
Subject: xbox 360

Posted by [_SSnipe_](#) on Sun, 11 Jan 2009 05:51:53 GMT

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Fucking sucks, first time I got it and had new grand theft auto, my phone fall on it like 1 foot high and hit my foot so slowed down...boom then i hear raaaaaaaaaaaaaaaa and my game was all scratched....so we returned it...so today I was barly lefting my xbox maybe 1 1/2 2 inches from the front to an curve u know not lifting the whole thing but just the front and i hear raaaaa the game messing up...open the tray...my game is ALLLL fucked up...wtf? why ios the xbox 360 so fucking sensitive anything u do knocks it off the tray and fucks everything up

Subject: Re: xbox 360

Posted by [R315r4z0r](#) on Sun, 11 Jan 2009 06:10:58 GMT

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I'm having an extremely hard time understanding what you just said...

Are you saying why does the 360 keep scratching your disk up? Are you moving the console while the disk is playing? That isn't good to do.

If you aren't, then you might have something defective inside your console. You can send it into microsoft, free of charge, and they will repair it and send it back. They also give complementary 1month xbox live member ships for the inconvenience.

Subject: Re: xbox 360

Posted by [_SSnipe_](#) on Sun, 11 Jan 2009 06:34:04 GMT

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R315r4z0r wrote on Sat, 10 January 2009 22:10

Are you saying why does the 360 keep scratching your disk up? Are you moving the console while the disk is playing? That isn't good to do.

Thats it...anything hits it even just a little or barly lift the front it dies that.....play station has never done this

Subject: Re: xbox 360

Posted by [R315r4z0r](#) on Sun, 11 Jan 2009 06:36:46 GMT

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The reason is because you can set the 360 up 2 different ways and it knows the way you set it up because of a tilt mechanism inside of it.

You can either lay the console down, or stand it up. It has to be one or the other before the console is turned on. You can't tilt it or changes its position while it is on because that disrupts its internals and causes damage to the disk.

But then again, like I said, it might not be that that is causing your disks to get ruined. It might just be a broken part inside the system.

Subject: Re: xbox 360
Posted by [_SSnipe_](#) on Sun, 11 Jan 2009 06:46:13 GMT
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R315r4z0r wrote on Sat, 10 January 2009 22:36The reason is because you can set the 360 up 2 different ways and it knows the way you set it up because of a tilt mechanism inside of it.

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But then again, like I said, it might not be that that is causing your disks to get ruined. It might just be a broken part inside the system.
Only when i tilt it barley or something bumps into it that fucks it up

Subject: Re: xbox 360
Posted by [Nukelt15](#) on Sun, 11 Jan 2009 07:09:19 GMT
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Moving a device with an open-tray optical drive while there is a disk inside and the device is turned on can cause the device to malfunction and scratch the disk? Good heavens, man, you've singlehandedly uncovered something the rest of the human race has known since the introduction of the CD player!

Seriously, though, either you're 'barely' moving it a lot more than you say you are, or you've got a defective system. I've kicked mine before without incident and I know my optical drive is fucked up. "Fucked up" meaning: tray refuses to open while X360 is standing up, strange and disturbing rattling sounds emanating from drive while spinning, and last but not least the braking mechanism being shot to hell so that the disk will emerge still spinning if the tray is opened while the system is turned on (resulting, predictably, in scuffing). I have to turn the system off, wait for the drive to spin down, then turn it back on and open the tray to remove the disk. And yet somehow shifting the system, even violently, doesn't cause it to eat my games. Methinks your console is more in need of servicing or replacement than mine is.

Subject: Re: xbox 360
Posted by [_SSnipe_](#) on Sun, 11 Jan 2009 07:18:22 GMT

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Nukelt15 wrote on Sat, 10 January 2009 23:09 Moving a device with an open-tray optical drive while there is a disk inside and the device is turned on can cause the device to malfunction and scratch the disk? Good heavens, man, you've singlehandedly uncovered something the rest of the human race has known since the introduction of the CD player!

Seriously, though, either you're 'barely' moving it a lot more than you say you are, or you've got a defective system. I've kicked mine before without incident and I know my optical drive is fucked up. "Fucked up" meaning: tray refuses to open while X360 is standing up, strange and disturbing rattling sounds emanating from drive while spinning, and last but not least the braking mechanism being shot to hell so that the disk will emerge still spinning if the tray is opened while the system is turned on (resulting, predictably, in scuffing). I have to turn the system off, wait for the drive to spin down, then turn it back on and open the tray to remove the disk. And yet somehow shifting the system, even violently, doesn't cause it to eat my games. Methinks your console is more in need of servicing or replacement than mine is.

