

mDNS Sample

*This sample is compatible with the Microsoft GDKX (June 2020)*

# Description

This sample demonstrates using mDNS to register a game service and broadcasting it across your local network, as well as demonstrating network discovery & resolving.

# 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.

This sample does not utilize any Xbox Live functionality and should not require the configuration of anything related to sandboxes or titles.

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

# Using the sample

When the sample is run, can perform the following actions:

* **Register DNS:** Register local device for network discovery
* **De-Register DNS:** De-register a previously created registration
* **Start Browse:** Begin continuous network discovery of registered devices (including self)
* **Stop Browse:** Cancel a previously started DNS browse.

Upon selecting an option, you will see output in the console showing the result of the action requested.

When ‘Start Browse’ is selected, you will periodically see the endpoint of discovered services which were resolved successfully.

This feature and sample function cross-device, for example, when running the desktop equivalent of this sample, an Xbox and PC will be able to discover each other.

# Update history

February 2020 - Initial release February 2020

# 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/).