

Shock Controller

DualShock

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The DualShock (originally Dual Shock, trademarked as DUALSHOCK or DUAL SHOCK, with the PlayStation 5 version as DualSense) is a line of gamepads developed by Sony Interactive Entertainment (formerly Sony Computer Entertainment) for the PlayStation family of video game consoles. It is named for vibration-feedback and analog controls.

Introduced in November 1997, it was initially marketed as a secondary peripheral for the first PlayStation console. The console's bundle was updated to include DualShock, and phase out the original PlayStation controller and the Dual Analog Controller. The DualShock is the best-selling gamepad of all time by units sold, excluding bundled controllers.

Dual Analog Controller

predecessor to the DualShock; the first analog controller was the PlayStation Analog Joystick (SCPH-1110). The Japanese version of the controller (SCPH-1150) also

The Dual Analog Controller (SCPH-1150 in Japan, SCPH-1180 in the United States, and SCPH-1180e in Europe) is Sony's first handheld analog controller for the PlayStation, and the predecessor to the DualShock; the first analog controller was the PlayStation Analog Joystick (SCPH-1110).

The Japanese version of the controller (SCPH-1150) also has a single vibration motor inside in order to provide force feedback while playing video games.

PlayStation controller

Analog Controller in 1997, Sony began phasing out the PlayStation controller later that year with the introduction of the DualShock controller, which

The PlayStation controller is the first gamepad released by Sony Computer Entertainment for its PlayStation home video game console. The original version (model SCPH-1010) was released alongside the PlayStation on 3 December 1994.

Sixaxis

of the PlayStation 3's development, the DualShock 3, which like the DualShock and DualShock 2 controllers, would have incorporated haptic technology –

The Sixaxis (trademarked SIXAXIS) is a wireless gamepad produced by Sony for their PlayStation 3 video game console. It was introduced alongside the PlayStation 3 in 2006 and remained the console's official controller until 2008.

The term "sixaxis" is also used to refer to the motion-sensing technology in PlayStation 3 controllers. It is a contraction of "six axis", which refers to the ability to sense motion in all axes of the six degrees of freedom. The name is a misnomer because there are only three axes: X, Y, and Z, which allows six degrees of freedom (rotation about each axis and translation along each axis). The Sixaxis name is also a palindrome, meaning that it can be written the same way forwards and backwards.

At the time of the PlayStation 3's development, the DualShock 3, which like the DualShock and DualShock 2 controllers, would have incorporated haptic technology – also known as force feedback, was originally slated to be released alongside the console in time for its intended launch; however, Sony was in the midst of appealing a decision from a 2004 lawsuit involving patent infringement claimed by Immersion. The two companies were at odds over the haptic feedback technology used in earlier PlayStation controllers. The legal battle led to a decision to remove the vibration capabilities from the PS3 controller's initial design, which became known as Sixaxis.

The Sixaxis was succeeded by the vibration-capable DualShock 3 in late 2007 and early 2008. The Sixaxis and the DualShock 3 controller can also be used with PSP Go and the PlayStation TV via Bluetooth after registering the controller on a PlayStation 3 console.

PlayStation

center and a smartphone. The main series of controllers utilized by the PlayStation series is the DualShock, a line of vibration-feedback gamepads. SIE

PlayStation is a video gaming brand owned and produced by Sony Interactive Entertainment (SIE), a division of Japanese conglomerate Sony. Its flagship products consists of a series of home video game consoles produced under the brand; it also consists of handhelds, online services, magazines, and other forms of media.

The brand began with the first PlayStation home console released in Japan in 1994 and worldwide the following year, which became the first console of any type to ship over 100 million units, which made PlayStation a globally recognized brand. Since then there have been numerous newer consoles—the most recent being the PlayStation 5 released in 2020—while there have also been a series of handheld consoles and a number of other electronics such as a media center and a smartphone. The main series of controllers utilized by the PlayStation series is the DualShock, a line of vibration-feedback gamepads. SIE also operate numerous online services like PlayStation Network, the PlayStation Store, and the subscription-based PlayStation Plus, which may also offer non-gaming entertainment services; the PlayStation Network has over 103 million active users monthly as of December 2019.

