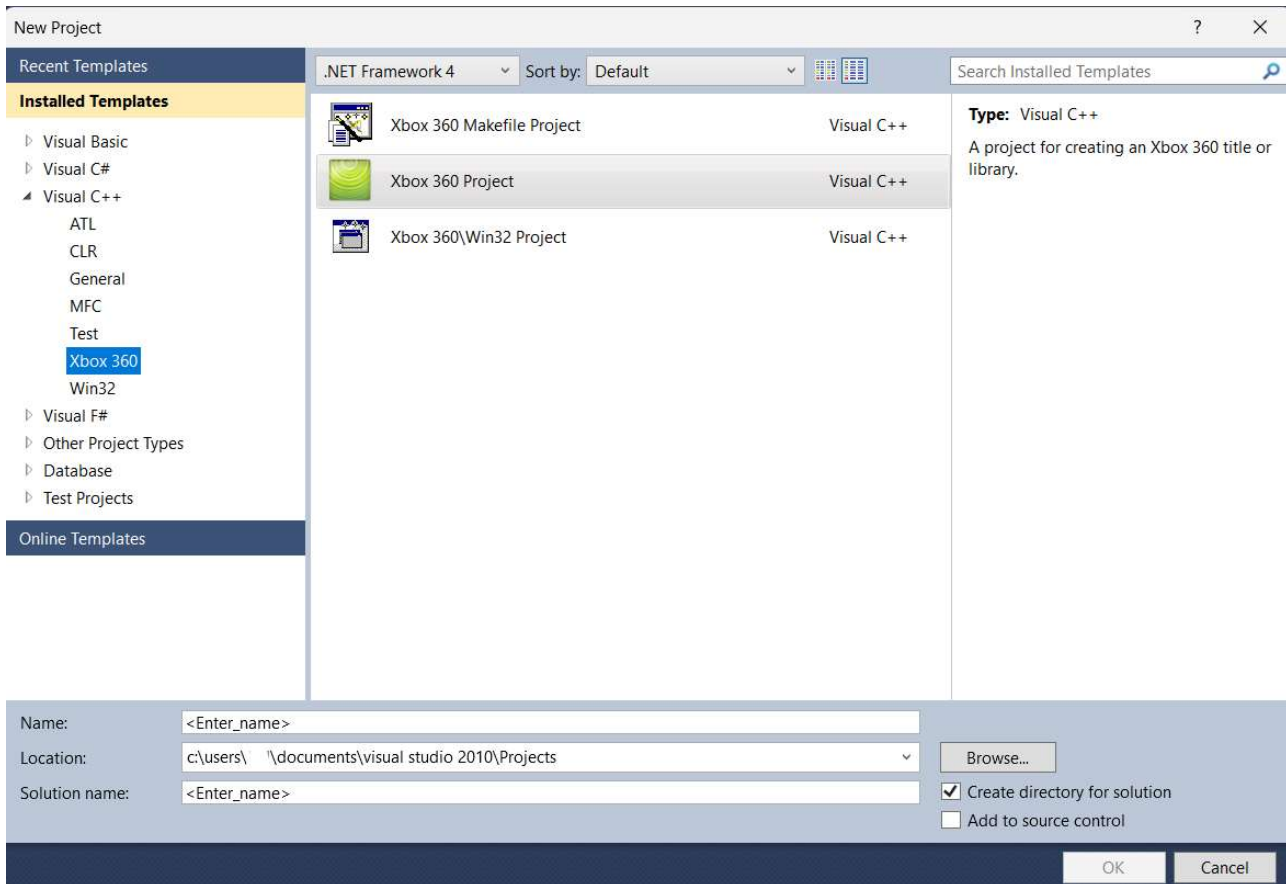


How to build/compile a project into a .xex in VSC 2010

1. Create a new project and choose under „C++“ the option „Xbox 360 Project“

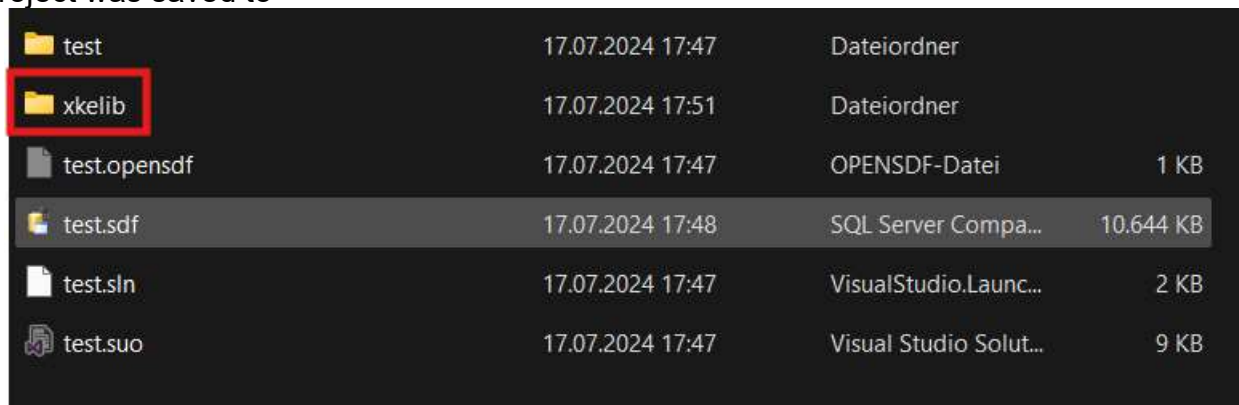


(make sure that the application type is set to „Xbox 360 Game“)

