# XBOX 360



**SUBMITTED BY: SHWETA SAHU** 

0176CS131066

**SUBMITTED TO: MR. GAJENDRA GAYAKWAD** 

## INTRODUCTION

- ► The Xbox 360 is a home video game console developed by Microsoft.
- ► As the successor to the original **Xbox**, it is the second console in the **Xbox** series.
- ► The Xbox 360 was officially unveiled on MTV on May 12, 2005.
- ► The Xbox 360, has sold over 80 million units worldwide since its introduction in 2005.

► Xbox 360 brings you a total games and entertainment experience.

➤ You can watch HD movies, TV shows, live events, music, sports, and more.

Get access to popular apps on Xbox 360, including all your favorites, like Netflix, Hulu, Twitch, Crackle, Machinima, Amazon Instant Video, and more. All your favorite

appsFree access on Xbox

































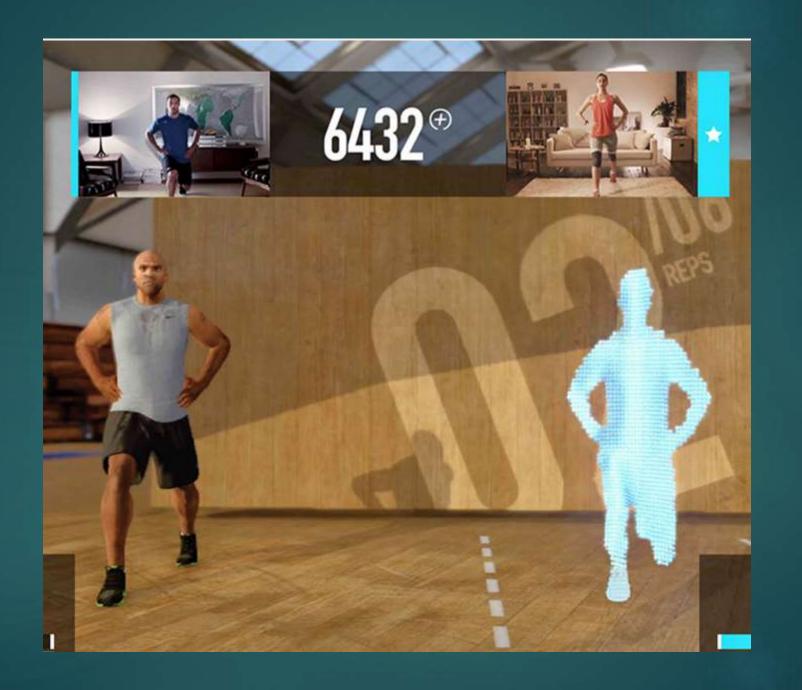
## More ways to enjoy music.

Enjoy the music you love on your TV, tablet or smartphone. From music videos to artist-based radio.



## Your home for sports.

- Xbox brings your favorite sports together, and gives you exclusive features that transform an ordinary game into an extraordinary experience.
- ➤ Whatever your level, whatever your goal, with Nike+ Kinect Training you can now experience personal training at home.



## XBOX LIVE

- Xbox Live is a online multiplayer gaming and digital media delivery service created and operated by Microsoft.
- Xbox LIVE has created a huge online community of gamers challenging one another worldwide.



❖Xbox LIVE on the 360 is divided into two services:

Xbox Live Silver

Free service

Xbox Live Gold

Subscription based service

## HARDWARE

- Custom IBM Power PC-based CPU with three 3.2 GHz cores
- Custom ATI graphics processor with 10 MB embedded DRAM
- ▶ 512 MB GDDR3 RAM
- Detachable and upgradeable hard drive
- ▶ 12x dual-layer DVD-ROM
- Support for up to four wireless game controllers
- ► Three USB 2.0 ports
- ► Two memory unit slots

## THE CPU

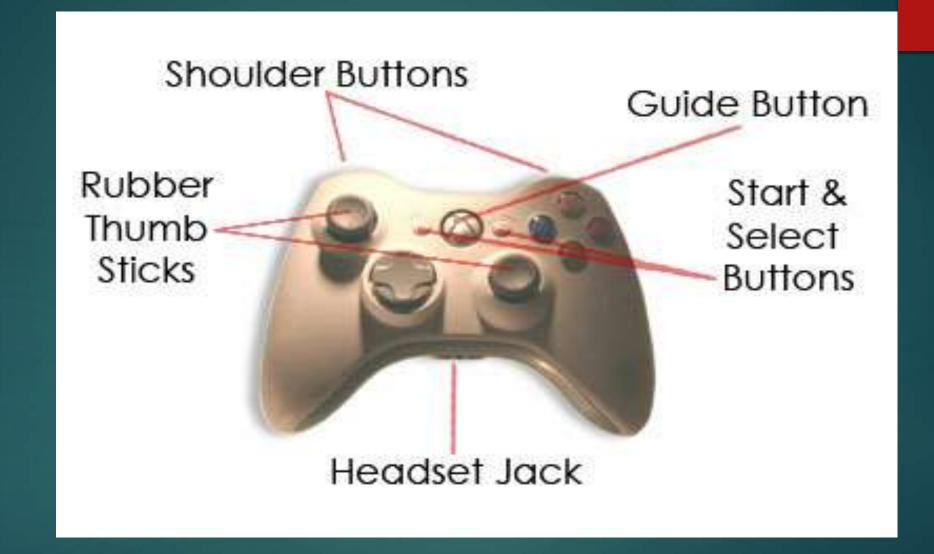
Microsoft has outfitted the 360 with a 165-million transistor, multi-core processor running three 3.2-GHz PowerPC cores.

