

iPhone gaming revolution begins: first 3GS with stunning graphics

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In June, Apple released the new iPhone 3GS, which was said to support advanced graphics in games which would bring it up to par with PSP. Until now, however, the only difference to previous iPhone devices which players have experienced has been slight speed improvements. This is changing. Eurocenter, an indy development studio which has developed several highly awarded online games has released Adrenaline Golf Online, with full support for the advanced iPhone 3GS graphics.

Paris, France - In June, Apple released the new iPhone 3GS, which was said to support advanced graphics in games which would bring it up to par with PSP and finally make it a real player in the mobile games department. Until now, however, the only difference to previous iPhone devices which players have experienced has been slight speed improvements in a couple of games.

Now, this is changing. Eurocenter, an indy development studio which has developed several highly awarded online games on iPhone and iPod touch, has released Adrenaline Golf Online, with full support for the advanced iPhone 3GS graphic extensions. For the first time, players on the iDevices can see OpenGL shader effects in real time on their device. Adrenaline Golf Online showcases highly detailed golf courses and features beautiful water reflection effects throughout the game.

The environments include a relaxing beach atmosphere, Amazon forests mirrored in green water, night scenes with a reflected moon and a volcano theme including lava. The developer has revealed some interesting information about the difficulties of writing an engine that uses the full features of the iPhone and iPod touch. Unlike games on PC or Mac, the iPhone OpenGL ES 2.0 requires the developer to write a completely new engine to utilise the new features.

Everything that you know about OpenGL, including camera placement, streaming object vectors and setting up light effects, needs to be rewritten to incorporate the new OpenGL shader programs. On top of that, to not lose compatibility with existing iPhone devices or iPod touch, applications needs to actually support two distinct 3D engines.

When the game starts, it detects which device it is running on, and chooses the appropriate engine. Besides the stunning graphics, Eurocenter also used its experience in online games to provide a unique gaming experience.

In Adrenaline Golf Online, players can compete worldwide against other players, collect stars and send bonuses to other players much like in Mario Kart. Players can compete in 72 completely different courses and play in a realistic 3D environment which features a real-time physics engine to support moving platforms, cannons and other obstacles.

iFoneKit:
<http://www.ifonekit.com>

Adrenaline Golf Online 1.0:
<http://www.ifonekit.com/adrenalinegolf>

Purchase and Download:
<http://itunes.apple.com/WebObjects/MZStore.woa/wa/viewSoftware?id=328078007&mt=8>

Video:
<http://www.youtube.com/watch?v=7sNJ1bf2y8Q>

prMac: Publish Once, Broadcast the World :: <http://prmac.com>

Screenshots:

<http://www.ifonkit.com/adrenalinegolf/screenshots/files/page1-1000-full.html>

Press Kit:

<http://www.ifonekit.com/adrenalinegolf/presskit.zip>

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Link To Article: <https://prmac.com/release-id-7512.htm>