2. Set next to „Xbox 360“ at the top the option to „Release“

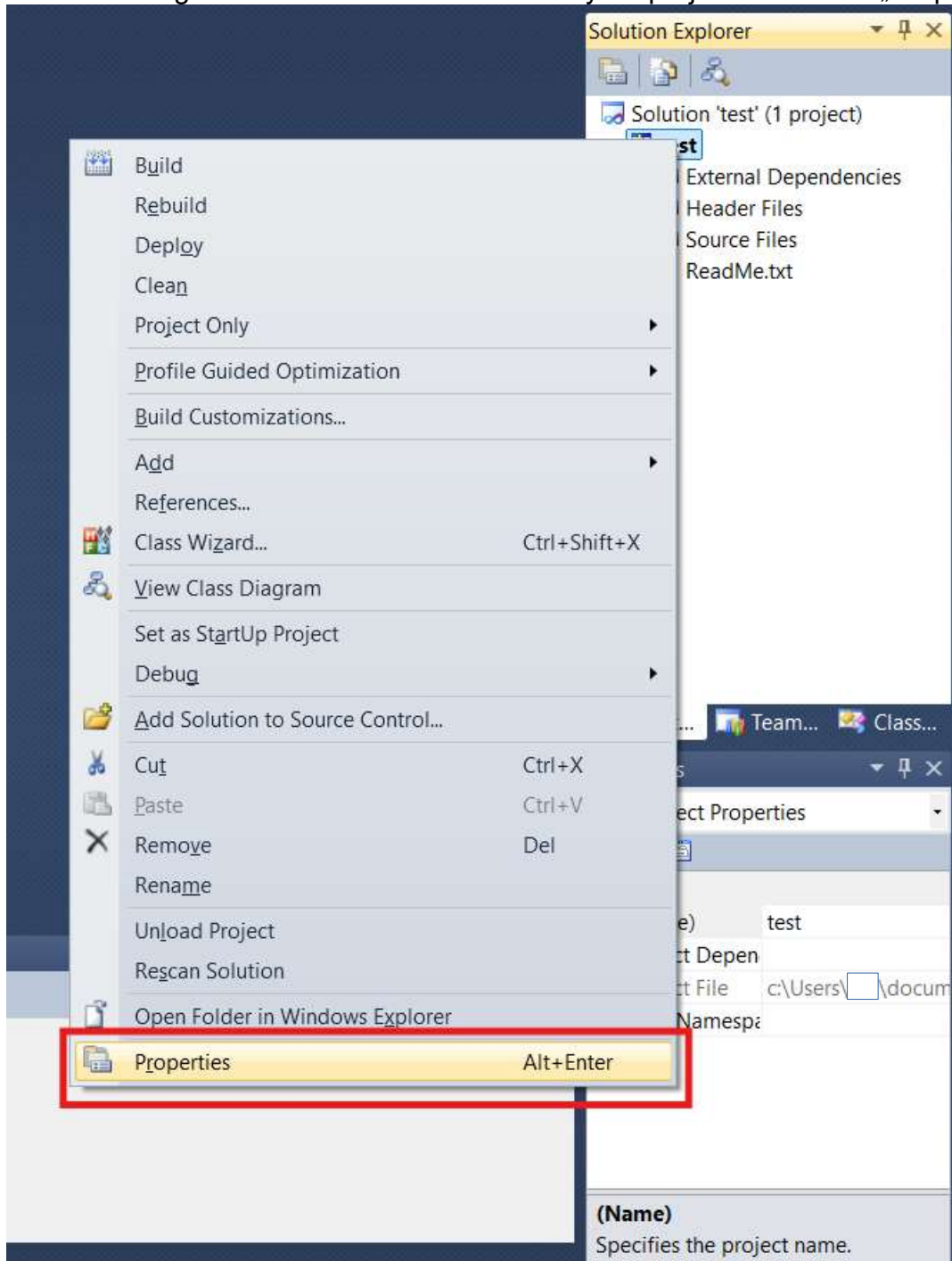


3. Paste the „xkelib“ folder into the root of your project folder > the place where your project was saved to

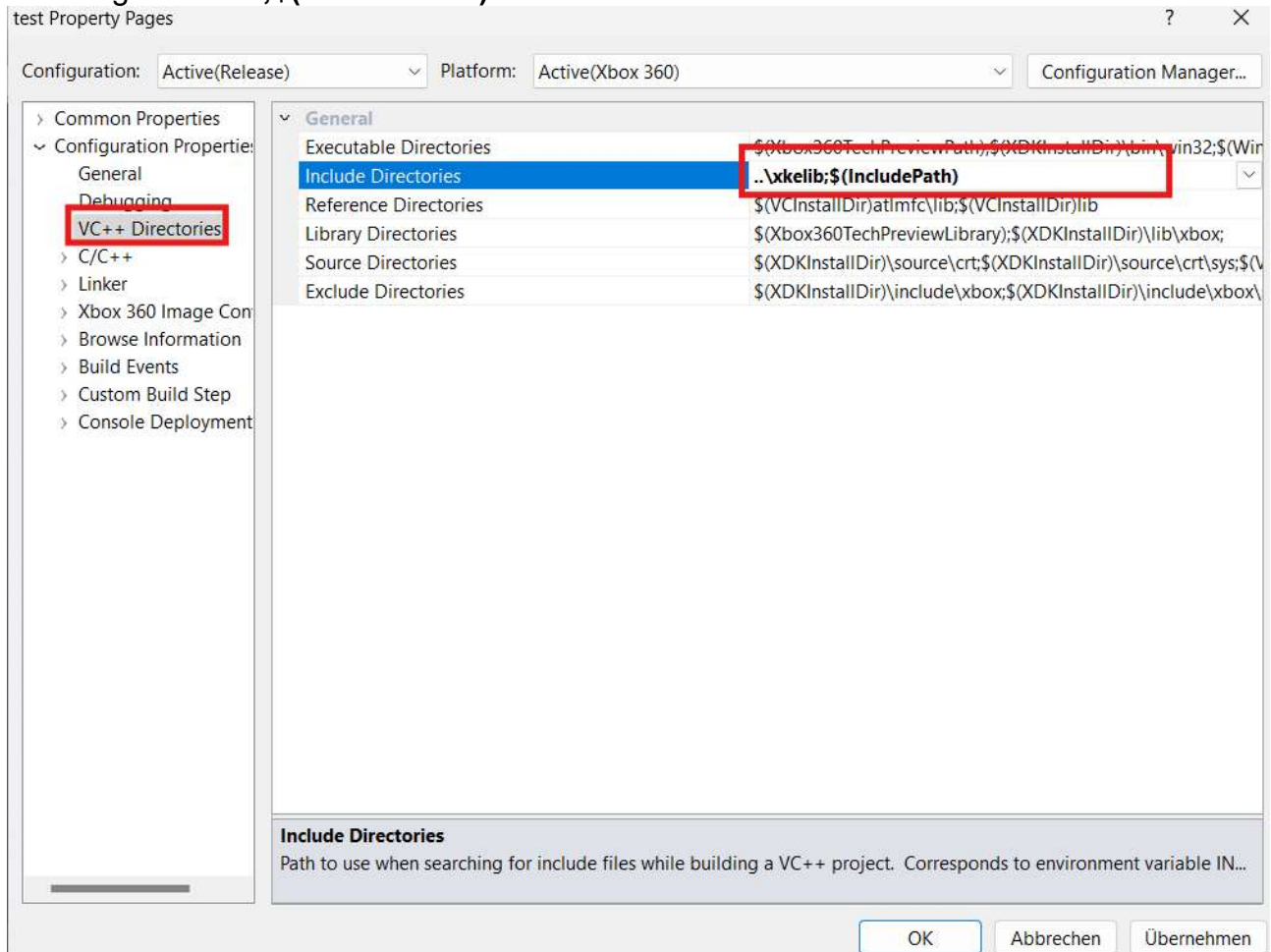


(any extra files also need to be placed at the root of your project folder)

