

SimpleHttp Sample

*This sample is compatible with the Microsoft GDK (Desktop) and GDKX (Xbox) (April 2021)*

# Description

This sample demonstrates using XCurl to make HTTP requests including adding the user token and signature to the headers for authenticated Xbox Live calls.

# Building the sample

The sample should not require any specific changes to build and should run without any modifications if using the XDKS.1 sandbox.

*For more information, see* Running samples*, in the GDK documentation.*

# Using the sample

When the sample is run, you can send requests over HTTPS to services that require authentication with XSTS tokens.

For HTTPS calls, you can select to call a standard Xbox Live endpoint to get information about the current user (Profile Service) with the XBL Service HTTP Request button. This connects to the service and properly adds the XSTS token as the Authorization header and adds the Signature header.

To simulate a call to a custom game service you can use the Game Service HTTP Request which also appends needed XSTS token auth for a Game Service. This by default calls to the running sample version of the Game Service Sample and will reply back with all of the claims within the user’s X-Token used to auth with the service. Other service functionality including b2b commerce URIs can also be used with this sample by overriding the button’s target URL with the other options commented out in the code. For more information about configuring your own custom Game Service see the Game Service sample and configuration guide.

## Main Screen

Graphical user interface, text, website

Description automatically generated

# Implementation notes

The XCurl usage is all found in HttpManager.h/.cpp. Here you’ll find demonstrations of:

* Waiting for networking availability
* Creating an HTTPS “GET” request from the web server
* Making general HTTP queries

Please refer to XCurl documentation for detailed API notes and usage.

# Update history

Initial release April, 2021

# 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/).