Dont try to flame me im not joking my system probably is fucked up and i am not bull shitting I barely move the fucker and that one time my phone fell on it not even hard and fucked my game up.....idk wtf to say about it..iv had ps2 for years moved that shit and all other systems lv had tilted them and such never nothing like this

maybe it is cheap or maybe a freak accident? who can say I just asked around and they now tell me that the xbox is sensitive or they can be lying? idk i just have to spend like 70 fucking bucks again on a fucking game and after that im putting my xbox under something and making sure nothing moves bumps or even shacks the fucker

Subject: Re: xbox 360
Posted by [Lone0001](#) on Sun, 11 Jan 2009 09:55:24 GMT
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Xbox360's are made very poorly hence the red ring of death, both the Xbox and the Xbox360 have been made very poorly compared to all of the other consoles.

Subject: Re: xbox 360
Posted by [GEORGE ZIMMER](#) on Sun, 11 Jan 2009 10:36:16 GMT
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Yeah, although I don't own a 360, I really don't intend to. Not only are there maybe a few good games on it, but it seems to be very shitty hardware wise. I'll just wait until PS3 becomes affordable, or get a Wii for more casual gaming, since I tend to play console games more casually anyways.

Subject: Re: xbox 360
Posted by [mr£ÄŞÄ-z](#) on Sun, 11 Jan 2009 12:36:57 GMT

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If you like kid Games get a Gaystation 2 or 3.

Subject: Re: xbox 360

Posted by [GEORGE ZIMMER](#) on Sun, 11 Jan 2009 13:01:09 GMT

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http://en.wikipedia.org/wiki/Silent_Hill_5
http://en.wikipedia.org/wiki/Resident_evil_5
http://en.wikipedia.org/wiki/Grand_Theft_Auto_4
clearly the PS3 has only games for children

Subject: Re: xbox 360

Posted by [_SSnipe_](#) on Sun, 11 Jan 2009 17:38:25 GMT

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Well I did not think the xbox was so shitty but anyways I would not have been able to get a ps3 for xmass that past my mom could not afford it so it was xbox or nothing but I will be getting a ps3 next year when price is down and such

Subject: Re: xbox 360

Posted by [R315r4z0r](#) on Sun, 11 Jan 2009 18:07:52 GMT

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Cabal8616 wrote on Sun, 11 January 2009 08:01http://en.wikipedia.org/wiki/Silent_Hill_5
http://en.wikipedia.org/wiki/Resident_evil_5
http://en.wikipedia.org/wiki/Grand_Theft_Auto_4
clearly the PS3 has only games for children
Those are all multi-platform games that are also available on the 360.

Subject: Re: xbox 360

Posted by [Aircraftkiller](#) on Sun, 11 Jan 2009 18:47:36 GMT

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This thread illustrates why a PS3 is a better purchase... I've had a 40GB PS3 since last Christmas and I have no problems whatsoever with mine, and all those multiplat games are completely playable on my system because I don't have to send it in for repair every week.

Subject: Re: xbox 360

Posted by [Ethenal](#) on Sun, 11 Jan 2009 19:36:24 GMT

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Well, mine works great so fuck you all!

EDIT: weird characters inserted

Subject: Re: xbox 360

Posted by [nikki6ixx](#) on Sun, 11 Jan 2009 20:21:42 GMT

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All the new systems suck anyways because they aren't cartridges, and you can't play Donkey Kong Country on them.

Subject: Re: xbox 360

Posted by [BlueThen](#) on Sun, 11 Jan 2009 20:38:42 GMT

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nikki6ixx wrote on Sun, 11 January 2009 14:21 All the new systems suck anyways because they aren't cartridges, and you can't play Donkey Kong Country on them.
yea! ...and I can't afford them

Subject: Re: xbox 360

Posted by [Lone0001](#) on Sun, 11 Jan 2009 22:31:05 GMT

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Valentine wrote on Sun, 11 January 2009 13:47 This thread illustrates why a PS3 is a better purchase... I've had a 40GB PS3 since last Christmas and I have no problems whatsoever with mine, and all those multiplat games are completely playable on my system because I don't have to send it in for repair every week.

And how much better a purchase of the Wii is

Subject: Re: xbox 360

Posted by [nikki6ixx](#) on Sun, 11 Jan 2009 22:32:38 GMT

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Lone0001 wrote on Sun, 11 January 2009 16:31
And how much better a purchase of the Wii is

Uh oh...

Subject: Re: xbox 360
Posted by [dr3w2](#) on Sun, 11 Jan 2009 22:48:32 GMT
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LOL i like how this immediately jumps into a 360 flaming thread. Did anyone of you read his post?

