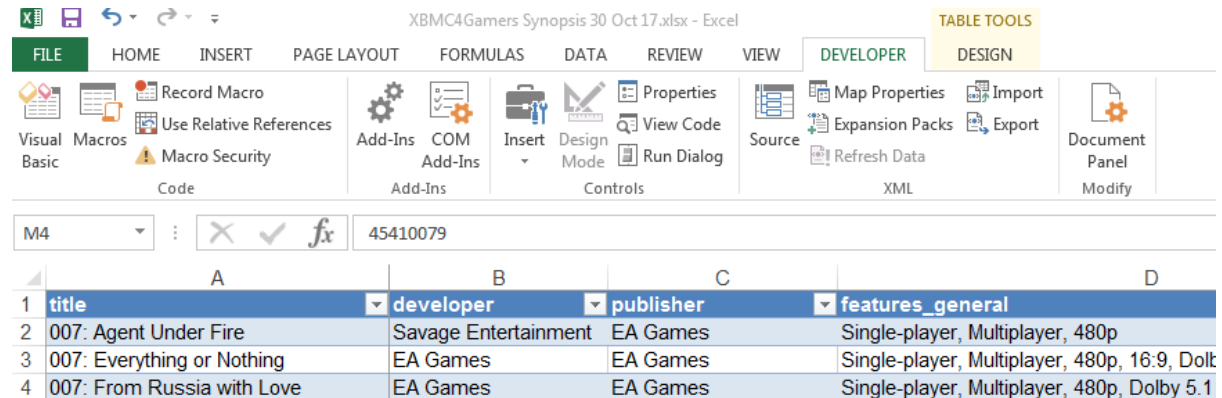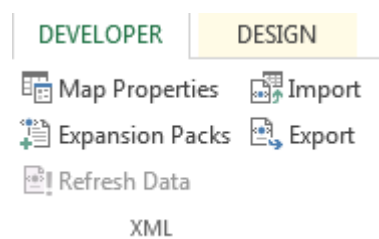# XBMC4Gamers Synopsis Spreadsheet Quick Guide

Enable Developer mode on Excel by going to File/Options/Customize Ribbon and tick the box beside 'Developer'.
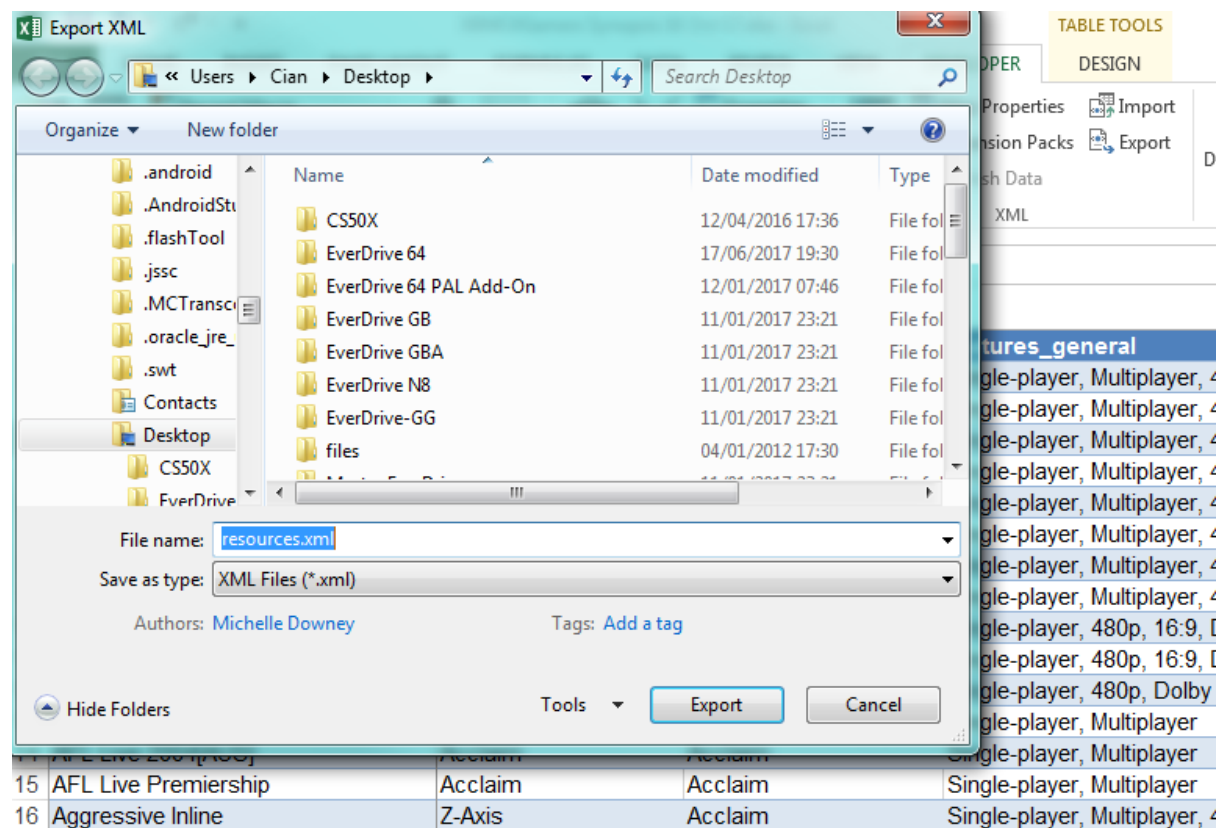
In the Developer menu on the ribbon click 'Export'

