Xbox Live Resiliency Plugin for Fiddler

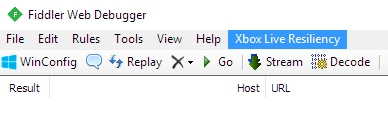
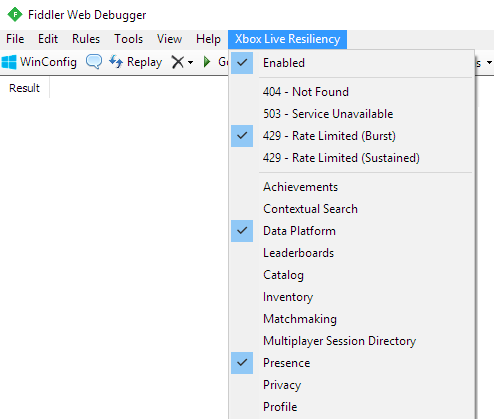
This plugin is an add-on to Fiddler that enables developers to selectively block calls to Xbox Live. Using this plugin, developers can test resiliency across partial service disruptions in their game titles. The tool includes a number of Xbox Live service endpoints built-in and different error types to test against. All Xbox One and UWP titles are supported.

# Setting up

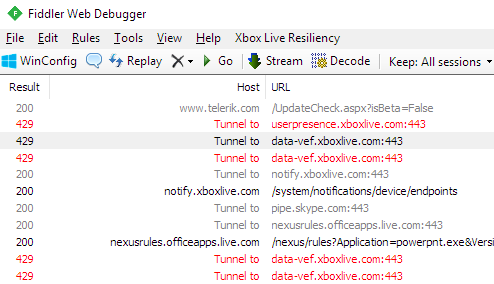
1. Install and set up Fiddler 4 on the Xbox One consoles. Instructions for dev kit setup are available in the XDK documentation.
   1. You may also set up Fiddler on multiple consoles and have their collective traffic captured in one Fiddler instance on a given PC. You will just need to copy and export the identical Fiddler.cer and ProxyAddress.txt files to multiple kits.
   2. It is also possible to use Fiddler on retail consoles.
2. Shut down Fiddler on your PC.
3. Run XboxLiveResiliencyPluginForFiddler-Setup.bat. Verify that:
   1. XboxLiveResiliencyPluginForFiddler.dll resides in **%USERPROFILE%\Documents\Fiddler2\Scripts**
   2. Several XboxLiveResiliencyPluginForFiddler.dat files reside in **%USERPROFILE%\Documents\Fiddler2\Captures\Responses**

*Note: Regardless of Fiddler version, the path above referencing Fiddler 2 must be used.*

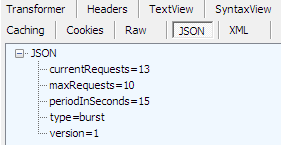
# Using XboxLiveResiliencyPluginForFiddler

1. Reload Fiddler. You should now see an **Xbox Live Resiliency** menu item:  
     
   
2. Click on that menu item, then **Enable**. When this option is selected, calls made to the selected service endpoints will be intercepted, and an error response will be returned to the calling client (i.e., your Xbox Live-enabled game).   
     
   

The above selections result in service calls to the Xbox Data Platform and Presence endpoints returning with an error:



At this point, you can validate that your game title handles these errors correctly.

1. If you select one of the 429 – Rate Limited errors, you will also receive a JSON response in the same way a game title will if they are rate limited. The JSON response includes the next available time the title may attempt to retry the service call.  
     
   

# Known Issues

* Do not use the timestamp in the responses sent in your error handling. This will be fixed in a future version.
* The plugin does not fully replicate Production environment behavior. For example, sometimes error responses are accompanied with a body providing more information. Please refer to the Xbox Live SDK documentation for more information.