



XNA GameStudio 4.0 Class Diagrams

Notes

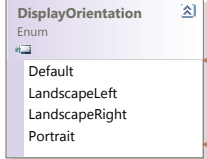
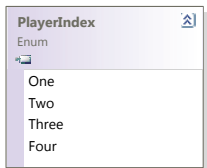
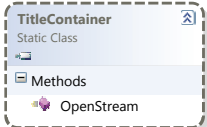
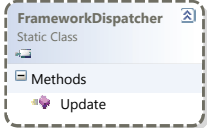
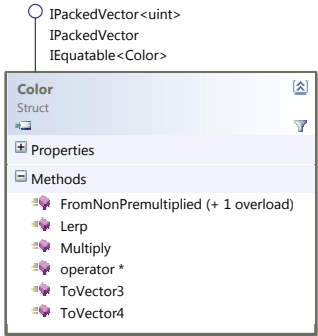
- The class diagrams contain all types of the Microsoft XNA Framework 4.0.
- We tried to arrange the class diagrams so that they can be viewed on a widescreen monitor.
- Large namespaces, e.g. Microsoft.Xna.Framework.Graphics, are subdivided into several diagrams.
- Some class members are hidden to remove “noise” and save space:
 - Constructors, destructors
 - Overridden members if they are trivial (e.g. ToString, GetHashCode) or if the base class is in the class diagrams.
 - Interface members if the interface is well-known (e.g. IDisposable, ICollection) or if the interface is in the class diagrams.

Please let us know if you find anything missing or if you have ideas for improvement.

