

MINI WEEKLY

MG C Wiki

MAGAZINE



<https://monogamecommunity.wiki/>

ISSUE	02	PUBLISHED	SEPTEMBER 25TH
YEAR	2023	COST	0.00

A

Shift

In

Time

HI! WELCOME TO THE LESS FORMAL MINI
MAGAZINE SERIES. WITH THIS SERIES THE
AIM IS TO POST A WEEKLY UPDATE FROM
ACROSS THE MONOGAME SPHERE.

[A JARRING GRAMMATICAL ERROR WAS
NOTICED IN ISSUE 01, OH WELL.]

WE WILL TRY TO PRETTIFY THESE BUT
THAT CAN TAKE A LOT OF TIME, SO THE
AIM IS MORE LIKE A CLASSIFIEDS STYLE.

WITH THAT SAID, LET'S SEE WHAT HAS BEEN
HAPPENING LATELY AND SEE WHAT COOL
THINGS HAVE OCCURRED OR SURFACED.

THANKS FOR READING!

MONOGAME COMMUNITY WIKI TEAM.



In the light of the recent news in the game industry and to reassure the community about our commitment, the MonoGame Team would like to share our future plans. The team wishes the MonoGame Framework to become future-proof, both from a technical and governance perspective.

This new era of the open-source project will see the creation of a non-profit foundation to which all rights and properties will be transferred to, with the aim of ensuring MonoGame remains open-source, and free for all and any scenario, including on consoles.

This foundation will allow the adoption of a more sustainable model and will open MonoGame to be supported by more patrons. A new board will be created within this organization with the task to define which projects to undertake, and how they may be funded, transparently.

We will discuss the roadmap at a later time, but we can already state that MonoGame's goals will be set with regard to the quality of developer onboarding for the framework, its stability and console support of the current version, and the start of a new iteration to further expand MonoGame's reach and capabilities.

We will communicate the progress of this transition based on developments in future announcements.

We look forward to everyone joining us on this new and exciting chapter.

The MonoGame Team

**A NEWS PIECE WORTH EXCEPTIONAL NOTE
WAS POSTED MIDWEEK LAST WEEK.**

**THIS WAS POSTED ON THE OFFICIAL
TWITTER ACCOUNT @MONOGAMETEAM.**

**NEWS WHICH IS VERY MUCH WELCOME TO
ALL MEMBERS OF THE COMMUNITY.**



Post



Terraria

@Terraria_Logica

Re-Logic is very interested and supportive of this new direction for [@MonoGameTeam](#) - an open source project with so much potential. After our announcement earlier this week, we had many people asking us whether or not we would also choose to support Monogame.



In the light of the recent news in the game industry and to reassure the community about our commitment, the MonoGame Team would like to share our future plans. The team wishes the MonoGame Framework to become future-proof, both from a technical and governance perspective.

This new era of the open-source project will see the creation of a non-profit foundation to which all rights and properties will be transferred to, with the aim of ensuring MonoGame remains open-source, and free for all and any scenario, including on consoles.

This foundation will allow the adoption of a more sustainable model and will open MonoGame to be supported by more patrons. A new board will be created within this organization with the task to define which projects to undertake, and how they may be funded, transparently.

We will discuss the roadmap at a later time, but we can already state that MonoGame's goals will be set with regard to the quality of developer onboarding for the framework, its stability and console support of the current version, and the start of a new iteration to further expand MonoGame's reach and capabilities.

We will communicate the progress of this transition based on developments in future announcements.

We look forward to everyone joining us on this new and exciting chapter.

The MonoGame Team

19:45 · 21/09/2023 from Earth · 29.6K Views



150 Reposts 11 Quotes



LVL 3

15 Boosts >

Channels & Roles

ANNOUNCEMENTS

rules

announcements

github

COMMUNITY

forum

Visual Studio 2022 Setu...

WELCOME TO THE FOR...

showcase

MonoGame Discord Adds a Forum

With the recent influx of new members, which hit 60 in a single day, a new method of discovery was required.

