
Subject: Sony got owned. Playstation sales halted.
Posted by [Blazer](#) on Mon, 28 Mar 2005 05:42:22 GMT
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"According to Japan Today, the U.S. District Court in Oakland, California, has ordered Sony Computer Entertainment Inc. and its U.S. unit to pay \$90.7 million in damages to Immersion Corp. for patent infringement over controllers used with PlayStation game consoles. In the ruling handed down Thursday, the federal court also ordered Sony Computer Entertainment and Sony Entertainment America Inc. to stop selling the PlayStation and PlayStation 2 game consoles using Dualshock controllers as well as more than 40 game software products."

<http://games.slashdot.org/games/05/03/27/2119206.shtml?tid=212&tid=123&tid=155>

Subject: Sony got owned. Playstation sales halted.
Posted by [Vitaminous](#) on Mon, 28 Mar 2005 05:51:18 GMT
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Lollerskates.

Subject: Sony got owned. Playstation sales halted.
Posted by [hunteroo2](#) on Mon, 28 Mar 2005 05:55:16 GMT
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havent they been selling those for a while for something like this to happen...?

Subject: Sony got owned. Playstation sales halted.
Posted by [csskiller](#) on Mon, 28 Mar 2005 08:27:37 GMT
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I dont get it Why did they get sued for copywrite infringement?

Subject: Sony got owned. Playstation sales halted.
Posted by [Deactivated](#) on Mon, 28 Mar 2005 09:15:00 GMT
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But could Nintendo and Microsoft be next on their sue list? I mean, both have force-feedback controllers.

Subject: Sony got owned. Playstation sales halted.
Posted by [Weirdo](#) on Mon, 28 Mar 2005 11:00:13 GMT

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Lol, I wanted to search on google for more news about this item. The first ten links were all difrent lawsuits agains sony for infringement for patent infringement. Man those guys are more in court than at work.

Subject: Sony got owned. Playstation sales halted.
Posted by [Walrus](#) on Mon, 28 Mar 2005 11:10:45 GMT

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This is odd. I didn't think that companies as big as sony would take the risk. Why bother? The last thing any one wants is to be sued for stealing other peoples stuff.

Subject: Sony got owned. Playstation sales halted.
Posted by [visorneon](#) on Mon, 28 Mar 2005 12:06:52 GMT

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I really dont get this? the dual shock controller has been out since... 1997 why has it taken 8 years for them to notice?

Subject: Sony got owned. Playstation sales halted.
Posted by [Deactivated](#) on Mon, 28 Mar 2005 13:26:14 GMT

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What happened to that case that could have threatened anything that was using 3D?
http://www.theregister.co.uk/2004/11/04/mckool_smith_lawsuit_update/

Subject: Sony got owned. Playstation sales halted.
Posted by [warranto](#) on Mon, 28 Mar 2005 14:08:01 GMT

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The controller may have come out 8 years ago, but if the patent was infringed upon, then they can act on it as long as the patent is held. (Unless there is a statue of limitations I don't know about.)

Of course, this doesn't mean the lawsuit wasn't started 8 years ago, and only now has a decision been reached.

Subject: Sony got owned. Playstation sales halted.
Posted by [Jaspah](#) on Mon, 28 Mar 2005 14:19:59 GMT

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What the fuck?

Subject: Sony got owned. Playstation sales halted.
Posted by [Renx](#) on Mon, 28 Mar 2005 15:12:50 GMT
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CommandoSRBut could Nintendo and Microsoft be next on their sue list? I mean, both have force-feedback controllers.

I'm guessing their controllers work differently, although producing the same effect. If you've ever seen the transparent Xbox controller you'll see that there's actually a little half-circle thing inside that spins around to make it vibrate. The PS controllers look too small for something like that to fit inside, as do the GC controllers.

[EDIT] Here's the answer to your question:

"Back in September of 2004, Sony lost to Immersion, and was ordered to pay \$82 million in damages. Immersion would have also prevailed against Microsoft, but Microsoft wisely settled with them for about one-third that amount, and the other big players such as Nintendo have licensed the technology."