Multi-core processors offer a combination of tremendous computing capabilities and efficient power consumption.

► Each core is capable of processing two threads simultaneously.

## Xbox 360 Controller

- ► Wireless as well as wired controllers.
- Support up to four wireless controllers at one time.
- ► Microsoft created a proprietary technology to deal with some of the latency and bandwidth issues that can be a problem for some wireless controllers.
- Some wireless headsets will also work with Xbox.



## KINECT



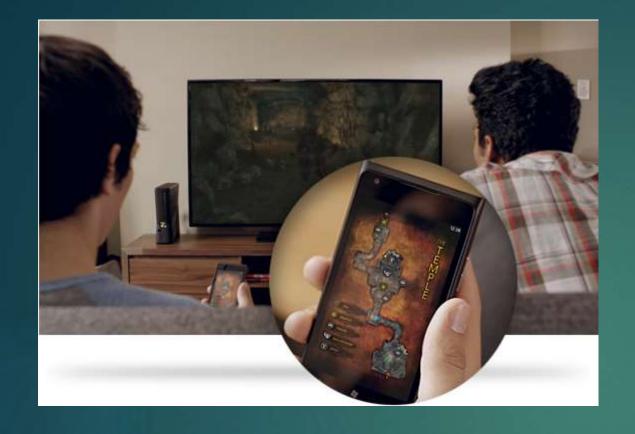
- ► Kinect is a "controller-free gaming and entertainment experience" for the Xbox 360.
- ► It was first announced on June 1, 2009 at the Electronic Entertainment Expo, under the codename, *Project Natal*.
- ► The add-on peripheral enables users to control and interact with the Xbox 360 without a game controller by using gestures, spoken commands and presented objects and images

## **Xbox SmartGlass**

➤ Xbox SmartGlass turns your mobile phone or tablet into a second screen that intelligently interacts with your Xbox to elevate your entertainment experience.

► Use your phone, tablet, or Windows 8 and Windows RT tablets and PCs to control your living room Xbox experience.





Don't just watch your TV. Interact with it.

Discover more. Easier.



## Technical problems

- ► The Xbox 360 video game console is subject to a number of technical problems and failures that can render it unusable.
- Many of the issues can be identified by a series of glowing red lights flashing on the face of the console; the three flashing red lights known as "Red Ring of Death" or the "RRoD"

► There are also other issues that arise with the console, such as discs becoming scratched in the drive and "bricking" of consoles due to dashboard updates.

### Original XBOX 360 Light Codes

The front of the XBOX 360 video game console has a 'Ring of Light' - A circle of 4 bi-color LEDs, with a green power indicator LED in the center. This is used to indicate what state the console is in, and allows the user to diagnose faults with the console. Each of the LED 'quadrants' has a number: 1 is upper left, 2 is upper right, 3 is lower left, and 4 is lower right. The position of the numbered quadrants stays the same whether the console is placed horizontally or vertically.

### Powered On

The central power LED is illuminated green when the console is switched on on and operating normally. The number of quadrants lit indicates how many controllers are connected.



### Hardware Failure

When a hardware component fails, Q4 will flash red.
Usually, a two digit error code is displayed on the connected display (such as E74).



### Overheating

When the temperature of the console reaches an unusually high level, the console will shut off the CPU and GPU. The fans will run at full speed while Q1 and Q3 flash, until the console has cooled sufficiently.

### General Hardware Failure

When a failure of one or more hardware components occurs, Q1, Q3, & Q4 flash red. Unlike the one light error, there is no error code displayed on the connected display.

### AV Cable Error

When the AV Cable is not detected, due to not being plugged in or due to a serious error, all four quadrants will flash red. This error code is not displayed on consoles with an HDMI connection.

## Response to rate of failure

➤ On July 5, 2007, a three-year warranty from the original date of purchase for every Xbox 360 console that experiences the "general hardware failure".

▶ People who experience the problem have to send the Xbox 360 away for repair or replacement and it may take up to 3 weeks to repair or replace.

▶ In June 2010 Microsoft released a new "slimmer" Xbox 360, constituting a whole new design.

## VERSIONS

Xbox 360 Pro(2003) Xbox 360 Arcade(2007) Xbox 360 Elite(2007) Xbox 360 S(2010) Xbox 360 E(2013)



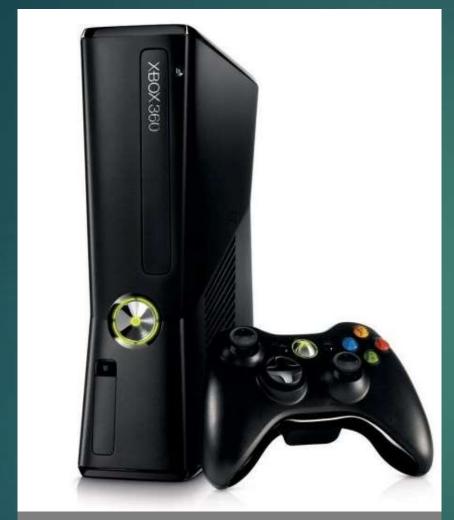
XBOX 360 Pro



XBOX 360 Arcade



XBOX 360 Elite



Xbox 360 S



Xbox 360 E

## Xbox 360 over PS3

**▶** Xbox Live is more secure than PSN.

- ► The Xbox 360 controller is better, especially for shooters.
- Cross-platform games have more problems on PS3.
- **▶** Integration with Windows and Windows 8.
- **▶** Bigger game library then PS3.
- Kinect has more Critically acclaimed games then move and is more original concept then move.

