## <u>How to fix the aux jack in xbox one controller</u>



## How to fix the aux jack in xbox one controller

How to fix audio jack on xbox one controller. How to fix aux jack. How to fix aux port on xbox controller. How to replace an aux jack. How to fix 3.5 mm jack on xbox one controller.

Video Game Console of the Set Generation and second home of Microsoft Xbox 360Left: original model Xbox 360 Premium (2005) Center: Redesign Slim Model Xbox 360 E (2013) DevelopermicrosoftmanufactureFlextronics, Wistron, Celestica, Foxconn [1] [2] Product FamilyXBoxtypehome Video Game ConsolegeReTeventh GenerationRelease Date 22 November 2005 [5] Original Xbox 360 NA: November 22, 2005 EU: December 2, 2005 JP: 10 December 2, 2005 HK | SG | TW: March 16, 2006 AU: March 23, 2006 CL: July 7, 2006 at: September 25, 2006 \*: September 29, 2006 CZ | PL: November 3, 2006 BR: December 1, 2006 RU: February 11, 2007 EP: February 21, 2008 UAE: October 28, 2008 NG | TR: 2009 SC: SPRING 2010 XBOX 360 S NA: June 18, 2010 AU: July 1, 2010 XBOX 360 E NA: June 10, 2013 [4] EU: June 20, 2013 [3] Lifespan2005- 2016Introduction of products \$ 299, Å ¢, Å-299, £ 209 (Xbox 360 nucleus) [6] US \$ 399, Å ¢, Ŭ399, Å £ 279 (Xbox 3 60 (20 GB)) [6] DiscontinueDWW: April 20, 2016 [7] Units SOLDWORLDWIDE: 84 million (from June 9, 2014 [Update]) [8] (Details) MediaDVD, CD, Built-in Distributions: HD DVD (discontinued) SystemXbox 360 System SoftwareSystem (Xbox 360 SY E) CPU3.2, GHz PowerPC Tri-Core Xenonmemory 512 MB RAM GDDR3 RAM REMPHING A 700 MHz 10MB EDRAM cache in Xenos GPU Storage storage Detachable hard drives of means 20, 60, 120 or 250Ã ¢ GB (previous models); 250, 320, or 500 GB (Xbox 360 S models) Memory cards (only original design) 64Ã ¢ MB, 256 MB, 512 MB Arcade consoles on board (back models) 256Ã ¢ MB, Budget level of 512 MB "Xbox 360 S" Consoles: GB of USB storage (requires system software update) 1â GB to 32â GB of cloud storage (requires Xbox Live Gold membership) 2â GB [9] Show video output formats Composite video480i, 576iâ (PAL) S-Video480i, 576iâ (PAL) RGB SCART480I, 576iâ (PAL) Component (YPBPR) 480i, 576i, 480p, 720p, 1080i 1080i (YPBPR) 480iÃ, (D1), 480pã, (D2), 720pã, (D4), 1080iÃ, (D3), 1080pã, (D5) [10] VGA640ÃfÂ-480, 848ÃfÂ-480, 1024ÃfÂ-768, 1280ÃfÂ-768, 1280AffÂ-768, 1280AffÂ-768, 1280AffÂ-768, 1280AffÂ-768, 1280AffÂ-768, 1280AffÂ-768, 1280AffÂ-768, 1280AffÂ-768, 1280AffA-768, 1280Af graphics500Ã, MHz ATI / AMD XENOSSOUND Issue Issue PCM (TOSLINK and HDMI) Dolby Digital 5.1 (Toslink and HDMI) Dolby Digital 5.1 (Toslink and HDMI) Dolby Digital 5.1 (Toslink and HDMI) Input controllers 4 Máx. \* (Any combination): Xbox 360 controller (with USB cable, wireless to 2.4, GHz) Xbox 360 wireless controllers Big Button Pads Xbox 360 Arcade Sticks Ace Combat 6 Flight Stick Kinect 4 Large button pads can be used in addition to other controls. Connectivity Children's original 2.4, GHz, 3 AfA- USB 2.0, IR receiver, 100A, Mbit / S EthernetAdd-on: WiFi 802.11 A / B / G, WIFi 80 100Ã, Mbit / S Ethernet, WiFi 802.11b / g / n, AUX Puerto, Port HDMI Models «E» Revised Wireless 2.4 GHz, 4 A Â- USB 2.0, RECEIVER IR, 100 MBIT / S Ethernet, WiFi 802.11b / g / n, AUX Puerto, HDMIXEXBOX LIVEGEGEGEE VendoKinect Advent 24 million as Pack-in game for Kinect) [13] [14] Compatibility towards Atrásssened Xbox Games [15] [16] (Requires Hard Disk and Last Update) predecessorxboxsucesorxbox onewebsitexbox.com/xbox -360 The Xbox 360 is a domestic videogame console developed by Microsoft. As a successor of the original Xbox, it is the second console developed by Microsoft. As a successor of the SA © generation of videogame consoles. Was officially presented at MTV on May 12, 2005, with detailed information on the launch and the game announced at the end of that month at the Electronic Entertainment Expo The Xbox 360 features an online service, Xbox Live, which expanded from Previous iteration in the original Xbox and received periodic updates during the life of the console. Available in free and subscribing-based varieties, Xbox Live allows users to: play online games; Download Games (through Xbox Live Arcade) and game demonstrations; Purchase and transmit music, television programs and movies through the Xbox Music and Xbox video portals; and access third-party content services through media transmission applications. In addition to the online multimedia features, it allows users to transmit local PC media. Several peripherals have been released, including wireless controllers, extended hard disk storage and Kinect motion detection chamber. games, only to cover all multimedia, converted it into a center for the informant entertainment of the living room. [22] [23] [24] [25] [26] launched worldwide through 2005, 2006, the Xbox 360 initially was shortly supply in many regions, including Northern America and Europe. The earlier versions of the console suffered a high rate of failures, indicated by the so-called "red death ring", which require an extension of the warranty period of the device. Microsoft launched two redesign models of the console: the Xbox 360 E in 2013. [28] Xbox 