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[Sony and Immersion Sitting in a Tree...](#)

How much exactly is Sony paying for the SIXAXIS to finally get some rumble?

It is all too familiar to everyone that [Sony](#) has recently teamed up with Immersion Corp. on [the rumble issue](#) and other fancy technology aspects. So, it is only natural for Immersion to go to get some funds from Sony in order to be able to fix their booboos. But first, the two companies had to make up, over their patent infringement. And so they did. So the companies shook hands, but now, recent interviews with Sony's spokesmen have revealed the actual costs Sony has to handle to make up for everything and to make the future happen. Apparently, Sony has agreed to pay Immersion Corp. \$150.3 million in ending their patent infringement suit in which the latter company claimed the consumer electronics giant used its technology in the PlayStation videogame console. The two companies' second and final agreement was that Sony would license Immersion technology for \$22.5 million. Now, in case you have forgotten, all this is for...for...RUMBLE. Jeez!, almost 180 million for [vibrations](#)? It is much, no doubt about it, but considering that Sony had to find a way to deal with the [SIXAXIS](#)' lack of rumble, the solution seems reasonable. Plus, everyone has to pay for their mistakes, including Sony, so now that the two companies kissed and made up, Sony has one less problem to worry about. And this was one of the BIG problems the company had to deal with, so thank God that this one is finally out of the way. I swear I must have written at least 10 articles about the [undefined](#)'s controller and its lacking rumble feature the past month. All Sony has to do now is make up for two losses at a time, both brought by the same machine.