

The Gamer's Monitor Dilemma: TN or IPS

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When choosing a monitor, gamers rarely take the type of panel it has into account. Technical specifications the likes of refresh rate, response times and contrast ratio are more often than not overestimated. In reality, the choice of panel is very important, as it determines whether the monitor is responsive enough for your first person shooters, good at reproducing colors if you work with design or photography, or in some cases both.

Flat screen monitors usually use three different panel types, TN, IPS and VA. Since VA panels are usually very diverse and hard to find in our country, we'll be emphasizing on TN and IPS panels only.

TN (Twisted Nematic) Panel:

The most commonly used monitor technology. The market is basically flooded with TN panels. The main advantage of such panels is that they have very short response times, which makes them an excellent choice for fast paced gamers. These panels are very cheap to manufacture which is why they are priced very low.

Pros:

- Fast response times.
- Cheap.
- Decent for gamers who game who sit straight in front of their monitors.

Cons:

- Washed out, inaccurate colors.
- Color shift occurs at even moderate angle changes.
- Low end variants exhibit picture distortions when viewed from above or sides.

IPS (In Plane Switching) Panel:

IPS panels were developed to improve on the poor viewing angle and poor color reproduction of TN panels. IPS panels are considered the best overall LCD technology for image quality, color accuracy and viewing angles, but this too comes at a price. Cheap IPS panels generally have very slow response times, whilst the problem doesn't quite exist in expensive variants but still IPS panels are not meant for the budget user. Long story short, you (assuming you are a gamer) are going to suffer if you buy those <14k IPS monitors that are often showcased in IDB.

Pros:

- Excellent color reproduction.
- Improved viewing angles over TN panels.
- Moderately priced IPS panels are an excellent choice for gamers and photo/video editors alike.

Cons:

- Low end variants come with slow response times.
- So, basically, if you don't care about color accuracy and viewing angles too much, then you'd be fine off with a TN panel.

But if you desire something more, then you will have to spend more as well. The market is crowded with cheap IPS panels; these monitors are not recommended as they have very slow response times, that is where the problem of "Ghosting" arises. It means due to the nature of the panel and its slow response time you exhibit shadow trails on almost everything that moves fast. Trailing the original image as it moves by, ghosting is caused by slow pixel transition times. It's going to ruin your gaming experience.



WORTH A REINSTALL

TAHMID

Release: 2007
Also on: X360, PS3, PC

The lost planet in question is a frozen wasteland inhabited by giant bugs. Soldiers are sent to terraform the planet and make it habitable. But giant bugs are giant, so the soldiers have mechs to save them.

When the most basic of your weapons is an assault rifle, you know the game is going to be action packed. Conservation isn't the norm in this game where each grenade pickup means five to ten grenades. And you'll rarely run short on ammunition.

There's a generous amount of mech use and the controls are very instinctive. Probably not as much as surgeon simulator though. Still, it's very easy to get about and I imagine multiplayer mode would be very competitive.

When recommending this game to others, I refer to it as a "3D Metal Slug" and if you play it, you'd understand why that is a conceivable comparison. It's easier but also more fast-paced. It will always keep you on the edge and have you



plan on the go because your heat energy (which you need to regenerate health) is constantly running out, even when you're surrounded by lava. That doesn't make much sense, but the gameplay's better off for it so I can't complain.

Lost Planet's story is a boring but thankfully it's also simple to the point of being weak and doesn't take up as much time as Assassin's Creed's. You won't be

forced to swallow the story and can just skip it, which is not bad advice.

Controls, when they are explained, are only explained in terms of the X360 controller. You'll be learning your controls from the options menu if you use the keyboard like me.

You can't run. You go through each level, each stretch of terrain, with the same speed. So forward progress is some-

times a bit slow. This usually doesn't cause too much of a problem unless, God forbid, you decide to backtrack. To counter this, you'll have to remember that the grappling hook is your friend.

The last boss takes the well-established control and combat system of the game and throws it out the window when it decides your mech can fly now and your weapons of choice are slow laser swords and ineffectual laser beams. Yes, actually fly and not the elongated hovering. It opens the third dimension for traversal. It takes some getting used to. You'll die several times learning the controls and then you might finally be able to finish the game. Try using a controller if you find yourself at an impasse.

The game is worth several playthroughs (with some break in between). But then when you fight the final boss again in hard mode, you'll probably just uninstall it like I did.

Lost Planet 2 is, from what I hear, a disappointment. Lost Planet 3 was sentenced to an early uninstallation. The only notable feature was that your character has facial features reminiscent of Nicholas Cage's. In short, Colonies is the best of the bunch.