A Forum section was added to the top of the Discord list for this.

Check them out, they are a little empty now but, give it time.

For those who are doing Console Development, there is a pending announcement for you to observe as Console Development is under NDAs and as such not a lot can be discussed about them openly.

XNA BOOKS ONLINE

If you are looking for guides for MonoGame, you might not be looking in all directions, MonoGame stemmed from the XNA 4.0 stage and as such, code from that, is practically 1:1 compatible with MonoGame, so, it would help you to seek these resources out when searching for how to do something, to get you started you can find an old yet fruitful book published to WIKIBOOKS:

https://en.wikibooks.org/wiki/Game_Creation_with_XNA

Be sure to ask for help on the [Forum/Discord](#).



WIKIBOOKS
Open books for an open world

- Main Page
- Help
- Browse
- Cookbook
- Wikijunior
- Featured books
- Recent changes
- Donations
- Random book
- Using Wikibooks

community

- Reading room forum
- Community portal
- Bulletin Board
- Help out!
- Policies and guidelines
- Contact us

Book Discussion Read Latest drafts



The Wikibooks community has accepted [video game strategy guides](#) on this wiki! See [Wikibooks:Strategy guides](#) for more information. We're looking forward to your contributions.

Game Creation with XNA

 This is the reviewed version, checked on 17 August 2018. There are [other versions](#).



A Wikibookian suggests that *Creating a Simple 3D Game with XNA* be merged into this book. Discuss whether or not this merger should happen on the [discussion page](#).

Contents [hide]

- Table of Contents
 - Basics
 - Game Creation / Game Design
 - Mathematics and Physics
 - Programming
 - Audio and Sound
 - 2D Game Development

Status: This class project has finished, a thorough review is planned.

This book is a collection of tutorials on game creation with XNA, published by the [International Media Informatics](#) at HTW Berlin.

Aristurtle Forum Post on the MGCB

Community member Aristurtle has posted a helpful guide on the forums pertaining to common issues encountered with the MonoGame Content Builder or the MGCB.

Should you find yourself encountering issues the MGCB, be sure to visit this post for a fix.

<https://community.monogame.net/t/resolving-mgcb-editor-not-found-error/19419>

Note: There is an ongoing investigation with the Visual Studio Team concerning a catastrophic crash.

Resolving MGCB Editor Not Found Error

visual-studio, windows, nuget, mgcb-editor, mgcb



Aristurtle

1  6d

Sep 16

I was asked to make a separate post regarding this issue and the resolutions, so here it is.

1 / 1
Sep 15

The problem

The Monogame MGCB Editor does not open when you double-click the `Content.mgcb` file in Visual Studio, or you try to execute the command `dotnet mgcb-editor ./Content/Content.mgcb` and you get the following error message

```
Could not execute because the specified command or file was not found.
Possible reasons for this include:
```

```
You misspelled a built-in dotnet command.
You intended to execute a .NET program, but dotnet-mgcb-editor does not exist.
You intended to run a global tool, but a dotnet-preferred executable was not found.
```

6d ago



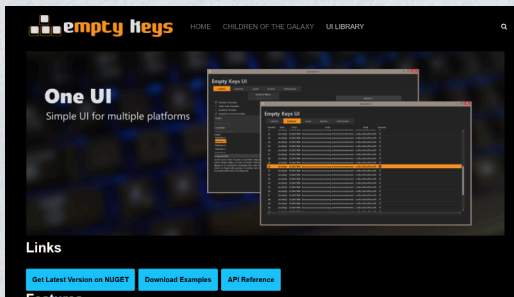
Full Keys, I mean, Empty Keys UI

Stumbling around for a tool that handles UI related tasks, Empty Keys came up:

https://www.emptykeys.com/ui_library/

It is free to use, and comes with an MIT licence.

