Simple Device and SwapChain Sample

*This sample is compatible with the October 2016 Xbox One XDK or later*

# Description

This sample demonstrates how to create a Direct3D 11 device and swap chain for an Xbox One app.

# Using the sample

The sample has no controls other than exiting.

# Implementation notes

While the Xbox One app Direct3D setup is very similar to other Microsoft platforms, this sample demonstrates a few key differences:

* Using **D3D11XCreateDeviceX** instead of the standard D3D11CreateDevice
* Making use of 4K native swapchains vs. 1080p
* Optional use of 11.X Fast Semantics extensions for Xbox One

For more information on best practices for Direct3D 11 device creation, see [Anatomy of Direct3D 11 Create Device](https://blogs.msdn.microsoft.com/chuckw/2014/02/05/anatomy-of-direct3d-11-create-device/).

For details on the use of the loop timer, see [StepTimer](https://github.com/Microsoft/DirectXTK/wiki/StepTimer).

# Update history

Initial release May 2017

# 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/).