

SimpleMPA Sample

*This sample is compatible with the Microsoft GDK (Desktop) and GDKX (Xbox) (March 2022)*

# Description

This sample demonstrates how to use the Multiplayer Activity Service for activities and invites.

# 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 create a multiplayer activity that has an arbitrary string. Once an activity is created, you can update the activity to show a different number of players in that activity. Additionally, you can delete the activity or send invites to other players for that activity. Finally, you can fetch the activities for players on your friends list.

## Main Screen

Graphical user interface, text

Description automatically generated

# Update history

Initial release August, 2022

# 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/).