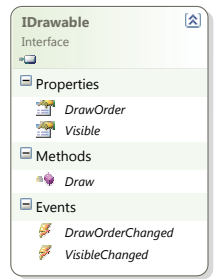
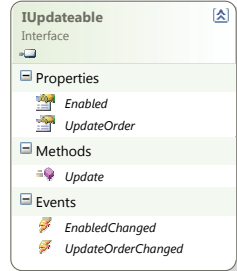
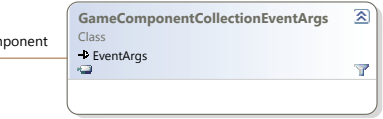
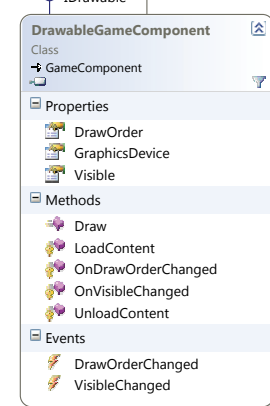
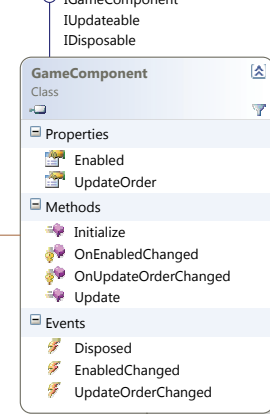
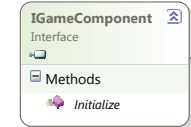
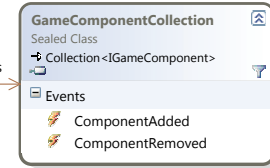
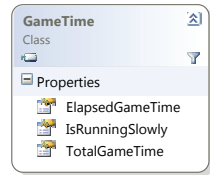
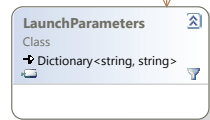
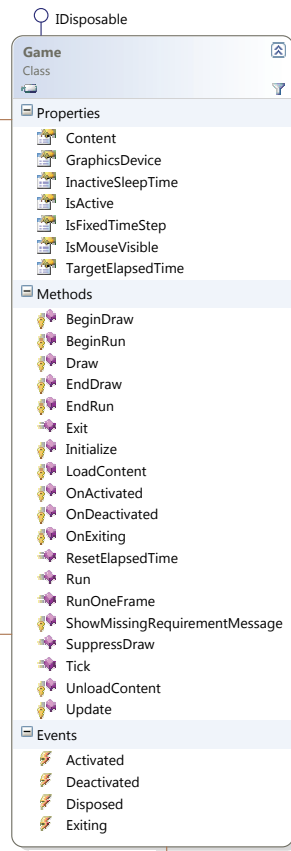
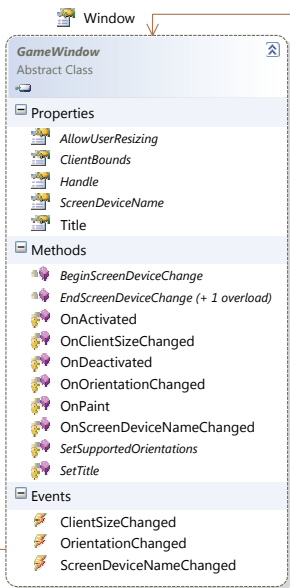
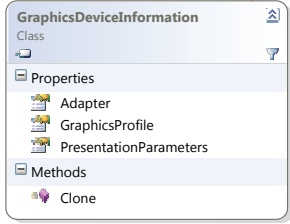
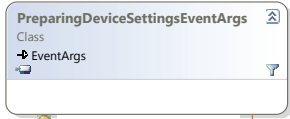
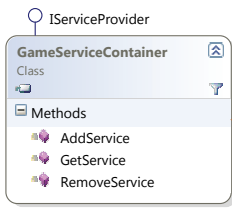
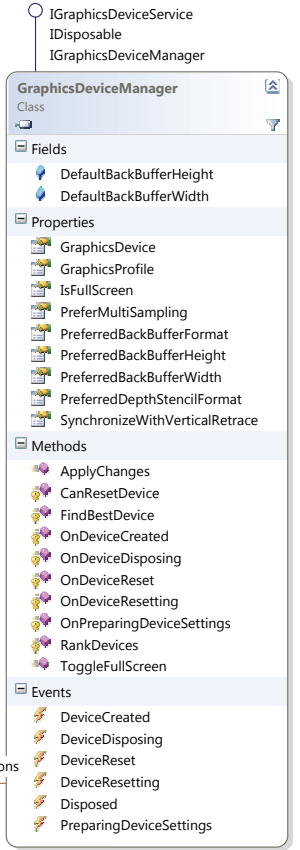
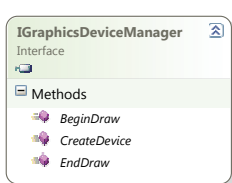
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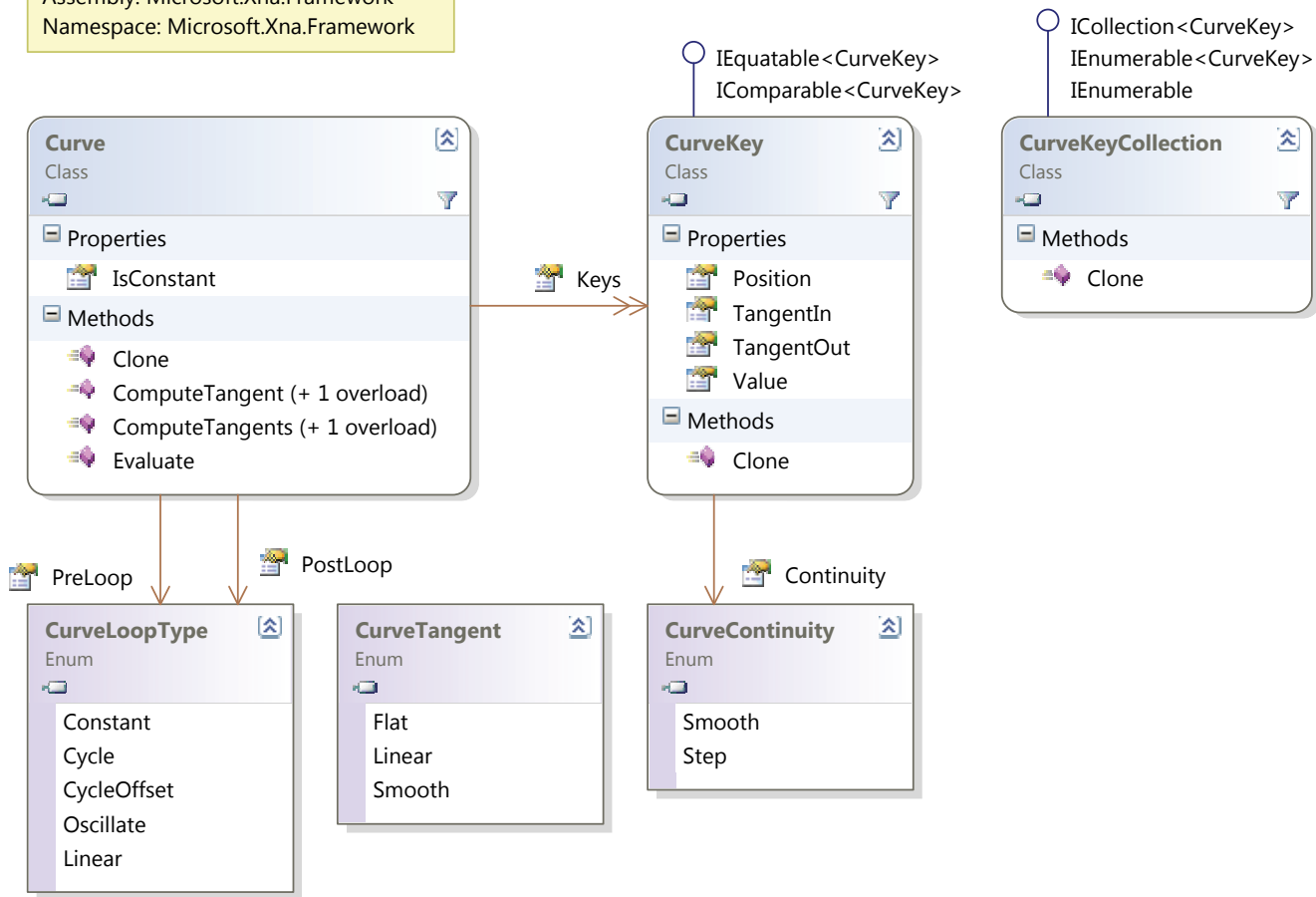
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Namespace: Microsoft.Xna.Framework



