

SimpleExceptionHandling Sample

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

# Description

This sample shows several different ways handle exceptions that can occur in your title.

* Unhandled Exception Filter – Demonstrates how to use an [Unhandled Exception Filter](https://docs.microsoft.com/windows/win32/api/errhandlingapi/nf-errhandlingapi-setunhandledexceptionfilter) to catch and process general exceptions your title.
* Structured Exceptions – Demonstrates how to use the [Structured Exception Handling](https://docs.microsoft.com/cpp/cpp/structured-exception-handling-c-cpp) system.
* Vectored Exception Handler – Demonstrates how to use the [Vectored Exception Handling](https://docs.microsoft.com/windows/win32/debug/vectored-exception-handling) system.
* C++ Language Exceptions – Demonstrates how to use the exception system built into the [C++ Language](https://docs.microsoft.com/cpp/cpp/try-throw-and-catch-statements-cpp).
* Recommended pattern – Demonstrates a recommended pattern that uses a combination of the other systems.

# Building the sample

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

If using Xbox Series X/S, set the active solution platform to Gaming.Xbox.Scarlett.x64.

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

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

# Using the sample

Press the corresponding button on the controller for each demonstration. The display will show the order of operations that happen in the code when an exception is raised.

Note: The Unhandled Exception Filter example will behave differently if there is a debugger attached, there are additional details in the comments.

# Implementation notes

All the examples are contained in the Examples folder. They are heavily documented with details on each system and how they work.

# Update history

Initial release April 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/).