

SocialManager Sample

*This sample is compatible with the Microsoft GDKX (June 2020)*

# Description

This sample demonstrates the Social Manager C-API provided by the Microsoft Gaming SDK (GDK).

This sample includes scenarios for:

* Adding users and creating groups
* Retrieving social groups based on filters
* Responding to Social Manager events

# Building the sample

* If using an Xbox One devkit, set the active solution platform to **Gaming.Xbox.XboxOne.x64**.
* If using an Xbox Series X|S devkit, set the active solution platform to **Gaming.Xbox.Scarlett.x64**.
* If using a PC, set the active solution platform to **Gaming.Desktop.x64**.

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

# Using the sample

The sample is controlled using a standard gamepad or keyboard. The bottom of the screen displays the input legend with all available actions.

## Sample Screen

Text

Description automatically generated

|  |  |
| --- | --- |
| Action | Gamepad |
| Change Social Group | LB and RB shoulder buttons / Left or Right arrow keys |
| Select User | DPad up/down or Up/Down arrow keys |
| View Profile | A button or Enter key |
| Refresh UI for current filter | X Button or F5 key |
| Sign in user | Menu button or Tab key |
| Exit | View Button / ESC key |

# Implementation notes

The code that directly interfaces with Social Manager API is encapsulated into the SocialManagerIntegration.cpp file.

# 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/).

# Update history

**Updated:** *February 2022*

**Initial Release:** *September 2019*