I believe that if I own a piece of hardware I should be able to do whatever I want with it.

Installing an alternative Operating System is within my rights as an owner of a piece of private property.

It would be different of course were I leasing or renting the machine as then I would be subject to whatever the terms of the agreement would be.

Piracy should have no bearing on what the law says I can and cannot install on my game console so long as whatever I'm installing is legally aquired.

I find the idea that people are being denied the right to do what they want with their private property is agregious.

If a console manufacturer wants to protect the IP of itself and others it could take reasonable measures to protect it's own code. I'm not saying that

the console manufacturers should be forced to allow homebrew running from within their operating system. They have a responsibility to protect the IP

of content creators. But I should be able to install and run another operating system on the hardware to do with what I please. There is no law that

says I can't remove the firmware of a microwave and install linux on it if I wanted. Why should we have a double standard for certain hardware and not

for others.

It is important that we keep technology as hackable for people as possible. Time and time again we have seen amazing things be done with hardware that

was never meant to do those things. It is this kind of hackability that inspires and drives innovation by giving other individuals the ability to be

competitive at least on the technological level. It also allows other individuals to reverse engineer certain systems to look for vulerabilities or to

provide compatibility between other devices or software. This kind of freedom protects individuals from harm by identifying and fixing vulnerabilities

before the baddies can get at them as well as providing additional functionality that

could breathe new life into a particular piece of hardware.