

# Minecraft on PS4 Supports Touchpad and will be Followed

Minecraft will not be able to complete the bridge to PS4, Vita and Xbox One until August, however an PlayStation Blog update lends a few more details about what we can expect from the port to Sony's most recent home console.

We were told previously that the world's sizes would be "a lot bigger" on newer consoles. However this update gives more details: the PS4 will offer 36 times the space for flagship construction sites than the PS3. You can consider the DualShock 4's touchpad as an additional tool in your inventory as well, since 4J Studios is implementing optional support for its use with crafting or menu navigation.

## Minecraft Profiles

The PS4 version will offer eight-player online play, with one PS4 being capable of hosting up to four players in a splitscreen. "A collection of DLC that is exclusive to Sony" will follow Minecraft's PS4 debut.

Saves can be transferred from the PS3 or Xbox 360 to allow you to keep developing your architectural abilities without having to start from scratch. When the PS4 and Xbox One builds arrive in August, you'll be able upgrade from digital versions for \$4.99. Alternatively, PlayStation users can stick with the PS3 and gain access to the Vita version for no cost.

Mojang is looking to offer discounts to those spinning disc-based versions of Minecraft also however, since the post notes that that's "proving a bit trickier to install," we'll have to wait for more details to determine if that's a possibility.