

TECHFOCUS

Building the Time Machine

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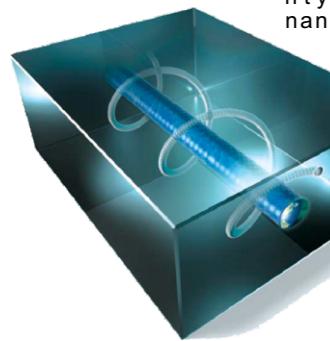
After the famous science fiction, The Time Machine, written by HG Wells in 1895, the concept became a craze for the people throughout the globe. People began to think about it and wonder if time travel is really possible. Would our scientists be able to develop such a machine that can transport us to any wonderful event that took place in the past and give us a chance to experience it once again? Or would it give us the opportunity to visit our future and see where we will be? Can we be able to alter our past and erase the awful moments that had happened or wipe away the dreadful moment that is going to happen? Many questions aroused in the mind of people. But scientists in the 20th century had come up with some original ideas that might allow us for time travelling.

What can a time machine do?

According to the scientist of the 21st century, time machine is a device that can transport us only to the future, but not in the past. Scientists had developed a model of time machine that can transport us to the future. You will be surprised to know that instances of time travel happen in our ordinary daily life.

Time travel happens in everyday life

If you buy two clocks of same manufacturer, each using same battery and put one clock in the first floor and another in the sixth floor, after a few days, you will observe that the clock in the first floor became slow about a second than the clock at the sixth floor. Why is that? Wouldn't it be surprising? Do you have any answer? But scientists in this century believe that gravity slows down time. Of course, gravity is something you're familiar with. Gravitational force at the first floor is slightly more than at sixth floor. But we don't observe this weird time wrap. Even people in an airplane traveling at 920km/h for eight hours would be two hours younger than the people on the ground.



Earth and the moon

One nanosecond - a billionth of a second) ahead than you! That means they are time travelers! So gravity and speed are the factors to jump ahead of time as we see from the two facts. Time traveling by using grav-

PHOTOTECH



BEAUTY AND THE BOT

Miss Universe Australia Erin McNaught tries out the new RS Media Robot during an Australian launch in Sydney on October 10. RS Media is your own personal entertainment centre with a chest mounted LCD screen that displays images and MPEG video in colour. The robot comes with PC software (including USB port interface and SD card slot) that allows you to edit his movements, sound files and video files and even some of his programming, so you can assign specific voice files or choreograph a routine to a favourite dance track.

PHOTO: AFP

Sinclair ZX80

The Sinclair ZX80 was a home computer brought to market in 1980 by Sinclair Research of Cambridge, England. It was notable for being the first computer available in the United Kingdom for under a hundred pounds. It was available in kit form, where purchasers had to assemble and solder it together, and as a ready-built version at a slightly higher cost for those without the skill or inclination to build their own unit. The ZX80 was very popular straight away, and there was for some time a waiting list of several months for either version of the machine.



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TECHREVIEW

Fifa 07

An experience much closer to the real game



AHMED ASHIFUL HAQUE

EA brings out a new Fifa game every year. Is this new one any good?

Absolutely! And just like each new game in the series, Fifa 07 plays better, looks better and is a better experience than ever before. The gameplay is more fluid, the player animations are more natural and free-flowing and the ball movement mimics real life much more closely. As a result, Fifa 07 is a much more enjoyable experience.

The improvements Fifa 07 has to offer are more a case of evolution than revolution, with the latest in the series building on the elements of Fifa 06 that worked well rather than starting from scratch. As result all of the positives that in the past have made Fifa the best-selling football game on the planet - the hundreds of officially licensed clubs and players, intuitive controls, superb presentation and killer soundtrack - are all present and correct. But it's the fine-tuned gameplay and new ball physics that really stand out and make Fifa 07 a great game rather than just a good one.

Playing Fifa 07 is an experience much closer to the real game than ever before and that's largely down to the way the ball now reacts: EA cranked up the complexity of the ball physics so that the game feels more natural and the ball reacts in a much more organic way. Fumbling goalies, awkward

deflections and other on-pitch occurrences like handballs - all part of the beautiful game in real life - are in Fifa 07 too, but they happen randomly rather than being associated to a pre-determined animation or particular set-piece.

This is clearly the best-playing Fifa game ever made, but that merely puts it above some of the most average-playing soccer games ever made. Even with the improvements, the game remains far too simple tactically. You can easily



scoot the ball up to your strikers in three button presses (or less) without the complication of the defence getting in the way. Once you get close to the goal, the defence will lock down, but scoring opportunities will develop in a matter of seconds, as opposed to creating them with hard work, smarts, and

cunning passes. It leads to a complete lack of "WOW!" moments, because you don't have to fight your way in for opportunities. The dramatic build up just isn't there. As much as the improved control would imply that this is a more realistic game, it's still too basic around the edges.

Every year, Fifa promises revolutionary gameplay and ends up delivering the best soundtrack in sports games. This year, they've finally pushed further than ever before (on the

gameplay side), and it's a decently rewarding experience. The gap between the Fifa series and Pro Evolution Soccer is smaller than ever before!

TECHNEWS

Taking aim at Apple, Sony unveils five new Walkmans

AFP, Tokyo

SONY has unveiled five new Walkman portable digital music players as the struggling electronics giant steps up efforts to catch up with Apple's phenomenally successful iPod.

Three new NW-S700F oblong-shaped players, which have in-ear noise reduction earphones to block outside sounds, will go on sale from October 21, followed by two new NW-S600 series models on November 18.

"Ways to enjoy music have been diversifying and changing. This is Sony's best business opportunity," said Kiyoshi Shikano, corporate senior vice president at Sony Marketing Japan Inc, on Thursday.

"We have absolute confidence on the high sound quality, which is Sony's quintessence. We would like to raise our market share in portable music players further from the current 20 percent level in Japan," he told a launch event.

Sony also announced the three new additions to its NetJuke range which allows users to download music to a hi-fi system and save it on a hard drive.

The new Walkmans will allow users to listen to about three



hours of music on a three minute charge, and up to 50 hours on a two hour charge.

Sony has increasingly tried to repackage the Walkman as it takes aim at Apple Computer's hit iPod music player, last year for example targeting a younger crowd with a Walkman that looks like jelly beans.

Sony's first Walkman tape cassette players in 1979 revolutionized the way the world listened to music at the start of the music-video era but the iconic Japanese company was taken by surprise by the success of the iPod.

In September last year,

Sony's first foreign head Howard Stringer announced a major overhaul of the business including 10,000 job cuts as the company struggles to recover from a profit slump.

Sony announced in January that the Walkman would no longer be made in Japan, shifting production to China and Malaysia.

The NW-S700F models will come in four colours with prices starting at 18,000 yen (151 dollars) while the NW-S600 offers a choice of three colours with a price tag of 15,000 yen and upward.