

SimpleCrossGenMPSD Sample

*This sample is compatible with the Microsoft GDK (Desktop) and GDKX (Xbox) (November 2020)*

# Description

This sample demonstrates how to use MPSD to implement sessions and matchmaking for both cross generation and single generation games. This sample does not demonstrate the full breadth of MPSD’s features.

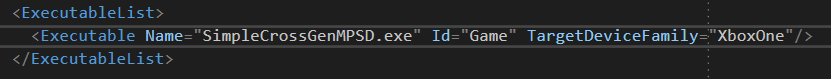
# Building the sample

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.

If using PC, set the active solution platform to Gaming.Desktop.x64.

If you desire to run the Xbox One version of the sample on a Project Scarlett devkit, set the active solution platform to Gaming.Xbox.XboxOne.x64. You will also need to set the TargetDeviceFamily to XboxOne in the MicrosoftGame.config file.



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

# Using the sample

This sample showcases a simplified demonstration of how to manage sessions using MPSD for both single generation and cross generation scenarios.

**Host Game Session** - Hosts a simple Game Session supporting invites and join in progress.

**Start Matchmaking** – Creates a lobby session and begins the matchmaking process.

**Host Game Session (CrossGen)** - Hosts a simple Game Session supporting cross generational invites and join in progress.

**Start Matchmaking** **(CrossGen)** - Creates a lobby session and begins the cross generational matchmaking process.

**Cancel Matchmaking** – Cancels matchmaking and leaves the active Lobby Session

**Leave Session** – Leaves the active Game Session.

**Invite Friend** – Opens a shell UI to send an invite to a player on the user’s friends list.

## Main Screen

Graphical user interface, text, website

Description automatically generated

# Implementation notes

The MPSD usage is all found in SessionManager.h/.cpp. Here you’ll find demonstrations of:

* Creating, joining, and leaving sessions
* Starting and canceling matchmaking
* Managing MPSD subscriptions and events
* Sending invitations
* Managing activities

Please refer to MPSD documentation for detailed API notes and usage.

# Session Templates

This same makes use for four session templates: GameSession, GameSessionCrossGen, LobbySession, and LobbySessionCrossGen. The core difference between these sessions is the value that they have set for the crossPlay capability. For sessions that support cross generation, the crossPlay capability is set to true and is set false for session that are intended for use with a single generation.

Text

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# Update history

February 2021 - Initial release February 2021

# 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/).