360 is the sixth, the video game console of the sixth Sold in history, and the most sold console made by an American company. Although it is not the savored console of its generation, the Xbox 360 was considered by techradar to be the most influential through its method in the distribution of digital media and multiplayer games at Xbox Live. [26] [29] The successor of Xbox 360, Xbox ONE, was released on November 22, 2013. [30] On April 20 2016, Microsoft announced that it would finish production of a new XBOX 360 hardware, although the company will continue to support the platform. [7] Story development as Xbox Next, Xenon, Xbox 2, Xbox FS or or The Xbox 360 was designed in early 2003. [32] In February 2003, planning for the Xenon software platform began, and was headed by Microsoft Vice President J Allard. [32] That month, Microsoft held an event for 400 developers in Bellevue, Washington to recruit support for the system. [32] Also that month, Peter Moore, former president of Sega America, joined Microsoft. On August 12, 2003, ATI signed to produce the graphics processing unit for the new console, a deal that was publicly announced two days later. [33] Prior to the release of the Xbox 360, several alpha development kits were observed using Apple's PowerPC 970 processor running the same PowerPC 970 processor running the same PowerPC architecture as the Xbox 360 would eventually run under IBM's Xenon processor. The Xenon processor cores were developed using a slightly modified version of the PlayStation 3 cell processor PPE architecture. According to David Shippy and Mickie Phipps, IBM employees were "hiding" their work from Sony and Toshiba, IBM's partners in developing the cellular processor. [34] Jeff Minter created the neon music display program that comes with the Xbox 360. [35] Main article release: Xbox 360 Lanch The Xbox 360 was released on November 22, 2005, in Europe and December 10, 2005, in Japan. Later it was released in Mexico, Brazil, Chile, Colombia, Hong Kong, Singapore, South Korea, Taiwan, Australia, New Zealand, South Africa, India and Russia. In its first year on the market, the system was released in 36 countries, more countries than any other console of all time, out of a field of 25. [37] Although it is not the best-selling console of the generation, the Xbox 360 was considered by TechRadar to be the most influential, emphasizing the distribution of digital and online mediathrough Xbox Live, and popularizing the prizes for achievements in the game.[26] PC Magazine considered the Xbox 360 as the prototype for online games, as "it proved that online gaming communities could thrive in the space of the console".[22] Five years after the original Xbox 360 debut, the well-received Kinect motion capture camera was released, which set the record to be the fastest electronic consumer device in history, and prolonged the life of the console.[38] Edge classified Xbox 360 as the second best console for the period 1993-2013, saying "He had his own social network, cross chat, new games indie every week, and the best version of almost all multiformat games...Killzone is not Forza, but it is not exclusive", there is nothing to do. Overcoming the PS3 output of Naughty Dog, after all. Rather, it's the choices Microsoft made in the original Xbox life. The PC-like architecture meant that the first EA Sports games worked at 60fps compared to only 30 on PS3, Xbox Live meant that every dedicated player had an existing list of friends, and Halo meant that Microsoft had the next-generation exclusive killer. And when PC demo game developers now do so with a 360 pad "another industry reference" point, and a critical one".[39] Regional Sales Units sold First Available United States 38.8 million to 27 June 2013[updating][40] November 22, 2005 EMEA Region (Europe, Middle East and Africa) 13.7 million to March 31, 2011[updating][41] (Includes sales in the United Kingdom) December 2, 2005 United Kingdom 9 million (per-life sales) [42] Japan 1.63 million to 27 June 2013[updating] December 2013[updating] 10, 2005 Australia & New Zealand 1 million from 19 April 2010[updating][43] 23March 2006 Worldwide 84 million as of 9 June 2014[update][8] (more...) Featured article: Xbox 360 sales The Xbox 360 began production only 69 days before its release,[44] and Microsoft was unable to supply enough systems to meet the initial demand of consumers in Europe or North America, selling and selling Completely after the release in all regions except Japan. [46][47][48][48][49 40,000 units were offered for sale on the eBay auction site during the initial week of release, 10% of the total supply. [50] By the end of the year, Microsoft had shipped 1.5 million units, including 900,000 in Europe and 100,000 in Europe a in sales of current generation home consoles until June 2008, when it was super by the Wii.[53][54][55 By the end of March 2011, Xbox 360 sales in the US had reached 25.4 million units. [41] Between January 2011 and October 2013, the Xbox 360 was the best-selling console in the United States for 32 consecutive months. [56] By the end of 2014, Xbox 360 sales had surpassed Wii sales, making