On the NUGET download page you can find the MonoGame related link, and on the page linked above, you will see buttons for the GitHub Samples, and also the API reference link too.



empty keys HOME CHILDREN OF THE GALAXY UI LIBRARY

One UI
Simple UI for multiple platforms

Empty Keys UI

Links

Get Latest Version on NUGET Download Examples API Reference

Learning C#?

If you are looking for a single place to figure out how things are done with C#, this might be helpful:

https://en.wikipedia.org/wiki/C_Sharp_syntax

While it does not go into specifics such as file writing and reading, it should be enough to get you going with code in general, the missing bits should click in place once you understand the basics.

It also makes a good quick reference site.

WIKIPEDIA
The Free Encyclopedia

Search Wikipedia

Search

Create account

C Sharp syntax

ArticleTalk

From Wikipedia, the free encyclopedia

The correct title of this article is **C# syntax**. The substitution of the # is due to technical restrictions.

This article **relies excessively on references to primary sources**. Please improve this article by adding secondary or tertiary sources.
Find sources: "C Sharp syntax" – news – newspapers – books – scholar – JSTOR (January 2023) (Learn how and when to remove this template message)

This article describes the **syntax** of the **C#** programming language. The features described are compatible with .NET Framework and Mono.

Basics [edit]

Identifier [edit]

An **identifier** is the name of an element in the code. It can contain letters, digits and underscores (`_`), and is case sensitive (`Foo` is different from `foo`). The language imposes the following restrictions on identifier names:

- They cannot start with a digit;
- They cannot start with a symbol, unless it is a keyword;
- They cannot contain more than 511 characters.

Identifier names may be prefixed by an *at sign* (`@`), but this is insignificant; `@new` is the same identifier as `new`. Microsoft has published **naming conventions** for identifiers in C#, which recommends the use of *PascalCase* for the names of types and most type members, and *camelCase* for variables and for private or internal fields.^[8] However, these naming conventions are not enforced in the language.

Keywords [edit]

Contents (hide)

(Top)

Basics

Program structure

Operators

Control structures

Types

Object-oriented programming (OOP)

Generics

Enumerations

LINQ

Query syntax

Anonymous methods

Extension methods

Local functions

Miscellaneous

Async-await syntax

Dialects

See also


References


Aseprite? MonoGame? Yes?

If your choice of pixel editor happens to be Aseprite, you may rejoice, for, now you have a workflow process available that works just for you!

<https://monogameaseprite.net/>

Busy community member Aristurtle, [Be sure to say Thank You Aris! On the discord in Off-Topic] has put together a very functional toolset for the MonoGame community, be sure to check it out!

 MonoGame.Aseprite



MonoGame.Aseprite


Import Aseprite files directly into MonoGame.

[Get Started →](#)

[Support Me on Ko-Fi](#)

[NET CLI](#) [Package Manager](#) [Package Reference](#)

```
dotnet add package MonoGame.Aseprite --version 5.1.0
```

 AristurtleDev / monogame-aseprite

[Code](#) [Issues 4](#) [Pull requests](#)

[View](#) [Heart](#) [Fork](#) [Star](#)

A Cross Platform C# Library That Adds Support For Aseprite Files in MonoGame Projects.

monogameaseprite.net

[MIT license](#)

[Code of conduct](#)

[Security policy](#)

[109 stars](#) [10 forks](#) [6 watching](#) [Activity](#)

[Public repository](#)

Blog Posts To Read.

Community member SimonDarksideJ has a blog, and it is sometimes dark, sometimes light, but you should give it a visit whenever you like:

<https://darkgenesis.zenithmoon.com/monogame-roundup-2023.html>

In it, he details the current situation and position MonoGame plays in the ever growing Game Development sphere.

MonoGame roundup for 2023

 [view on GitHub](#)



A peek back in time.

Should you ever want to view the changelog of MonoGame over time, take a visit to the link below:

<https://docs.monogame.net/CHANGELOG.html>

Where you will find detailed information of what has been added and fixed, and sometimes a breaking change, so, if you find something is not quite working the way you expect, a visit to this page can help.