4. Right click at the right hand side in VSC 2010 onto your project and select „Properties“

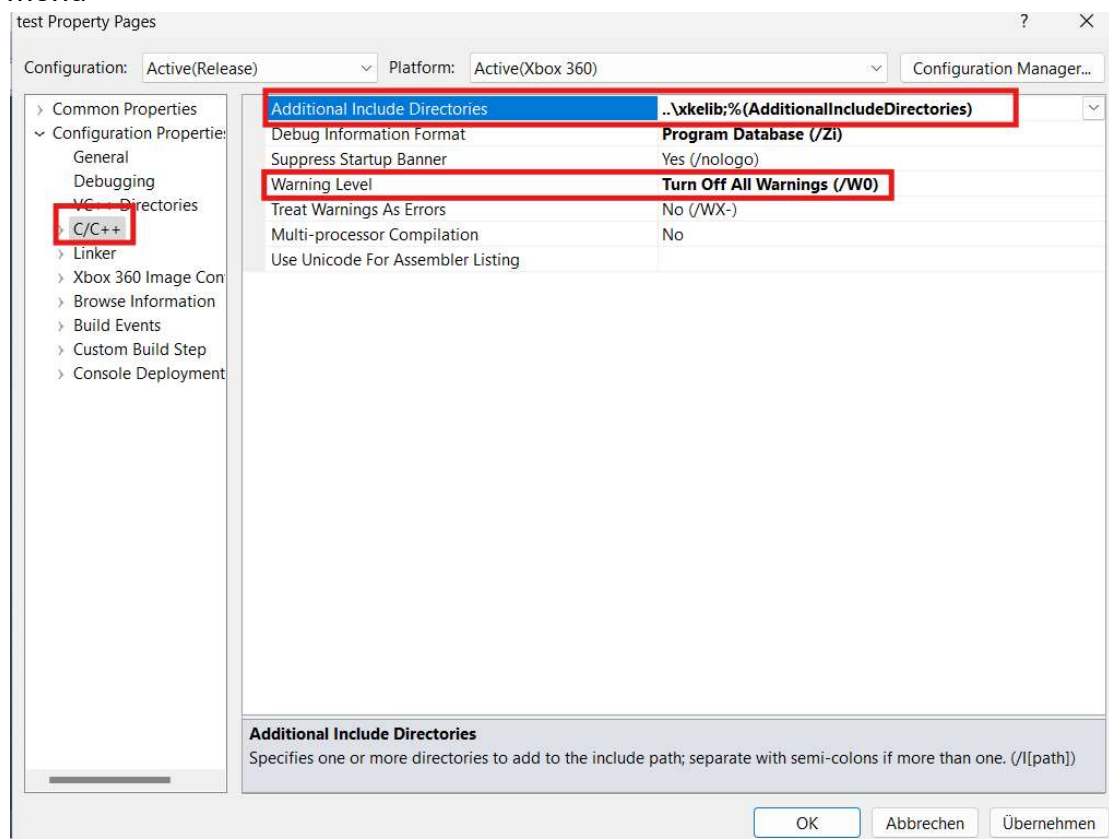


5. Select the tab „VC ++ Directories“ and change the „Include Directories“ path to the following: **..\xkelib;\$(IncludePath)** hit enter