the Xbox 360 the best-selling 7th generation console in the US once again. [57] In Canada, the Xbox 360 has sold a total of 870,000 units as of August 1, 2008. [58] In Europe, the Xbox 360 has sold a total of 870,000 units as of August 1, 2008. [59] In the UK, the Xbox 360 had sold 3.2 million units in January 2009, according to the GfK Chart-Track.[60] The 8 million-unit mark was crossed in the UK in February 2013. [61] Sales of Xbox 360 the best-selling 7th-generation console in the UK, with lifetime sales of over 9 million units.[62][42 Over 1 million units were sold in the UK. Spain during the life cycle of the console. [63] The Xbox 360 crossed the 1 million units sold in Japan in March 2009, [64] and the 1.5 million units sold in Japan. sold in Japan. sold in Japan. selling 1.63 million units, [40] improved in the sales of the original Xbox, which had sold only 450,000 units. [66] Edge magazine informed that Microsoft had been to make a serious venture in the domain of Sony domestic rivals and Nintendo; darling that sales of unevenness in Japan had led retailers to scale and in some cases, stop selling the Xbox 360 completely. [67] The importance of Japanese's bad sales could be exaggerated in the media in communication in Comparison with global international sales. [68] LEGACY The Xbox 360 sold much better than its predecessor, and although not the savored sales console of the Set generation, it is considered as success since it strengthened Microsoft as an important force in the market of consoles at the expense of well-established rivals. [29] The cheap Nintendo Wii sold the units of the highest console but finally saw a collapse of third-party software in their subsequent years, and has been seen by some as a FAD since the successful Wii U had a bad debut in 2012. [26] [71] [72] [73] The PlayStation 3 struggled for a while due to being too expensive and initially lacking in quality games, [74] making it much less dominant than its predecessor, the PlayStation 2, and it took late in the useful life of PlayStation 3 for its Sales and games to reach parity with the Xbox 360 passes the Baston as the king of the hill,  $\hat{a} \in "$  a position that puts all the pressure on his successor, Xbox One ". [26] The advantage of Xbox 360 on its competitors was due to the liberation of high-profile games of first and third developers. The 2007 Game Crition Awards honored the platform. [75] [76] In March 2008, the Xbox 360 had reached a 7.5-game software fixation rate by console in the US; The rate was 7.0 in Europe, while its competitors were 3.8 (PS3) and 3.5 (Wii), according to Microsoft. [77] At the 2008 Game Developer Conference, Microsoft announced that I expected of 1,000 games available for Xbox 360 at the end of the year. [78] In addition to enjoying exclusive additions to the With the franchise and Gears of War, the Xbox 360 has achieved a simultaneous release of games that were initially planned to be exclusive to PS3, including Devil May Cry 4,[80] Ace Combat 6,[80] Virtua Fighter 5,[82] Grand Theft Auto IV,[82] Final Fantasy XIII,[83] Tekken 6,[84] Metal Gear SolidÂ: Rising, [85] and L.A. Noire[86] In addition, the Xbox 360 versions of multi-platform games were considered superior to their PS3 counterparts in 2006 and 2007, due in part to PS3 programming difficulties.[87] TechRadar considered the Xbox 360 as the most influential gaming service Xbox Live and game achievement function.[26] During the life of the console, the Xbox brand has gone from focusing exclusively on games to covering all multimedia, making it a center for the "comuter room environment".[24] Five years after the original Xbox 360 debut, the well-received Kinect motion capture camera was released, which became the best-selling electronic consumer device in history, and extended the useful life of the console.[38] Microsoft announced the successor to Xbox 360, Xbox One, May 21, 2013.[88] On April 20, 2016, Microsoft announced the end of production of the new Xbox 360 hardware, although the company will continue to provide hardware and software support for the platform as some Xbox 360 games can be played on Xbox One.[89] The Xbox 360 continued with the support of major publishers with new games well into the Xbox One life cycle. New titles were still being launched in 2018.[90] The Xbox 360 still has an active player years after system interruption. Speaking with Engadget in E3 2019 after the announcement of Project Scarlett, the next generation of Xbox consoles after Xbox One, Phil Spencer said there was stilland millions of active players on the Xbox 360.[91] Following the release of the Xbox X and S series in late 2020, the 360 still had a market share of 17.7% of all consoles in use in Mexico; comparatively, the newest systems such as Xbox One and PlayStation 4 had a market share of 36.9% and 18.0%, respectively.