Notes on Porting XNA 3.1 to 4.0

# References

Overview: <http://msdn.microsoft.com/en-us/library/bb417503.aspx#ID4ETD>

Cheat Sheet: <http://www.nelxon.com/blog/xna-3-1-to-xna-4-0-cheatsheet/>

RenderState: <http://blogs.msdn.com/b/shawnhar/archive/2010/04/02/state-objects-in-xna-game-studio-4-0.aspx>

Vertex Data: <http://blogs.msdn.com/b/shawnhar/archive/2010/04/19/vertex-data-in-xna-game-studio-4-0.aspx>

Custom Vertex: <http://msdn.microsoft.com/en-us/library/bb976065.aspx>

# Tutorial Changes

Tutorial 6:

Change the “Content Processor->Premultiply Alpha” property of each PNG files (e.g., fire.png) to False in the content.

## Tutorial 7:

Changed:

pyramid.VertexBuffer = new VertexBuffer(graphics.GraphicsDevice,

VertexPositionNormalTexture.SizeInBytes \* 16, BufferUsage.None);

pyramid.SizeInBytes = VertexPositionNormalTexture.SizeInBytes;

pyramid.VertexDeclaration = new VertexDeclaration(graphics.GraphicsDevice,

VertexPositionNormalTexture.VertexElements);

To:

pyramid.VertexBuffer = new VertexBuffer(graphics.GraphicsDevice,

typeof(VertexPositionNormalTexture), 16, BufferUsage.None);

pyramid.VertexDeclaration = VertexPositionNormalTexture.VertexDeclaration;