Simple Cloud Aware Sample

*This sample is compatible with the Microsoft Game Development Kit (April 2021)*

# Description

This sample demonstrates how to detect game streaming clients, change onscreen control layouts, and read touch points.

Text

Description automatically generated with low confidence

# Using the sample

Ensure that Game Streaming is enabled before launching the sample. Connect to the console running the sample using any compatible client app (such as the Xbox Game Streaming Test App). Once you are connected, the sample should change to reflect presence of a streaming client.

Press buttons to see them displayed and move the thumbsticks and triggers to see their readings. Press A (or the A equivalent in the overlay) to switch to a new overlay. If the client is touch enabled, touch the screen to see the touchpoints being read.

# Implementation notes

This sample demonstrates how to use the cloud aware API for xCloud.

Layouts are from sample layout GitHub: <https://github.com/microsoft/xbox-game-streaming-tools/tree/master/touch-adaptation-kit/touch-adaptation-bundles>

# Version History

May 2021: Initial sample

# 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/).