[92] Hardware The Xbox 360 E model, announced on the 2013 E3, shares many aesthetics with the Xbox One. The main unit of the Xbox 360 has a slight double concavity in matt or black white. The official color of the white model is Arctic Chill. It has a port at the top when it is vertical (left side when horizontal) to which a custom hard drive can be connected. In Slim and E models, the hard drive compartment is at the bottom when it is vertical (right side when it is horizontal) and requires the opening of a hidden door to access it. (This does not override the warranty.) The Xbox 360 Slim/E hard drives are standard 2.5-inch SATA portable units,[93] but they have a custom housing and firmware for the Xbox 360 to recognize them. [94] Technical Specifications Main article: Xbox 360 Technical Specifications Various hard drives have been produced, including options of 20, 60, 120, 250, 320, or 500 GB. Inside, the Xbox 360 uses the triple core Xenon designed by IBM as its CPU, with each kernel capable of simultaneously processing two subprocesses, and therefore it can work on up to six subprocesses at a time.[95] The graphical processing is handled by the ATI Xenos, which has 10 MB of eDRAM. Its main memory pool is 512 MB in size. Accessories Main article: Xbox 360 Accessories Main article: customize, chat headphones, video chat web camera, dance mats and Gamercize to exercise, three size memory drives and five hard drive sizes (20, 60, 120, 250 only Japan, [96] elsewhere [97] [98]) and 320Â GB), among other elements, all of which are designed to match the console. In 2006, Microsoft released the Xbox 360 HD DVD Player. The accessory was discontinued in 2008The format war had finished in favor of Blu-ray. [99] Kinect A Kinect sensor device. The Xbox 360 brand. Kinect is a "game experience" for Xbox 360. It was announced for the first time on June 1, 2009, in the Electronic Entertainment Expo, under the name of Code, Natal Project. [100] The ADD-ON peripheral allows users to control and images. The Kinect accessory is compatible with all Xbox 360 models [101] that connect to new models through a custom connector, and with the oldest ones using a USB and network power adapter. [102] During his 2010 opening speech, Robbie Bach and the Microsoft Steve Ballmer CEO continued saying that Kinect will be released during the holiday period (Novemberâ € "January) and working with each 360 console. The November 4, 2010. [103] Xbox 360 Chatpad of the Messenger Kit connected to an integrated AV HDMI output (only performed after 2007) S / PDIF (only slim) Stereo Audio, Composite Video - Jack 3.5 mm (only thin E) through AV connector (excluding models and do not have AV connector) composite video S-VIDEO [104] SCART RGB [105] VGA [106] YPBPR D-terminal [107] S / PDIF RCA - AUDIO STAY Settings Tail Main Article: Xbox 360 Ketail Configuration List (replaced Xbox 360 Core) Xbox 360 Core) Xbox 360 Retail Configurations: the "Xbox 360 Core) Xbox 360 Retail Configuration List (replaced Xbox 360 Core) Xbox 360 Retail Configurations: the "Xbox 360 Ketail Configuration List (replaced Xbox 360 Ketail Configuration), with a price of US \$ 399 or GBÂ £ 279.99, and the "Xbox 360 Core", with a price of US \$ 299 and GBÂ £ 209.99. The original sending of the Xbox 360 version included a cutting version of the media as promotion. [6] The Elite package was later released at US\$479. The Xbox 360 Core was replaced by the Xbox 360 Arcade in October 2007[108] and a 60 GB version of Xbox Xbox Pro was launched on 1 August 2008. The PRO package was suspended and marked at \$249 on August 28, 2009, which will be sold until it is finished, while the elite was also marked at \$249 on August 28, 2009, which will be sold until it is finished, while the elite was also marked at US\$ 299. [109] Two major XBOX 360 hardware reviews have achieved the original models; The Xbox 360 S (also known as "Slim") replaced the original "elite" and "arcade" models in 2010. The S model carries a smaller and optimized look with a angular box, and uses a redesigned base plate designed to relieve hardware and overheating problems experienced by previous models. It also includes a patented port for use with the KINECT sensor. [27] [110] [111] The Xbox 360 E, an additional optimised 360 S variation with a two-ton rectangular box inspired by Xbox One, was launched in 2013. In addition to its revised aesthetic, the Xbox 360 E also has a less USB port, not AV Conector (and therefore it is only HDMI), and is no longer compatible with S/PDIF. [112] The weather line United States November 22, 2005 [113] Xbox 360 Premium launch (20â GB) †"\$ 399.99 Xbox 360 Core launch  $\hat{a} \in \$299.99$  April 29, 2007 Launch Xbox 360 Elite (120 GB)  $\hat{a} \in \$479.99$  [114] August 6, 2007 [115] Price cut on Xbox 360 Core  $\hat{a} \in \$349.99$  Price cut on Xbox 360 Core  $\hat{a} \in \$349.99$  Price cut on Xbox 360 Elite  $\hat{a} \in \$349.99$  Price cut on Xbox 360 Elite  $\hat{a} \in \$349.99$  Price cut on Xbox 360 Core  $\hat{a} \in \$349.99$  Price cut on Xbox 360 Elite  $\hat{a} \in