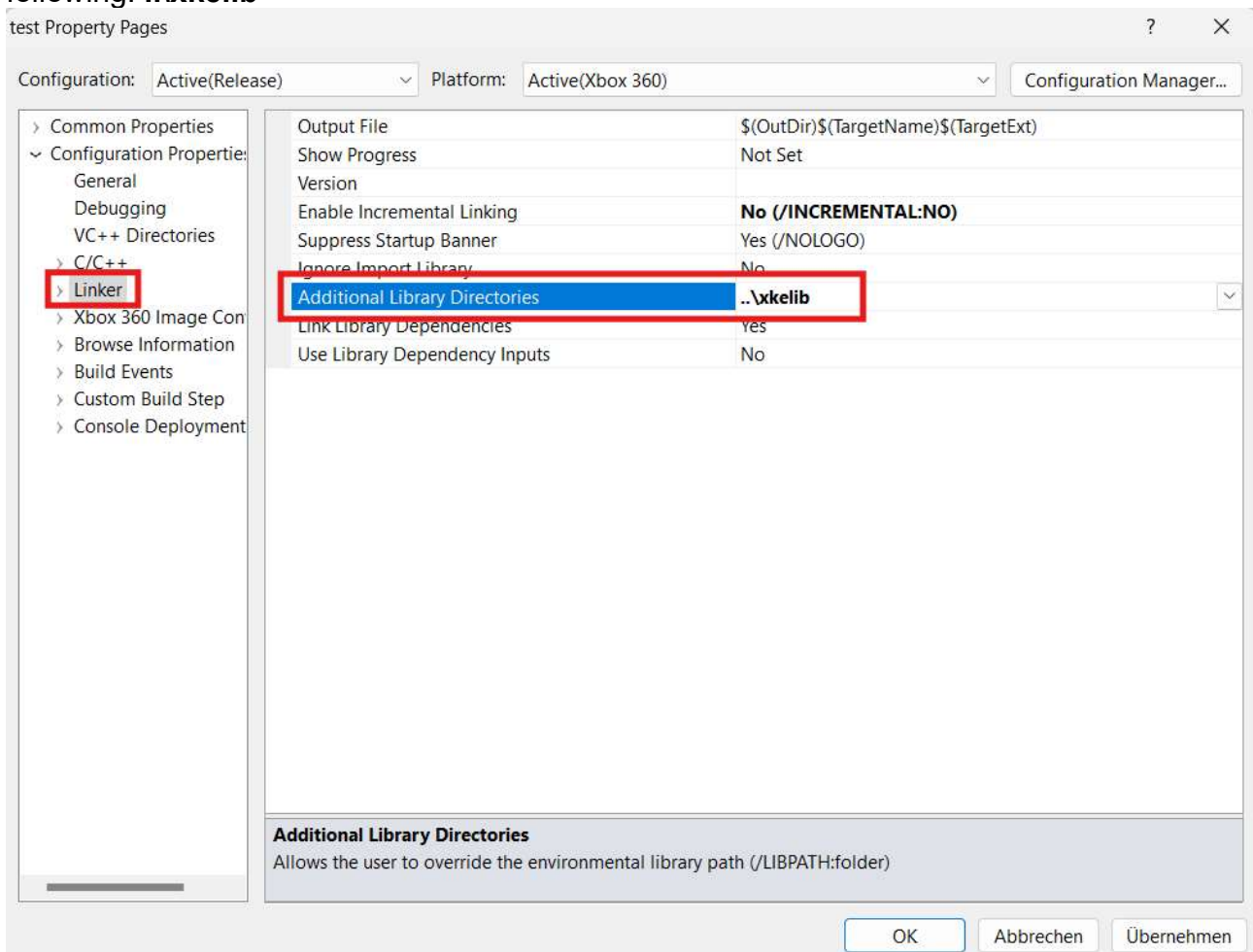


6. Inside the „C/C++“ tab paste in the following at „Additional Include Directories“:
..\xkelib;%(AdditionalIncludeDirectories)

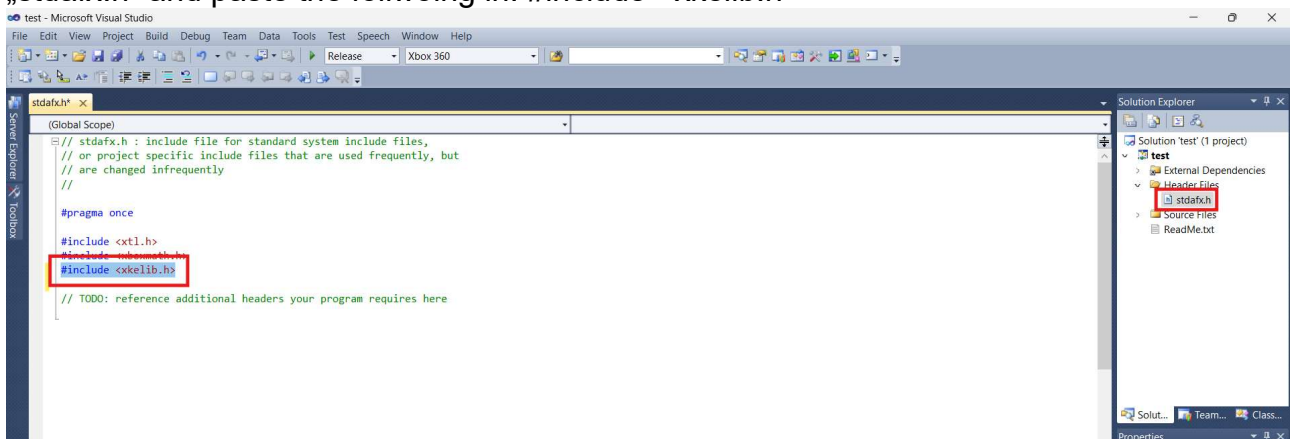
also change the option „Warning Level“ to „Turn Off All Warnings“. This can be found in its dropdown menu



