The buttons are ok, however the four main button are aligned as

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follows: : o : o o : o : Interesting reviews. I am co  
Playstation so that I can get : new games when I want them. (I know, wait a few weeks for new Saturn games). : I  
have seen a 3rd party controller that has a D-PAD!!! Thats right, not the : button crap that comes from Sony. Anyway,  
since you have a PSX, you need : to find one of these and buy it. Only played a little with the PSX, but the : other  
controller is MUCH MUCH BETTER!!! (IMO). : : Ken I played Playstation for  
today (Tosinden) and I thought the control pad was really good. The little handle things were a little too short, but for  
the directional pad, it's almost identical to SNES (the best directional pad ever) and a WHOLE lot better than that crap  
on the Saturn. The only reason it isn't QUITE as good as the SNES is because the direction buttons are physically  
separated by the plastic, and it'll cause a few more blisters. As for the responsiveness and the feel of the button  
presses, it's just as good as the SNES's. The Saturn pad, on the other hand, is the worst thing I've ever used. You  
don't get that feel of the button having been pressed, and there's no clear separation from the diagonals to the up/down  
and left/right directions. Moves that require you to tap directions are almost impossible. The two buttons on the top  
(like the SNES L,R buttons) almost don't move so you can't tell if you've pressed them or not, and that really bugged  
me.

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