Simple Device and SwapChain Sample

*This sample is compatible with the Microsoft Game Development Kit (June 2020)*

# Description

This sample demonstrates how to create a Direct3D 12 device and PresentX swap chain for an Xbox One app.

# Building the sample

If using an Xbox One devkit, set the active solution platform to Gaming.Xbox.XboxOne.x64.

If using Project Scarlett, set the active solution platform to Gaming.Xbox.Scarlett.x64.

*For more information, see* Running samples*, in the GDK documentation.*

# Using the sample

The sample has no controls other than exiting.

# Implementation notes

While the Xbox One app Direct3D setup is very similar to other Microsoft platforms, this sample demonstrates a few key differences:

* Using **D3D12XboxCreateDevice** instead of the standard D3D12CreateDevice
* Making use of 4K native swapchains vs. 1080p
* Instead of using DXGI for presentation, this uses the new **PresentX** API

For more information on best practices for Direct3D 12 device creation, see [Anatomy of Direct3D 12 Create Device](https://walbourn.github.io/anatomy-of-direct3d-12-create-device/).

For details on the use of the loop timer, see [StepTimer](https://github.com/Microsoft/DirectXTK/wiki/StepTimer).

# Privacy Statement

When compiling and running a sample, the file name of the sample executable will be sent to Microsoft to help track sample usage. To opt-out of this data collection, you can remove the block of code in Main.cpp labeled “Sample Usage Telemetry”.

For more information about Microsoft’s privacy policies in general, see the [Microsoft Privacy Statement](https://privacy.microsoft.com/en-us/privacystatement/).