WHY would he have been dropped shit onto his Xbox while it is on and spinning a cd? that doesnt make sense

Why would you lift up and tilt (i assume close to a 45degree angle) from the front of the system while theres a game IN A CD TRAY.

So by doing senseless things to something that wasn't meant to be done to it, its immediately the devices problem ? If you have a device with a spinning cd, the logical thing would be to not unbalance it would it not ?

I would love to have someone drive there car then suddenly push the gear into park, then bitch about company X's shitty vehicles.

This appears to be the same idea to me.

Subject: Re: xbox 360
Posted by [Ethenal](#) on Sun, 11 Jan 2009 22:50:08 GMT
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nikki6ixx wrote on Sun, 11 January 2009 16:32Lone0001 wrote on Sun, 11 January 2009 16:31
And how much better a purchase of the Wii is

Uh oh...
stfu the wii's not a console

Subject: Re: xbox 360
Posted by [solidpro9](#) on Mon, 12 Jan 2009 00:12:20 GMT
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man u know wat sucks my xbox 360 got the red ring of death on christmas but it should be back from the repair center tommorow.and i hardly ever play my xbox360 idk how it got that

Subject: Re: xbox 360
Posted by [_SSnipe_](#) on Mon, 12 Jan 2009 00:15:29 GMT
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solidpro9 wrote on Sun, 11 January 2009 16:12man u know wat sucks my xbox 360 got the red ring of death on christmas but it should be back from the repair center tommorow.and i hardly ever play my xbox360 idk how it got that
lv heard thats one thing 1000's of them had that

Microsoft ways of making money?

Subject: Re: xbox 360
Posted by [R315r4z0r](#) on Mon, 12 Jan 2009 00:49:26 GMT
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Older 360 models have manufacturing errors. They redesigned them recently to perform better.

Also, as a side note, I made a thread in the heated discussion forum a while ago to house console arguments and no one bothers with it .

And Wii is an excellent console.

Subject: Re: xbox 360
Posted by [cheesesoda](#) on Mon, 12 Jan 2009 01:08:08 GMT
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SSnipe wrote on Sun, 11 January 2009 19:15solidpro9 wrote on Sun, 11 January 2009 16:12man u know wat sucks my xbox 360 got the red ring of death on christmas but it should be back from the repair center tommorow.and i hardly ever play my xbox360 idk how it got that
lv heard thats one thing 1000's of them had that

Microsoft ways of making money?

If you send the console back to Microsoft for a free repair, how do they profit from that? It's just a flaw, not a money-making scheme.

Subject: Re: xbox 360
Posted by [solidpro9](#) on Mon, 12 Jan 2009 01:25:38 GMT
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yeah mine was free repair and the waranty was 3 days from expiring. very close.

Subject: Re: xbox 360
Posted by [_SSnipe_](#) on Mon, 12 Jan 2009 01:56:53 GMT
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cheesesoda wrote on Sun, 11 January 2009 17:08SSnipe wrote on Sun, 11 January 2009 19:15solidpro9 wrote on Sun, 11 January 2009 16:12man u know wat sucks my xbox 360 got the red ring of death on christmas but it should be back from the repair center tommorow.and i hardly ever play my xbox360 idk how it got that
lv heard thats one thing 1000's of them had that

Microsoft ways of making money?

If you send the console back to Microsoft for a free repair, how do they profit from that? It's just a flaw, not a money-making scheme.
Did not know they were free....

Subject: Re: xbox 360
Posted by [R315r4z0r](#) on Mon, 12 Jan 2009 02:44:20 GMT
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R315r4z0r wrote on Sun, 11 January 2009 01:10You can send it into microsoft, free of charge, and they will repair it and send it back. They also give complementary 1month xbox live member ships for the inconvenience.

Subject: Re: xbox 360
Posted by [_SSnipe_](#) on Mon, 12 Jan 2009 02:47:54 GMT
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R315r4z0r wrote on Sun, 11 January 2009 18:44R315r4z0r wrote on Sun, 11 January 2009 01:10You can send it into microsoft, free of charge, and they will repair it and send it back. They also give complementary 1month xbox live member ships for the inconvenience.

I must have missed that

Subject: Re: xbox 360
Posted by [cheesesoda](#) on Mon, 12 Jan 2009 03:10:21 GMT
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While I still do fully believe that it is just a flaw, I do wonder if Microsoft doesn't actually profit from it.

Sure, the cost of the shipping, the repair, and the 1 month free subscription would make you think that they actually lose money, but the money maker is actually in the free subscription. By offering

one month free, they can entice new gamers into subscribing, which could ultimately result in a profit for Microsoft.

