

GameSaveFilesCombo Sample (PC, XBOX)

*This sample is compatible with the Microsoft Game Development Kit (March 2022)*

Graphical user interface, text

Description automatically generated

# Description

A simple sample that implements many of the [XGameSave](https://docs.microsoft.com/en-us/gaming/gdk/_content/gc/reference/system/xgamesave/xgamesave_members) api functions. This implementation is done by modifying the data of a single container with 2 blobs.

Important Methods

## GetFolderWithUIAsync

* Calls the [XGameSaveFilesGetFolderWithUiAsync](https://docs.microsoft.com/en-us/gaming/gdk/_content/gc/reference/system/xgamesavefiles/functions/xgamesavefilesgetfolderwithuiasync) in order to get a folder that can be used to contain directories and files for storage in the cloud.

## GetRemainingQuoata

* Calls the [XGameSaveFilesGetRemainingQuota](https://docs.microsoft.com/en-us/gaming/gdk/_content/gc/reference/system/xgamesavefiles/functions/xgamesavefilesgetremainingquota) to get the remaining storage available to save with using the XGameSaveFiles API.

# Building the sample

This sample supports both Xbox and Desktop.

Privacy:

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, remove ATG\_ENABLE\_TELEMETRY from the C/C++ / Preprocessor / Preprocessor Definitions list in the project’s settings.

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