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[7] Technical problems Three red lights on the Xbox 360 ring indicator that represent a "general error that requires console service or feeding adapter", commonly called the "Red Ring of Death". The original XBOX 360 model has been subject to a number of technical problems. Since the release of the console in 2005, users have reported concerns about their reliability and failure rate. [120] [121] [122] To help customers with defective consoles, Microsoft extended the Xbox 360 manufacturer warranty to three years for hardware failure issues that generate a "General hardware core" error report. A "general hardware failure" is recognized in all models released before the Xbox 360 s by three ring quadrants around the red flashing button. This error is often known as the "Red Ring of Death". [123] In April 2009, the warranty was extended to cover also error-related faults E74. [124] The extension of the warranty is not granted for any other type of faults that do not generate these problems arose, Microsoft has tried to modify the console to improve its reliability. Modifications include a reduction in the number, size and location of the components, the addition of epoxy dabs in the corners and edges of the CPU and the GPU as glue to avoid movement in relation to the plate during the heat expansion, [125] and a second Heat Disipatorto dissipate more heat. [126] With the release of the redesigned Xbox 360 S, the warranty on the latest models does not include extended three-year coverage for "general hardware failures." [127] The new Xbox 360 S and E models indicate the system. system. when the power button of the console starts to flash red, unlike the previous models where the first and third quadrant of the ring would illuminate red around the power button if overheating occurs. The system will then warn the system's impending shutdown user until the system has cooled, [128], while a switching switch between green and red is an indication of a "general hardware failure" unlike the older models where three of the quadrants would turn on in red. [129] Software Games Main Article: Xbox 360 Games List See also: Xbox Game List compatible with Xbox 360 Rock of Ages, one of the many non-real 3 engine games available on Xbox 360. The Xbox 360 released with 14 games in North America and 13 in Europe. The best selling games in the first year of the console on the market: Ghost Recon Advanced Warfighter, [131] Major Scrolls IV: Oblivion,[132] Dead or Alive 4,[133] Saints Row,[134] and Gears of War.[135] War gears would become the best selling match of the console with 3 million copies. [137] Six games were initially available in Japan, while early games with enthusiasm like Dead or Alive 4 and Enchanted Arms were released in the support of the console. [138] Games targeted specifically for the region, such as Chromehounds, Ninety-nine nights, and the support of the Japanese developer Mistwalker, founded by the final creator of Fantasy Hironobu Sakaguchi. Mistwalker's first game, Blue Dragon, was released in 2006 and had aof limited edition sold quickly with more than 10,000 pre-orders. [140] Blue Dragon is one of the three Xbox 360 games to overcome 200,000 units in Japan, along with Tales of Vesperia and Star Ocean: The last hope. Mistwalker's Mistwalker's Lost Odyssey also sold more than 100,000 copies. [142] In 2015, game launches began to decline as most publishers focused on Xbox One. The last official game released for the system was Just Dance 2019, released on October 23, 2018 in Northern America, and October 25 in Europe and Australia. As one of the latest software updates after their interruption, Microsoft will add the possibility that Xbox 360 users use the savings in the cloud even if they do not have Xbox Live Gold before the launch of the Xbox Series X and S series in November 2020. The new consoles will have compatibility with previous versions for all Xbox 360 games that are already compatible with previous versions in the Xbox One, and may use the games saved in the Xbox 360 System System Software The original user graphic interface of the Xbox 360 was the Xbox 360 dashboard, an interface with tabs with five «Bladesâ» (before four Blades), designed by AKQA [144] and Audiobrain. It could start automatically when the console does if a game is in the tray when it is started, or if it is inserted when It is already on. It could also be accessed a simplified version at any time through the Xbox LIVE messages and friends list. It also allowed personal and musical adjustments, as well as voice or video chat, or return to the Xbox control panel from the game. On November 19, 2008, the control panel Xbox 360 was changed from the "Bladeâ" interface, to a control panel reminiscent of that present in the Zune and Windows Media Center, known as the â € œNew Xbox Experience "or NXE. [146] Since the launch of the console, Microsoft has released re Updates for Dashboard software. [147][148] These updates include adding new features to the console, enhancing Xbox Live is disabled until the update is completed.[citation required] New Xbox Experience Learn more: Xbox Experience At E3 2008, at Microsoft's Show, Aaron Greenberg and Marc Whitten of the update was to facilitate navigation of the console menu. Its graphical user interface uses the Twist UI, previously used on Windows Media Center and Zune. Its new Xbox Guide retains all the functionality of the Dashboard (including the Marketplace browser and disc ejection) and the original "Blade" interface uses the Twist UI, previously used on Windows Media Center and Zune. Its new Xbox Guide retains all the functionality of the Dashboard (including the Marketplace browser and disc ejection) and the original "Blade" interface uses the Twist UI, previously used on Windows Media Center and
