

Xbox LIVE Achievements

*\* This sample is compatible with the March 2016 Xbox One XDK.*

# Description

This sample demonstrates how to get achievement information for a signed-in Xbox LIVE user and send an event that changes the user’s statistics which can lead to earning an achievement.

# Using the sample

## Xbox Live Sandbox Requirements

* **Xbox One devkit:** set the console’s sandbox to XDKS.1

|  |  |
| --- | --- |
| Action | Gamepad |
| Select a Scenario | D-Pad Up and Down |
| Execute a LIVE web service request or write an event | A button |
| Sign-In | Menu Button |
| Exit | View button |

# Update history

**Initial Release:** *June 2016*

# 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/).