YES!, MonoGame is old!

And will be around for a long time, so, get started now!

2.0 Release - October 28, 2011

- Project renamed MonoGame.
- Project moved to GitHub.
- Support for Linux, Mac, Linux, and OpenGL on Windows.

0.7 Release - December 2, 2009

- First stable release.
- Originally named XnaTouch.
- iPhone support only.
- 2D rendering support.
- Audio support.
- Networking support.
- Partial multitouch support.
- Partial accelerometer support.

CHAOS!

Community member Charles_Humphrey has made a post on the forum which may be useful to you:

<https://community.monogame.net/t/monogame-randomchaos-nuget-packages-update/19434>

There are a number of code pieces he has put together and shared with everyone, these include:

Scenes, Noise, UI, Camera, Audio, Input, Physics, and more!

Take a look, you might find something you did not know you needed and can play with right now!

MonoGame.Randomchaos.* Nuget Packages Update

 Showcase




Charles_Humphrey


1  6d

Not sure if these are of any use to anyone.

It's a list of NuGet packages I have written, I am mostly writing them so I can build projects quickly with the bits I need.

List of packages is [here](#) .

As well as the nuget packages I have a publick repo with ample projects in there too, mostly so I remember how you use them my self, I really need to get better at documentation lol...

The Git Repo can be found [here](#) .

I had started on some git pages, but might just stick to the wiki.

Anyway, hope you find them useful. Let me know if you need more examples written for them.

Happy coding 😊

XNA 4.0?

If you have ever visited the following page:

<https://docs.monogame.net/articles/samples.html>

You may have come across the XNA Game Studio Archive, now this used to be available through the Microsoft servers, but they have a tendency to remove non-active content. But this being the internet, someone always has a copy somewhere, and this results in people converting things and making them available for other people to benefit from.

So take a visit and view the treasure trove which is the XNA Game Studio Archive.

An archive which will be useful to you as a MonoGame developer, why? Because the code still works! Enjoy!

XNA Game Studio Archive

The **XNA Game Studio archive** contains all of the original XNA sample content. This contains a vast array of samples demonstrating almost every feature of XNA, which is easily translatable to MonoGame.

There are pre-converted samples available on the repository as well.

ASSETTS?

A lot of the new joiners have expressed an issue with there not being an asset store for them to purchase and consume content, and resell too:

<https://www.gamedevmarket.net/>

You may have come across this site before and given it a pass, but I highly recommend it.

Be you after level art, characters (both 2D and 3D), SoundFX, or GUI textures; or even Bundles, this site has it all and then some.

And yes, there are free assets for you to try!

[Login](#)[Sign up](#)[2D Assets](#)[3D Assets](#)[Audio Assets](#)[GUI Assets](#)[Asset Bundles](#)[Alliances](#)[Knowledge Base](#)[News](#)

Game Assets For Indie Developers

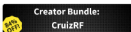
Join our community of 125,000+ amazing creators, or help your game developer pals discover some great work.

[Selling guide](#)[Alliance info](#)

Trending categories

[2D](#)[Backgrounds](#)[2D](#)[Characters](#)[GUI](#)[HUD](#)[Audio](#)[SFX](#)[3D](#)[Characters](#)[GUI](#)[Icons](#)

Popular Bundles

[See all bundles >>](#)

We need you!

Community member SimonDarksideJ is looking for your input, if there is a tutorial you find to be lacking or missing, you can add it to the list below.

<https://github.com/SimonDarksideJ/MonoGame-Tutorials/issues/new/choose>

You would need to be a GitHub member for that form, and you can see the full list of requests and their current progress here:

<https://github.com/users/SimonDarksideJ/projects/1>

Community member MrValentine or Lupin III, has cobbled together a website for you to submit a request anonymously, where he will manually copy across your request on your behalf. Avoid including any personal information when using the following method of submitting your requests:

<https://monogamecommunity.wiki/surveys/>

You should find a button saying MonoGame Tutorial series suggestions.

