

Social Sample (Windows PC)

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

# Description

This sample demonstrates the Social Manager C-API provided by the Microsoft Gaming SDK (GDK).

This sample includes scenarios for:

* Adding users and creating groups
* Retrieving social groups based on filters
* Responding to Social Manager events

# Using the sample

The sample is controlled using a standard gamepad or keyboard. The bottom of the screen displays the input legend with available actions.

## Sample Screen

A screenshot of a computer

Description automatically generated

|  |  |
| --- | --- |
| Action | Gamepad |
| Sign in user | Menu button / Tab key |
| Refresh UI for current filter | A Button / F5 key |
| Change social group viewed | LB and RB shoulder buttons / Left or Right arrow keys |
| Exit | View Button / ESC key |

# Implementation notes

The code that directly interfaces with Social Manager C-API is encapsulated into the SocialManagerIntegration.cpp file.

# 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/).

# Update history

**Updated:** *July 2021*

**Initial Release:** *September 2019*