Here is a closer look:

Call your file 'resources.xml' and export it. (Save type = .xml file)

Find the .XML you just exported and open it with a browser or Notepad and have a look to see did it export ok. It should be like this, this is every synopsis exported into one big XML file.

```xml
<?xml version="1.0" encoding="UTF-8" standalone="true"?>
- <synopsis_Map>
  - <synopsis>
      <title>007: Agent Under Fire</title>
      <developer>Savage Entertainment</developer>
      <publisher>EA Games</publisher>
      <features_general>Single-player, Multiplayer, 480p </features_general>
      <features_online/>
      <esrb>T</esrb>
      <esrb_descriptors>Suggestive Themes, Violence</esrb_descriptors>
      <genre>Action, Shooter, First-Person</genre>
      <release_date>26 Mar 2002</release_date>
      <rating>7.1</rating>
      <platform>GameCube, PlayStation 2, Xbox</platform>
      <exclusive>No</exclusive>
      <titleid/>
      <overview>Driven by a completely new and original storyline, James Bond 007: Agent Under Fire is a first-person action game that balances furious action and stealth tactics. An evil world
        organization has been replacing world leaders with their more docile clones and it's up to you to put a stop to it. As Bond, you'll encounter villains and allies, both new and familiar, detailed 3D
        environments, and spy-packed, fast-action gameplay. And don't worry, Q will provide you with all the innovative weapons, sophisticated spy-craft, and state-of-the-art gadgets that Bond fans
        expect.</overview>
    </synopsis>
  - <synopsis>
      <title>007: Everything or Nothing</title>
      <developer>EA Games</developer>
      <publisher>EA Games</publisher>
      <features_general>Single-player, Multiplayer, 480p, 16:9, Dolby 5.1 Surround</features_general>
      <features_online/>
      <esrb>T</esrb>
      <esrb_descriptors>Suggestive Themes, Violence</esrb_descriptors>
      <genre>Action, Shooter, Third-Person</genre>
      <release_date>17 Feb 2004</release_date>
      <rating>8.3</rating>
      <platform>GameCube, Online, PlayStation 2, Xbox</platform>
      <exclusive>No</exclusive>
      <titleid/>
      <overview>Think like Bond, act like Bond, and experience an entirely new Bond adventure. James Bond, the world's greatest secret agent, returns in Everything or Nothing with new guns and
        gadgets, combat skills, and clever tricks--and it's up to you to put them to good use. Travel through four exciting continents including the Valley of the Kings in Egypt and the French Quarter in
        New Orleans. The game also features two-player co-op missions and four-player multiplayer arena modes.</overview>
    </synopsis>
  - <synopsis>
      <title>007: From Russia with Love</title>
      <developer>EA Games</developer>
      <publisher>EA Games</publisher>
      <features_general>Single-player, Multiplayer, 480p, Dolby 5.1 Surround</features_general>
      <features_online/>
      <esrb>T</esrb>
```

Close this XML file now. If you want to add something or change some text, correct anything etc go back to the Excel list and make your changes and export again.

DO NOT CHANGE THE NAMES OF THE HEADINGS, these are used by the map in Excel for the export and also are required to be as they are for the scripts in XBMC4Gamers.