Subject: Re: xbox 360
Posted by [_SSnipe_](#) on Mon, 12 Jan 2009 03:46:56 GMT
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cheesesoda wrote on Sun, 11 January 2009 19:10 While I still do fully believe that it is just a flaw, I do wonder if Microsoft doesn't actually profit from it.

Sure, the cost of the shipping, the repair, and the 1 month free subscription would make you think that they actually lose money, but the money maker is actually in the free subscription. By offering one month free, they can entice new gamers into subscribing, which could ultimately result in a profit for Microsoft.
Thats thinking pretty far ahead

Subject: Re: xbox 360
Posted by [R315r4z0r](#) on Mon, 12 Jan 2009 06:22:01 GMT
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cheesesoda wrote on Sun, 11 January 2009 22:10 While I still do fully believe that it is just a flaw, I do wonder if Microsoft doesn't actually profit from it.

Sure, the cost of the shipping, the repair, and the 1 month free subscription would make you think that they actually lose money, but the money maker is actually in the free subscription. By offering one month free, they can entice new gamers into subscribing, which could ultimately result in a profit for Microsoft.
I disagree with that. The majority of Xbox gamers already subscribe to Xbox LIVE.

Sure you may be correct to some extent, but that's only really a minority of people. It really depends on the individual customer; what games they have, their willingness to play other people, as well as there willingness to pay a subscription fee.

I don't think it is as much as a money making ploy as it is a "please don't hate us and stop using our services" ploy.

Subject: Re: xbox 360
Posted by [_SSnipe_](#) on Mon, 12 Jan 2009 06:41:45 GMT
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Anyways the point im trying to say is while the xbox 360 has good graphics better then ps3 I seen one like 3 to 4 you tube videos, it has lot of recalled systems and a flimsy console never once has anyone I owned an old xbox or ps1 or ps2 has it competently fucked my 2 games with one scratch in a perfect circle for barely lifting or tilting the front to slide a paper form under it I mean i

know its not good to do it but come on like no one has moved it or barely lifted the front to remove something from under it about 1 inch thats complete fucking bullshit...

Subject: Re: xbox 360
Posted by [R315r4z0r](#) on Mon, 12 Jan 2009 06:59:24 GMT
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The PS3 has far superior graphics than the 360, there is no doubt about that.

However, the problem lies in the fact that the console is not meant to be tilted while a disk is in the tray being read. I'm pretty sure there is a disclaimer or something saying that in the manual. It isn't that it's a flimsy console, it's that you did something with it that it wasn't designed to do.

edit of course people have lifted it and moved it around, but not while it is powered on and in the middle of actually reading the disk.

Subject: Re: xbox 360
Posted by [_SSnipe_](#) on Mon, 12 Jan 2009 15:06:51 GMT
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Well, Next year I will getting ps3, I would this year but it cost to much

Subject: Re: xbox 360
Posted by [Jerad2142](#) on Mon, 12 Jan 2009 19:00:04 GMT
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SSnipe wrote on Sat, 10 January 2009 22:51Fucking sucks, first time I got it and had new grand theft auto, my phone fall on it like 1 foot high and hit my foot so slowed down...boom then i hear raaaaaaaaaaaaaaaa and my game was all scratched....so we returned it...so today I was barly lefting my xbox maybe 1 1/2 2 inches from the front to an curve u know not lifting the whole thing but just the front and i hear raaaaa the game messing up...open the tray...my game is ALLLL fucked up...wtf? why ios the xbox 360 so fucking sensitive anything u do knocks it off the tray and fucks everything up

I'm sure someone has already said it but, it says not to move the 360 with a disk in the tray in the manual, and on that sticker on the front of the disk drive when you first buy it.

Subject: Re: xbox 360
Posted by [_SSnipe_](#) on Tue, 13 Jan 2009 01:08:36 GMT
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Jerad Gray wrote on Mon, 12 January 2009 11:00SSnipe wrote on Sat, 10 January 2009 22:51Fucking sucks, first time I got it and had new grand theft auto, my phone fall on it like 1 foot

high and hit my foot so slowed down...boom then i hear raaaaaaaaaaaaaaaa and my game was all scratched....so we returned it...so today I was barely lefting my xbox maybe 1 1/2 2 inches from the front to an curve u know not lifting the whole thing but just the front and i hear raaaaa the game messing up...open the tray...my game is ALLLL fucked up...wtf? why ios the xbox 360 so fucking sensitive anything u do knocks it off the tray and fucks everything up
I'm sure someone has already said it but, it says not to move the 360 with a disk in the tray in the manual, and on that sticker on the front of the disk drive when you first buy it.
I never notice but i guess we all learn things the hard way right?