The series also has a strong line-up of first-party games due to PlayStation Studios, a group of many studios owned by Sony Interactive Entertainment that exclusively developed them for PlayStation consoles. In addition, the series features various budget re-releases of games by Sony with different names for each region; these include the Greatest Hits, Platinum, Essentials, and The Best selection of games. It is also known for the four iconic PlayStation face buttons (, , ,) and has been known for its numerous marketing campaigns, the latest of which being the "Greatness Awaits" and eventually, "Play Has No Limits" commercials in the United States.

Nintendo 64 controller

released its Dual Analog and DualShock controllers for the competing PlayStation, it retained the original controllers's two-handed ergonomics, placing

The Nintendo 64 controller (model number: NUS-005) is the standard game controller for the Nintendo 64 home console. Manufactured and released by Nintendo, it debuted alongside the console in Japan on June 23, 1996, followed by North America on September 29, 1996, and Europe and Australia on March 1, 1997. As the successor to the Super Nintendo controller, it features an "M"-shaped design, ten buttons, a "control stick", and a D-pad.

List of Resident Evil media

additional game modes. The latter also supports the PlayStation Dual Shock controller analog sticks. Deadly Silence features several new gameplay modes. Resident

Resident Evil (Biohazard in Japan) is a Japanese multimedia horror franchise owned by the video game company Capcom. The franchise was created in 1996 with Resident Evil, a survival horror video game developed and published by Capcom for the PlayStation console. The game's critical and commercial success drove Capcom to continue developing the series. Due to Resident Evil's extended success, Capcom licensed more media based on the franchise including live action and animated films, novels, and comics.

PlayStation 2 accessories

include controllers, audio and video input devices such as microphones and video cameras, and cables for better sound and picture quality. The DualShock 2 Analog

Various accessories for the PlayStation 2 video game console have been produced by Sony, as well as third parties. These include controllers, audio and video input devices such as microphones and video cameras, and cables for better sound and picture quality.

PlayStation (console)

the controller down. In November 1997, Sony introduced the DualShock controller. Its name derives from its use of two (dual) vibration motors (shock). Unlike

The PlayStation (codenamed PSX, abbreviated as PS, and retroactively PS1 or PS one) is a home video game console developed and marketed by Sony Computer Entertainment. It was released in Japan on 3 December 1994, followed by North America on 9 September 1995, Europe on 29 September 1995, and other regions following thereafter. As a fifth-generation console, the PlayStation primarily competed with the Nintendo 64 and the Sega Saturn.

Sony began developing the PlayStation after a failed venture with Nintendo to create a CD-ROM peripheral for the Super Nintendo Entertainment System in the early 1990s. The console was primarily designed by Ken Kutaragi and Sony Computer Entertainment in Japan, while additional development was outsourced in the United Kingdom. An emphasis on 3D polygon graphics was placed at the forefront of the console's design. PlayStation game production was designed to be streamlined and inclusive, enticing the support of many third party developers.

The console proved popular for its extensive game library, popular franchises, low retail price, and aggressive youth marketing which advertised it as the preferable console for adolescents and adults. Critically acclaimed games that defined the console include Gran Turismo, Crash Bandicoot, Spyro the Dragon, Tomb Raider, Resident Evil, Metal Gear Solid, Tekken 3, and Final Fantasy VII. Sony ceased production of the PlayStation on 23 March 2006—over eleven years after it had been released, and in the same year the PlayStation 3 debuted. More than 4,000 PlayStation games were released, with cumulative sales of 962 million units.

The PlayStation signaled Sony's rise to power in the video game industry. It received acclaim and sold strongly; in less than a decade, it became the first computer entertainment platform to ship over 100 million units. Its use of compact discs heralded the game industry's transition from cartridges. The PlayStation's success led to a line of successors, beginning with the PlayStation 2 in 2000. In the same year, Sony released a smaller and cheaper model, the PS one.

Analog stick

PlayStation-series analog controllers—the Dual Analog Controller, DualShock, DualShock 2, Sixaxis, DualShock 3, DualShock 4 and DualSense—all use this

An analog stick (analogue stick in British English), also known as a control stick, thumbstick or joystick, is an input method designed for video games that translates thumb movement into directional control. It consists of a protruding stick mounted on a pivot, with movement registered through continuous electrical signals rather than discrete switches, allowing for greater nuance than traditional digital inputs.

Unlike D-pads, which rely on fixed electrical contacts, analog sticks use potentiometers to measure their position across a full range of motion. Many models allow the stick to be pressed down like a button, allowing users to execute commands without removing their thumb from the stick. Since its introduction, the analog stick has largely replaced the D-pad as the primary directional input in modern game controllers.

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