7. Go to the „Linker“ tab and paste in the option „Additional Library Directories“ the following: **..\xkelib**

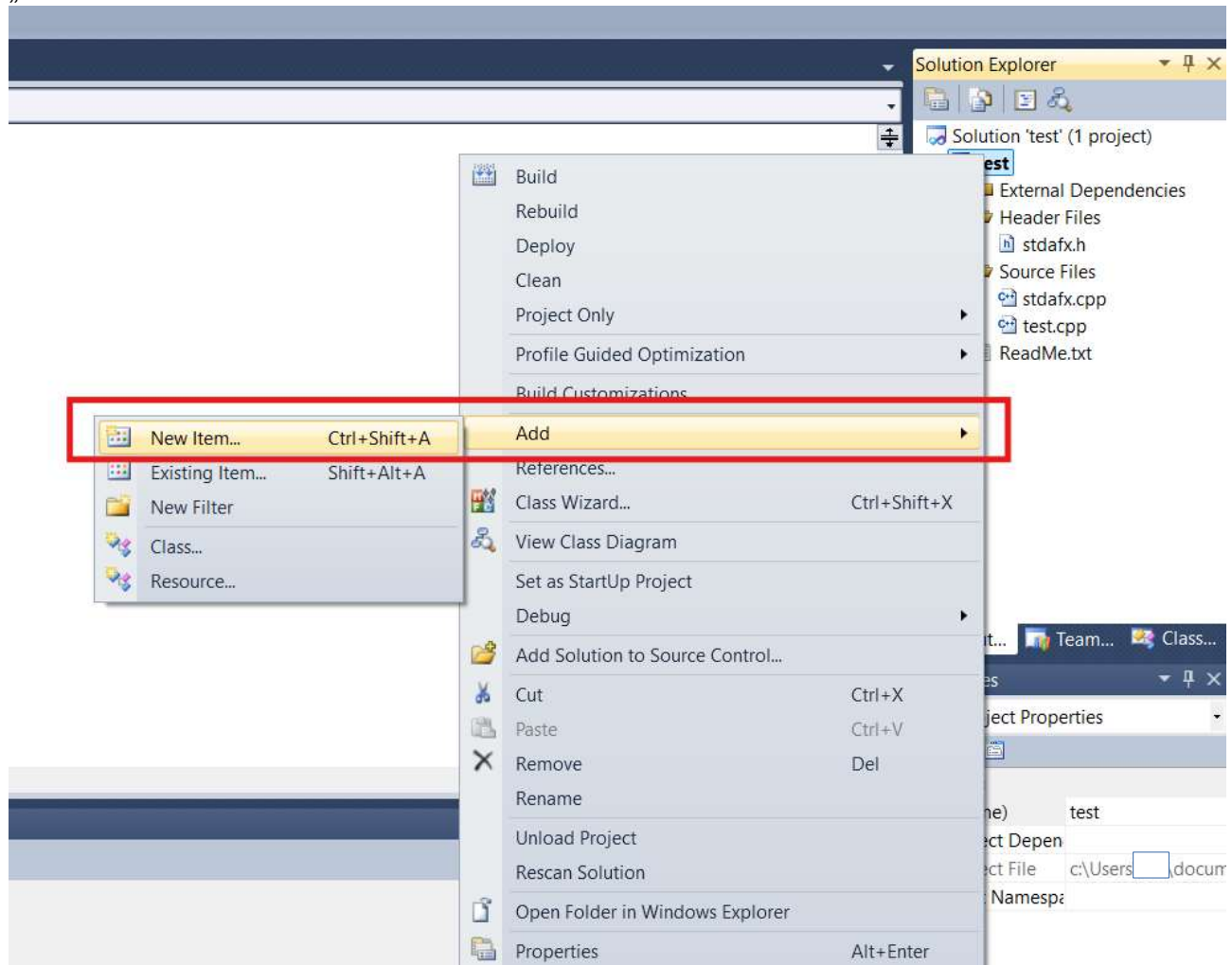


8. In your „Headers Files“ include the xkelib into your project. Double click onto the „stdafx.h“ and paste the following in: **#include <xkelib.h>**