Zune. Its new Xbox Guide retains all the functionality of the Dashboard (including the Marketplace browser and disc ejection) and the original "Blade" interface uses the Twist UI, previously used on Windows Media Center and Zune. Its new Xbox Guide retains all the functionality of the Dashboard (including the Marketplace browser and disc ejection) and the original "Blade" interface uses the Twist UI, previously used on Windows Media Center and Zune. Its new Xbox Guide retains all the functionality of the Dashboard (including the Marketplace browser and disc ejection) and the original "Blade" interface uses the Twist UI, previously used on Windows Media Center and Zune. Its new Xbox Guide retains all the functionality of the Dashboard (including the Marketplace browser and disc ejection) and the original "Blade" interface uses the Twist UI, previously used on Windows Media Center and Zune. Its new Xbox Guide retains all the functionality of the Dashboard (including the Marketplace browser and disc ejection) and the original "Blade" interface uses the Twist UI, previously used on Windows Media Center and Zune. Its new Xbox Guide retains all the functionality of the Dashboard (including the Marketplace browser and disc ejection) and the original "Blade" interface uses the twist UI, previously used on the twist UI, previously used on twindows UE and twist UI, previously used on twist UI The NXE also offers many characters new ones. Users can now install games from the disk to the hard drive to play them with less load time and less disk drive noise, but the disc of each game must remain on the system in order to run. A new integrated community system allows the creation of digitized Avatars that can be used for multiple activities. such as sharing photos or playing Arcade games like 1 vs. 100. The update was released on November 19, 2008.[150] While previous system updates were stored in internal memory, the NXE update the Xbox 360 console from December 6, 2011.[152] Includes a completely new user interface that uses Microsoft Metro design language, and adds new features such as cloud storage to save games and profiles, live television, Bing voice search,[153] YouTube video access and better voice support Kinect Multimedia The Xbox 360 supports videos in Windows Media Video (WMV) videos (including high-definition and playback videos), as well as H.264 and MPEG-4 media. The December 2007 Dashboard update has added supports audio playback, with the music player controls accessible through the guide button of Xbox 360. Users can play their own music while playing games or using the dashboard, and can play music with an interactive visual synthesizer. Music, photos and videos can be played from massive USB mass storage devices, Xbox 360 proprietary storage devices (such as Xbox 360 memory cards or hard drives), and servers or Windows XP with Service Pack 2 or higher within the local area network in transmission mode. [156] [157] As the Xbox 360 uses a modified version of the UPNP AV protocol, [158] some alternative UPNP servers, such as Ushare (part of the Geexbox) and MyTHTV, can also transmit the media to the Xbox 360, which allows a functionality similar to Windows servers This is possible with video files up to HD resolution and several codes (MPEG-2, MPEG-4, WMV) and container formats (WMV, MOV, TS). [159] As of October 27, 2009, [160] users of the United Kingdom and Ireland can also access live transmissions and on demand for Sky television programming. [161] In 2007, and the 2007 Electronic Consumer Projects, Microsoft announced that IPTV in Xbox 360. In 2007, Microsoft Bill Gates president stated that it was expected that it was expected that IPTV in Xbox 360 Available for use through the Xbox 360. In 2007, Microsoft Bill Gates president stated that it was expected that IPTV in Xbox 360 Available for use through the Xbox 360. In 2007, Microsoft Bill Gates president stated that it was expected that it was expected that IPTV in Xbox 360 Available for use through the Xbox 360. In 2007, Microsoft Bill Gates president stated that it was expected that IPTV in Xbox 360 Available for use through the Xbox 360. In 2007, Microsoft Bill Gates president stated that it was expected that IPTV in Xbox 360 Available for use through the Xbox 360. In 2007, Microsoft Bill Gates president stated that it was expected that IPTV in Xbox 360 Available for use through the Xbox 360. In 2007, Microsoft Bill Gates president stated that it was expected that IPTV in Xbox 360. 