

Millions of Xbox Live Gamers Left Without Connectivity Following an Xbox Live Crash

Microsoft's online gaming service Xbox Live has suffered a major crash that left players inaccessible.

A lot of gamers reported issues around the world when trying to sign up to the service that allows gamers to play multiplayer games online and also purchase and download titles.

The firm said it was working on a fix for the problem - but it could not say when it would return.

Many gamers have reported problems across the globe while trying to sign up to the service that allows gamers to play multiplayer games online as well as buy and download titles.

It stated that engineers and developers are working on a solution to the issue that caused a few members to be unable to sign in to Xbox Live.

'Stay tuned, and thanks for your patience. '

It comes just days after Microsoft attacked YouTube and Amazon's Twitch with its own livestreaming service.

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The issue was discovered by the company in a series tweets. However the company said it is still investigating the matter.

The Xbox maker has announced plans to buy live-streaming company Beam founded in Seattle. Beam is a company created by 18-year-old Matt Salsamendi.

The teen who started his company in January says it has already had 100,000 users.

Unlike other streaming services, it lets users influence and interact with a video game being streamed by another player.

Beam allows viewers to suggest challenges to streamers and even alter game elements such as weapons loadouts or quest selections.

The Xbox maker today announced its plans to buy live-streaming company Beam founded in Seattle. Beam is a company founded by 18-year-old Matt Salsamendi

It also allows developers to design special button layouts for viewers to interact with games being streamed on Beam.

"We at Xbox are thrilled by this convergence of watching and playing and want players to enjoy the freedom and choice of amazing multiplayer experiences across all Beam's platforms." Chad Gibson, a program manager of partner groups at Microsoft's Xbox Live division, said in a statement.

"This acquisition will allow gamers to play the games they love, with the people they like, and on the devices they prefer."

The terms of the deal haven't been revealed.

He revealed how the system may work with Minecraft.

'Using 'Minecraft' as one example with Beam you don't only watch your favorite streamer play, you join in with them.

"You can take on them and make in-real-time choices that affect their gameplay, such as tools, quests, movement, and more. All this is possible with a few simple visual controls."

Salsamendi says that Beam will continue to exist regardless of whether he and his coworkers integrate into the Xbox engineering team.

In a blog post on Beam's website, Salsamendi says the service grew to around 100,000 users following its launch in January of this year.

"As part of Xbox, we'll be able to scale faster than we've ever capable of before", according to the article.

"We are expanding the team, strengthening our infrastructure, and most important, we're expanding and supporting Beam's amazing community..

THE XBOX ONE S

The Xbox One S will come in a color known as "robot white".

It will also have an internal power supply, unlike other Xbox models that had external power packs.

The Xbox One S will be 40% smaller than the prior model, despite this.

Microsoft declared that the console will be able to play 4K Ultra HD video, and will have up to 2TB of internal storage.

The new model will also have High Dynamic Range (HDR) and wireless controller with extended range.

Microsoft's Xbox design laboratory allows owners to personalize the controller.