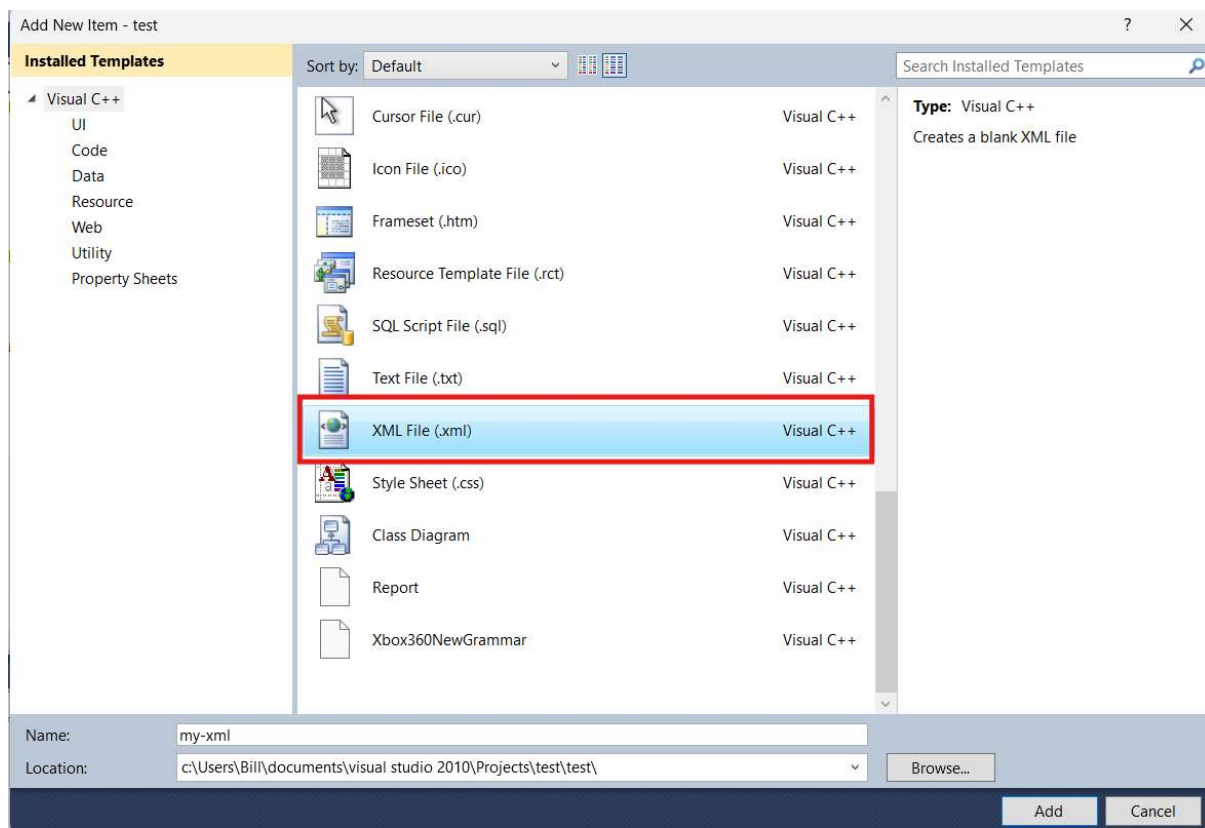


(you can verify if it worked by checking the „External Dependencies“ and check if „xkelib.h“ can be seen in there)