Tutorials will be tackled in order of immediate need, so, it might help if you explained how it affects you as well, this can help identify urgent guides.

Thank you.

Left, Right?

Just a quick mention of the Left hand and Right hand Cartesian Coordinate Systems.

<https://learn.microsoft.com/en-us/windows/win32/direct3d9/coordinate-systems>

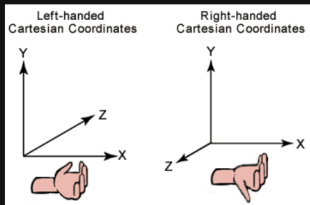
Should you be doing any 3D with MonoGame, then this will be useful to you.

Coordinate Systems (Direct3D 9)

Article • 01/06/2021 • 3 contributors

[Feedback](#)

Typically 3D graphics applications use two types of Cartesian coordinate systems: left-handed and right-handed. In both coordinate systems, the positive x-axis points to the right, and the positive y-axis points up. You can remember which direction the positive z-axis points by pointing the fingers of either your left or right hand in the positive x-direction and curling them into the positive y-direction. The direction your thumb points, either toward or away from you, is the direction that the positive z-axis points for that coordinate system. The following illustration shows these two coordinate systems.



Share a little love

Secret note, there is a hidden easter egg in this issue, did you spot it?

On the **Forum**, you can click **hearts** to give likes, this is something not to overlook, if a reply was helpful to you, be sure to give some hearts out, there is a limit too, so, give to the replies that you value most.

On the Discord, there is the **Welcome** thread, be sure to hit a **MonoGame** reply to each new joiner, to let them know you welcome them to the community, and be sure to visit the **Introductions** thread to give the same to every introduction, we want to be a community for good, and engaging in the community helps lift some shadows for some users, as interaction online can be a daunting prospect, so, please be a welcoming member of the community and share some love.

And a gentle reminder, please be courteous, tensions may rise with replies, and often humour or tone can be misunderstood in text form, ask for clarification if in doubt or take a step back for a few minutes.

This concludes this issue.

Happy Coding!

MINI WEEKLY

MG C WIKI

MAGAZINE



THANKS

WHILE WE TRY TO INCLUDE ALL RELEVANT COPYRIGHTS AND ACKNOWLEDGEMENTS WE ARE ONLY HUMAN. PLEASE INFORM US SO THAT WE MAY MAKE THE CORRECTIONS FOR FUTURE DOWNLOADS.

WHILE WE ARE A COMMUNITY RUN PROJECT, THIS IS ENTIRELY FOR FUN BUT WE STILL TRY TO HOLD A LEVEL OF PROFESSIONALISM AND WILL WHERE POSSIBLE, ATTEMPT TO MAINTAIN A HIGH LEVEL OF RESPONSIBILITY AND WILL ALWAYS RESPECT THE COPYRIGHTS OF OTHERS. JUST LET US KNOW IF WE INFRINGED YOUR RIGHTS AND WE SHALL REMOVE CONTENT AS SOON AS POSSIBLE. WE ARE UNABLE TO CHANGE PREVIOUSLY DOWNLOADED COPIES UNFORTUNATELY, HOWEVER WE SHALL UPDATE THE DOWNLOAD FILE WITH ANY CORRECTIONS.

THANK YOU FOR YOUR UNDERSTANDING.

OUR AIM WITH THIS PUBLICATION IS TO SPREAD AWARENESS OF PRIMARILY THE MONOGAME COMMUNITY, THE FRAMEWORK, AND ITS AMAZING DEVELOPERS, AND THEIR PROJECTS.

PAID ADS ARE ALWAYS STATED, OTHERWISE ASSUME NOT PAID OR AFFILIATED.

THOUGH I DO NOT HAVE ANY EXPECTATIONS FOR THIS TO BECOME A PROFIT MAKING ENDEAVOUR.