If you want to take just one or two synopsis you can copy the synopsis you need and paste it into a new XML file, call it default.xml and it is ready to be put into your _resources folder inside your game folder for XBMC4Gamers.

You have two choices to get the synopsis information for the full Xbox games list, either download the 'Games' folder with them already made or download the excel file and Rocky5's batch tool files.

Automated XML ripping tool:

Rocky5 created a batch tool to rip all of the synopsis from the initial Excel export to save days of copying and pasting. This will create a folder called Games and inside this it will create a folder for each game from the 'title' column and will create an _resources folder with your synopsis 'default.xml' inside ready to be transferred to your Xbox. (_resources folder goes in the root of your game in XBMC4Gamers)

For resources folder structure see the XBMC4Gamers Github, link in sources tab of Excel sheet.

Make a folder, call it what you want and put Rockys 'findrepl.bat' and 'Rip Synopsis information from resources.xml.bat' files into it.
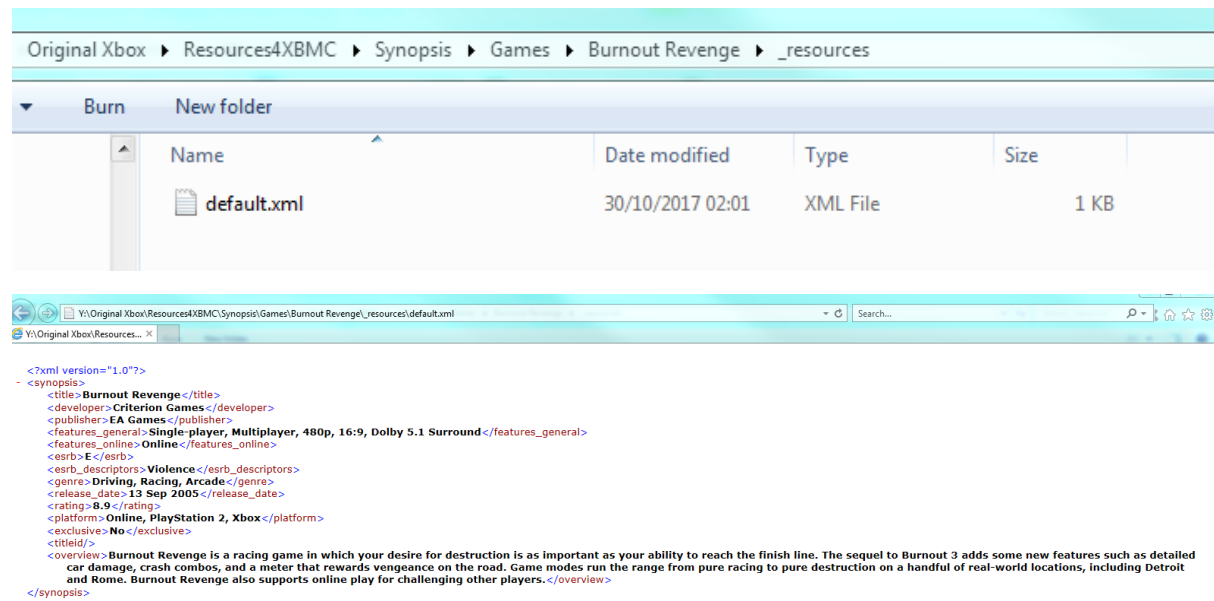
Put your exported Synopsis (resources.xml) in beside these two files:
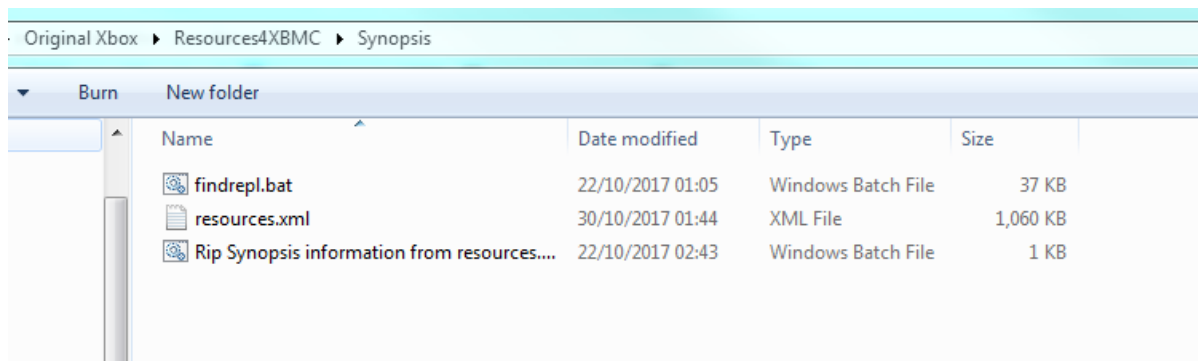
Double click on the 'Rip Synopsis information from resources.xml.bat' and sit back.
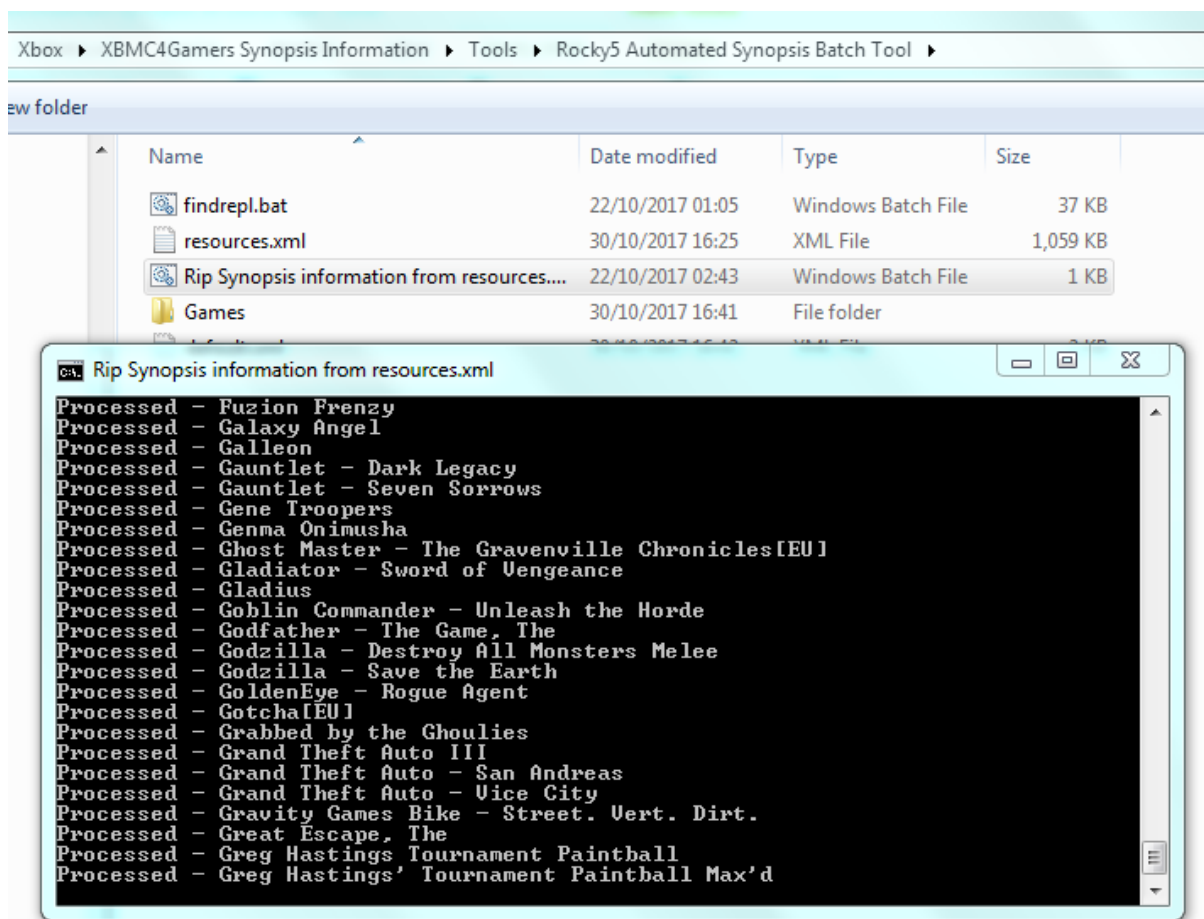
When the batch finishes you will have a 'Games' folder in the same directory with every game title from the Excel spreadsheet and you will have a default.xml within each (inside an _resources folder).

Massive thank you to Rocky5 (John Conn) for creating the batch tool to automate this, and an even bigger thank you to him for creating XBMC4Gamers. Legend.

Spreadsheet made by myself, Cian Cunningham, compiled from many online sources credited in the Excel spreadsheet sources tab.