9. Add a new file to the project by rightclicking onto your project and select „Add“ and the „New Item“.



Now select the option „XML File(.xml)“ and confirm by pressing „Add“

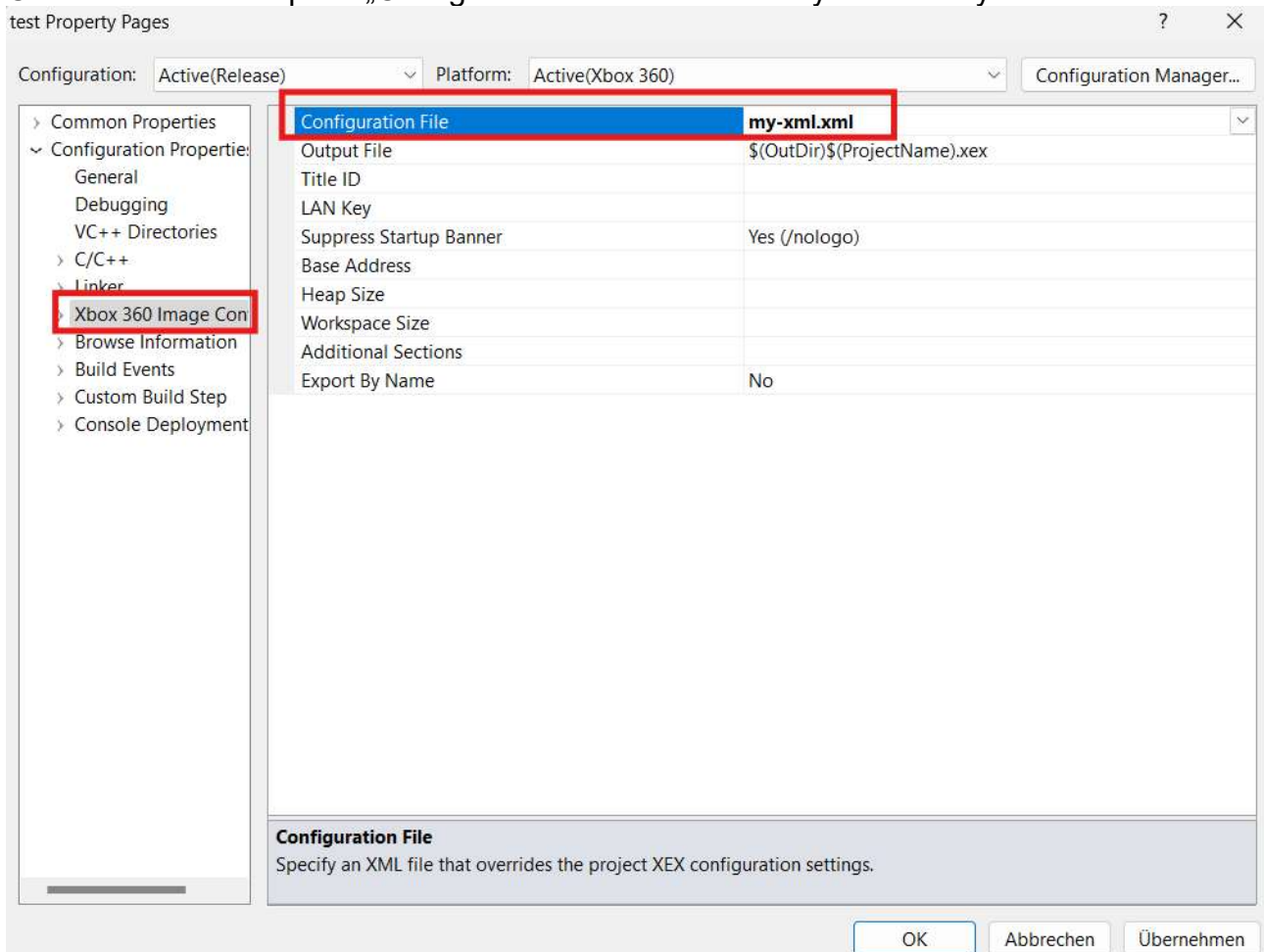


10. Inside the newly created XML file paste the following in:

```
<?xml version="1.0" encoding="utf-8"?>
<xex>
  <baseaddr addr="0x90E00000"/>
  <!--0x90E00000-->
  <sysdll/>
  <exportcontainer name="test.def"/>
  <format>
    <compressed/>
  </format>
  <mediatypes>
    <default/>
    <allpackages/>
  </mediatypes>
  <gameregion>
    <all/>
  </gameregion>
  <!-- This will make it look like xosc9v2. -->
  <titleid id="0x00090002"/>
  <version major="2" minor="0" build="17559" qfe="0"/>
</xex>
```

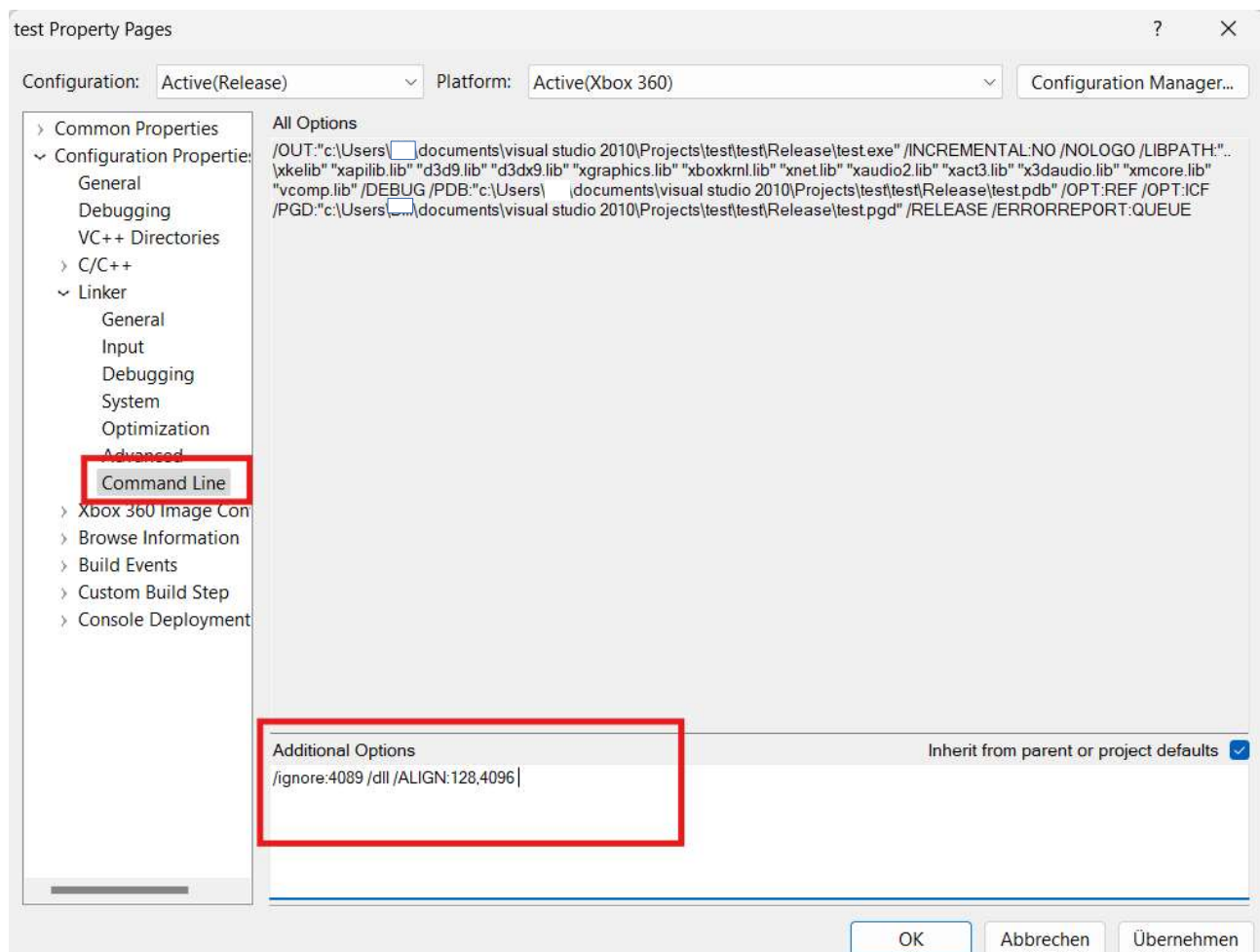
(please change at line 6 inside the XML code the name to what your project is called. For example: *myproject.def*)