Looks like all this is from just plain old stupidity.

Subject: Sony got owned. Playstation sales halted.
Posted by [Oblivion165](#) on Mon, 28 Mar 2005 15:21:30 GMT
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The dual shock controller uses two of those half circle spinners. One large one and one small. <--- vary intensity.

Subject: Sony got owned. Playstation sales halted.
Posted by [Sir Phoenixx](#) on Mon, 28 Mar 2005 15:30:18 GMT
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Lol, this is ridiculous. I thought the basic/common concepts/etc. couldn't be patented, just the specific design? They're not using their design or anything, they just simply have a vibration function in their controllers. That's like IBM suing AMD simply because they make processors, even though they're not the same designs.

Quote:If you've ever seen the transparent Xbox controller you'll see that there's actually a little half-circle thing inside that spins around to make it vibrate. The PS controllers look too small for something like that to fit inside, as do the GC controllers.
That's exactly what the PS2's controllers use. I've opened up one that stopped working a week ago, and now have a transparent blue one, they use a large half circle chunk of metal that spins

around a shaft on a motor in one of the grips, and another small one in the other grip.

Subject: Sony got owned. Playstation sales halted.
Posted by [Renx](#) on Mon, 28 Mar 2005 17:51:17 GMT
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Oh well, that edit in my post basicly through everything I wrote out the window anyway

Subject: Sony got owned. Playstation sales halted.
Posted by [Deactivated](#) on Mon, 28 Mar 2005 17:58:58 GMT
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But software patents are a different case. Basically everything can be patented.
The concept of opening a menu via right mouse button, double clicks...etc
There is a big clash going over in Europe about software patents. The supporters have even tried brute force to get the patent directive through. If it accepted as it is now, it would basically mean death to small software companies and open source projects. The only ones who would survive it are big patent holders with loads of money.

Subject: Sony got owned. Playstation sales halted.
Posted by [Jzinsky](#) on Mon, 28 Mar 2005 19:36:57 GMT
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The off centre weight is also used to make mobile phones vibrate, so why aren't Nokia, Samsung, Sony Ericsson, LG and Siemens being sued too?

Subject: Sony got owned. Playstation sales halted.
Posted by [tooncy](#) on Tue, 29 Mar 2005 01:31:01 GMT
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This is total bullshit. Those money grubbing bastards at Immersion should rot in hell.

Subject: Sony got owned. Playstation sales halted.
Posted by [YSLMuffins](#) on Tue, 29 Mar 2005 01:46:24 GMT
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You should look at the things Microsoft tries to patent. Like the things CommandoSR mentioned...

Subject: Sony got owned. Playstation sales halted.
Posted by [Jzinsky](#) on Tue, 29 Mar 2005 15:24:01 GMT
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tooncyThis is total bullshit. Those money grubbing bastards at Immersion should rot in hell.

Isn't that the point of a company? To be a money grabbing bastard that is, not to rot in hell..

Subject: Sony got owned. Playstation sales halted.
Posted by [Deactivated](#) on Tue, 29 Mar 2005 16:00:16 GMT
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YSLMuffinsYou should look at the things Microsoft tries to patent. Like the things CommandoSR mentioned...

If Microsoft wasn't doing it, someone else would.

No patent=getting sued by the patent owner

BigEvilPatentHolder Inc., the inventor of "double click", sues Microsoft for allowing users to perform double clicks to run programs, without paying a \$2000000 patent license fee to BigEvilPatentHolder Inc.

If you had enough evidence that you invented oxygen, you could patent it and demand royalties from anyone who used it.

Subject: Sony got owned. Playstation sales halted.
Posted by [Chronojam](#) on Tue, 29 Mar 2005 23:16:56 GMT
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Somebody get a circuit diagram and information about the control feedback system. Let's see if it's really closer than some people think. Including the "there's a bigger one on this side and a smaller here." Does anybody know if the circuit design, or any of the chips, are replicas of somebody else's work, or are you all just assuming things without any further information at all?

PS: Try googling for the words SCO and lawsuit