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In the holiday season, using the Microsoft TV IPTV Edition platform. [162] In 2008, Gates and Entertainment President and Robbie Bach Devices announced an Association with BT in the United Kingdom, in which the advanced television service of BT Vision, using the newest new The Mediaroom IPTV platform would be available through Xbox 360, scheduled for mid-year.[163] BT Vision DVR-based functions would not be available on Xbox 360 due to limited hard disk capacity.[164] In 2010, while announcing Microsoft CEO Steve Ballmer mentioned that AT-verse IPTV would allow Xbox 360s to be used as decoders by the end of the year.[165] In January 2010, IPTV on Xbox 360 has not yet been implemented beyond limited testing. [needed quote] In 2012, Microsoft launched Live Event Player, which allows events to be broadcast on the console via Xbox Live. The first live events broadcast live were the 2012 Revolver Golden Gods, Microsoft's E3 2012 press conference and the Miss Teen USA 2012 beauty contest [necessary quote] XNA Community XNA is a function by which Xbox 360 users can receive games created by the community, made with Microsoft XNA Game Studio, from the XNA Creators Club. The games are written, published and distributed through a portal managed by the community provides a channel for the distribution of digital video games via Xbox Live Indie Gamess.[164] However, XNA game sales did not meet the original expectations,[168] although Xbox Live Indie Gamess. (XBLIG) has had some successes. Xbox Live Services Main Article: Xbox Live When Xbox 360 was launched, Microsoft's Xbox Live online gaming service closed for 24 hours and an important update was made, adding a basic, unsubscribed service called Xbox Live Silver (later named Xbox Live Free) to your premium subscription-based serviceHe became Gold). Xbox Live Free is included with all the SKUs of the console. Allows users to create a user profile, join messages and access Xbox Live Arcade and Microsoft Marketplace Talk to other members. [169] [170] A free live account usually does not support multiplayer games; However, some games that already have fairly limited online features already (like Viva PiŠű ATA) or games that feature their own subscription service (E.G. EA Sports Games) can be played with a free account. Xbox Live Vision. [171] Xbox Live Gold includes the same features for free and includes built-in online gaming capabilities outside of third-party subscriptions. Microsoft has allowed previous Xbox LIVE subscribers to keep their profile information, friends list, and game history when they transition to Xbox LIVE enabled profile to their console, they must provide the console with their passport account information and the last four digits of their name. credit card holder, which is used for verification and billing purposes. An Xbox LIVE Gold account has an annual cost of US\$59.99, NZ\$90.00, GB£39.99, or ¢59.99. On January 5, 2011, Xbox LIVE reached more than 30 million subscribers. [173] Xbox Live Marketplace The Xbox Live Marketplace The Xbox Live Marketplace is a virtual marketplace of promotional content. The service offers movie trailers and games, game games, Xbox and Xbox 360 arcade games, as well as Xbox 360 game content (articles, costumes, levels, etc.). These features are available to free and gold members on Xbox Live. A hard drive or memory drive is required to store purchased products (such as trailers and demos) are free. An estimated seventy percent of Xbox Live users have downloaded items from the market. [177] Xbox Live Arcade Main article: Xbox Live Arcade is an online service operated by Microsoft that is used to distribute downloadable video games to Xbox and Xbox 360 owners. In addition to classic arcade games like Mrs. Pac-Man, the service offers some new original games like Assault Heroes. Xbox Live Arcade also features games from other consoles, such as the PlayStation game Castlevania: Symphony of the Night and PC games like Zuma. The service was first released on November 3, 2004,[178] using a DVD to load, and offered games for about US\$5 to \$15. Items are purchased using Microsoft Points, a proprietary currency used to reduce credit card transaction fees. On November 22, 2005, Xbox Live Arcade was re-released with the Xbox 360 dashboard. The games are generally aimed at more casual players; examples of the most popular games are Geometry Wars, Street Fighter II' Hyper Fighting, and Uno.[179] On March 24, 2010, Microsoft