11. Now go to the Properties again and change inside the tab „Xbox 360 Image Conversion“ at the option „Configuration File“ to whatever you named your XML file

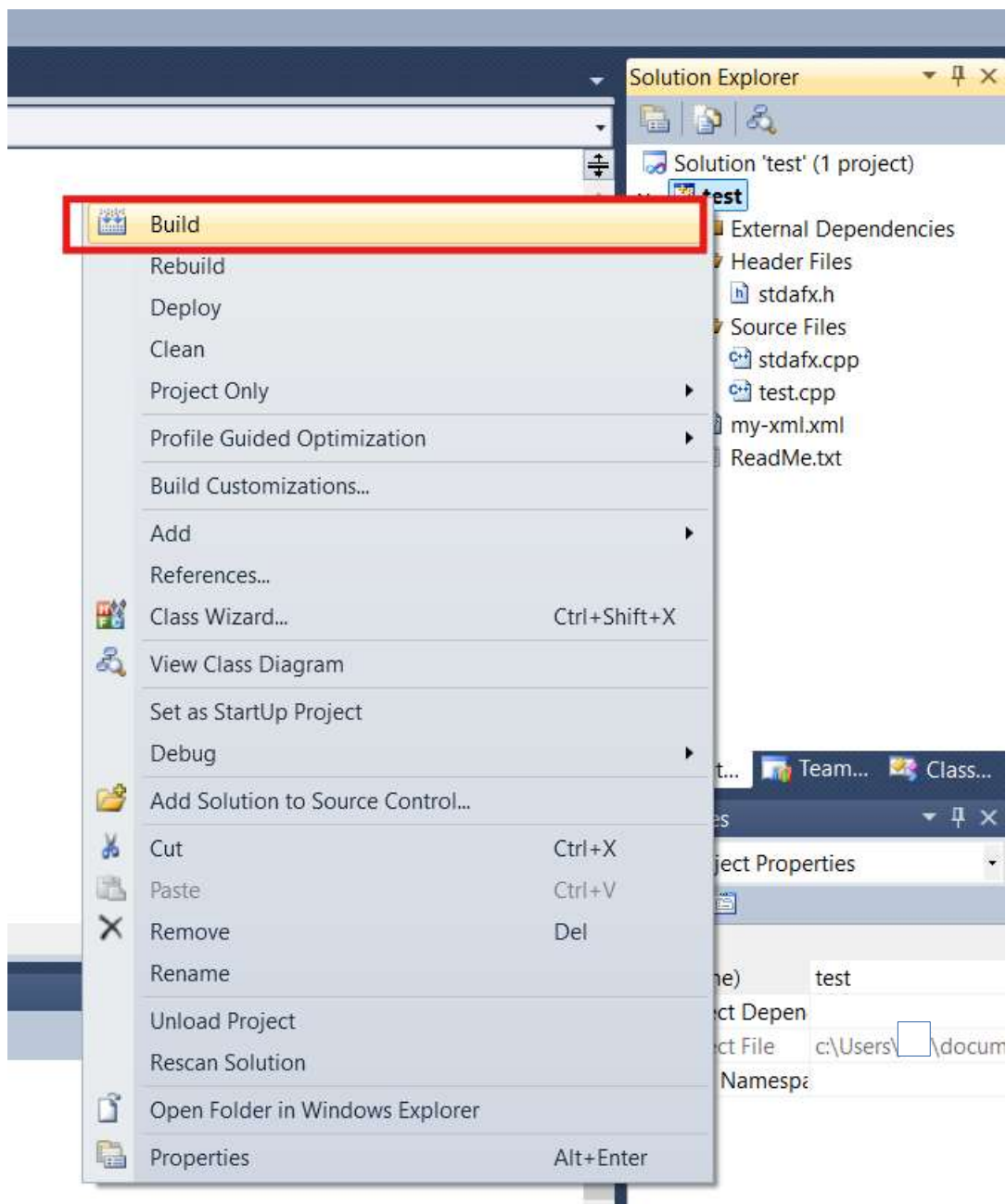


12. Inside the properties also add in the „Link“ tab at the „Comand Line“ option at the bottom „additional options“ the following:

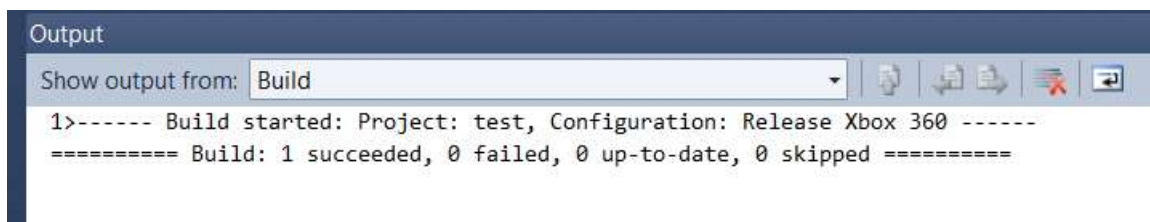
/ignore:4089 /dll /ALIGN:128,4096



13. Right click onto your project and select „Build“



If everything was imported correctly you should have build your first ever .xex succesfully!
(If not then there is likely something not setup correctly yet...)



FAQ

coming soon...