OSPrimitiveTestCombo Sample

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

# Description

This sample works with the Costs for Synchronization Primitives entry in the documentation. All the numbers shown in the documentation were generated from this sample. The sample allows you to examine the benchmark methodology as well as make changes to model other configurations.

# Building the sample

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

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

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

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

# Update history

Initial release November 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/).