introduced the gaming room to Xbox 160 Movies & TV Main story Microsoft Movies & TV On November 6, 2006, Microsoft announced the Xbox Marketplace, an exclusive video store accessible via the console. Release of Xbox 360, the service allows users in the United States To download television programs and high-definition and standard definition movies on an Xbox 360 console to see. With the exception of short clips, the content is currently not available for rent. They demand in 14 days after the discharge or at the end of the first 24 hours after the film has begun to play, which occurs first. Television episodes can be purchased to own, and are transferable to an unlimited number of consoles. Downloaded files use 5.1 audio envelope and are encoded using VC-1 for video at 720p, with a bits rate of 6.8 Mbit / s. [181] The content of the film is Warner Bros., Paramount, and Disney, along with other editors. [182] After the 2007 spring update, the following video codes are supported: H.264 video support: up to 15 Å ° Mbit / S, Simple Profile with 2 AAC LC channels and main profiles. Video MPEG-4 Part 2: Up to 8Å, Mbit / S, Simple Profile with 2 AAC LC channels and main profiles. channels and main profiles. As a late addition to the Xbox 360 December Update, 25 films were added to the European Xbox 360 Videos on December 11, 2007 and cost 250 Microsoft points for the Xbox Live Marketplace as well as December 11, 2007 with around 30 films that will be downloaded for the same number of Microsoft points. [184] On May 26, 2009, Microsoft points. [184] On May 26, 2009, Microsoft announced that it would launch the Zune HD (in the 2009 autumn), which was then the following addition to the Zune Product range. This was an impact on the Xbox Live video game store, It was also announced that the Zune Videos and the Xbox Live video game store will merge to form the Zune market, which will reach Xbox Live in 7 countries initially, the United States, United S October 16, 2012, xbox video and xbox music were released, replacing the zune market. xbox video is a digital video service in which it offers full hd movies and tv series for purchase or rental in xbox 360, windows 18, 2015, microsoft implemented an update that changed the name of movies and tv similar to the Windows 10 app. [188] groove music main article: groove music xbox music offers 30 million music tracks available for purchase or access through socription. was announced at the 2012 electronic entertainment expo and also integrated with windows 8 and windows phone. [189] in August 2015, microsoft launched an update that changed it from the name of groove music similar to the Windows 10 app. xbox Smartglass main article: xbox smartglass allows integration between the xbox 360 console and mobile devices such as tablets and smartphones. [190] an app is available in android, windows phone 8 and ios. the users of the feature can see additional content to accompany the game they are playing, or the TV shows and the movies they are looking at. They can also be found in the successor of xbox 360, the xbox one. development of partnentet games, the xbox live alternative network of developers used by developers to the content of the beta test game developed for xbox live arcade, [192] is executed in xbox 360 debugging kits, which are used by both developers and the game press. in a podcast released on February 12, 2007, a developer rapedPartneret No Discravation Agreement (NDA) commenting that he had found a playable version of Alien Hominid and an unreproducible version of Ikaruga in Partnennet. Some videogame journalists, misinterpreting the NDA's violation as an invalidation of the Xbox 360 was released on February 28 of that year, and Ikaruga was released more than a year later on April 9, 2008. Jetpac was released for the Xbox 360 on March 28, 2007, as Jetpac Refuelled.) There have also been numerous video leaks and screenshots of game images on PartnerNet, as well as a full version of Sonic the Hedgehog 4: Episode I, which caused the entire PartnerNet service to be shut down overnight on April 3, 2010.[194] In the days that followed, Microsoft recalled the developers and journalists who were in violation of the NDA by sharing information about PartnerNet content and asked websites to remove lists of games in development. [195] Sega used fan feedback on the leaked version of Sonic the Hedgehog 4: Episode I to refine it before it was finally released.[196] In addition, a couple of hackers played their Halo 3 modded games on PartnerNet to find unpublished and untested software. The hackers transmitted this information to their friends before they were finally captured by Bungie. As a result, Bungie left a message for hackers on PartnerNet reading "Winners Don't Break Into PartnerNet".[197] Other games that leaked into the PartnerNet fiasco include Shenmue 2.[198] See also Video Game Portal Xbox 360 App List Xbox 360 Programs List Originals distributed by Xbox Entertainment Studios More Reading Takahashi, Dear (May 17, 2006). The Xbox 360 Unclosed: The real story behind the next generation video console from Microsoft. Lulu Press, p. 404. ISBN 978-0 977 784 219. References ^ Radd, David (August 16, 2005). "Xbox 360 coated manufacturers." Bloomberg Businessweek. Archived from the original on 17 August 2010. Consultation on 19 August 2010. Ashcraft, Brian (19 November 2010). "Report: Foxconn Denies protestSilence Kotaku Australia." Kotaku.com.au. Archived from the original on August 20, 2012. Retrieved 23 October 2011. ^ "New Xbox 360 model on sale now for £149 in the UK." Archived from the original on June 22, 2013. 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