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The console was originally planned for a global release through November, but at the start of September the release in Europe and the rest of the world was delayed until March.[49] Since it was a somewhat last-minute delay, some companies had taken deposits for pre-orders, at which Sony informed customers that they were eligible for full refunds or could continue the pre-order.[50] On January 24, 2007, Sony announced that PlayStation 3 would go on sale on March 23, 2007, in Europe, Australia, the Middle East, Africa and New Zealand.[15]

PS3's hardware has also been used to build supercomputers for high-performance computing.[104] Fixstars Solutions sells a version of Yellow Dog Linux for PlayStation 3 (originally sold by Terra Soft Solutions).[105] RapidMind produced a stream programming package for PS3,[106] but were acquired by Intel in 2009. Also, on January 3, 2007, Dr. Frank Mueller, Associate Professor of Computer Science at NCSU, clustered 8 PS3s. Mueller commented that the 256 MB of system RAM is a limitation for this particular application and is considering attempting to retrofit more RAM. Software includes: Fedora Core 5 Linux ppc64, MPICH2, OpenMP v 2.5, GNU Compiler Collection and CellSDK 1.1.[107][108][109] As a more cost-effective alternative to conventional supercomputers, the U.S. military has purchased clusters of PS3 units for research purposes.[110] Retail PS3 Slim units cannot be used for supercomputing, because PS3 Slim lacks the ability to boot into a third-party OS.

Audio capabilities

Although its PlayStation predecessors had been very dominant against the competition and were hugely profitable for Sony, PlayStation 3 had an inauspicious start, and Sony chairman and CEO Sir Howard Stringer initially could not convince investors of a turnaround in its fortunes. The PS3 lacked the unique gameplay of the more affordable Wii which became that generation's most successful console in terms of units sold. Furthermore, PS3 had to compete directly with Xbox 360 which had a market head start, and as a result the platform no longer had exclusive titles that the PS2 enjoyed such as the Grand Theft Auto and Final Fantasy series (regarding cross-platform games, Xbox 360 versions were generally)

sales and close the gap with Xbox 360. Sony also continued to lose money on each PS3 sold through 2010,[224] although the redesigned "slim" PS3 cut these losses.[225]

Pocket-Lint gave Super Slim a very positive review saying "It's