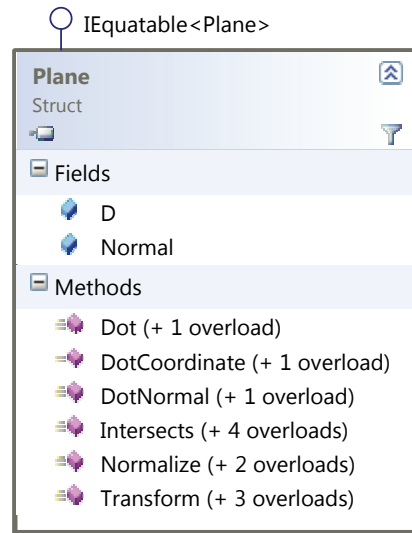
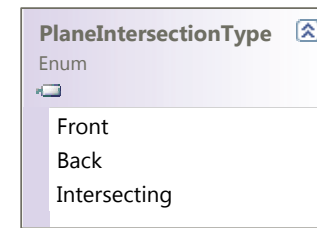
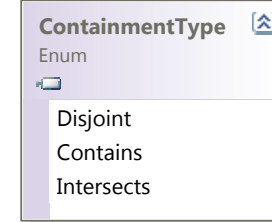
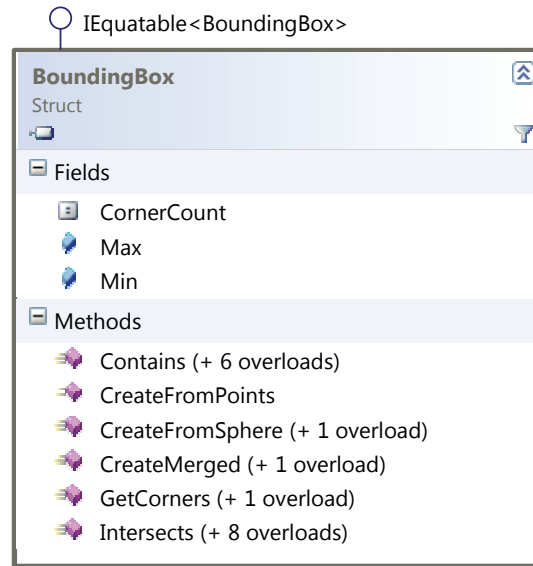
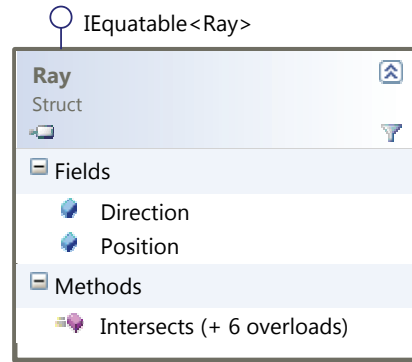
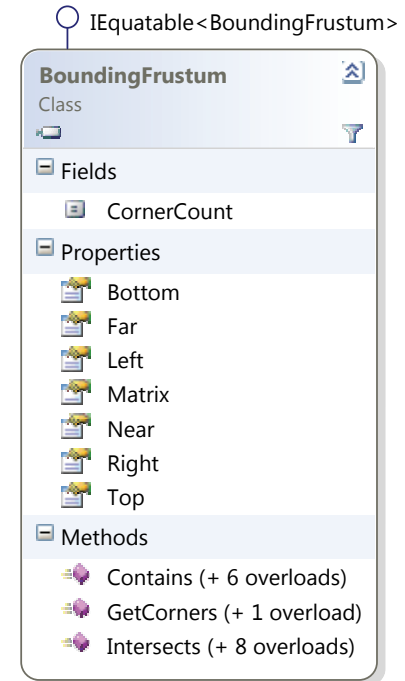
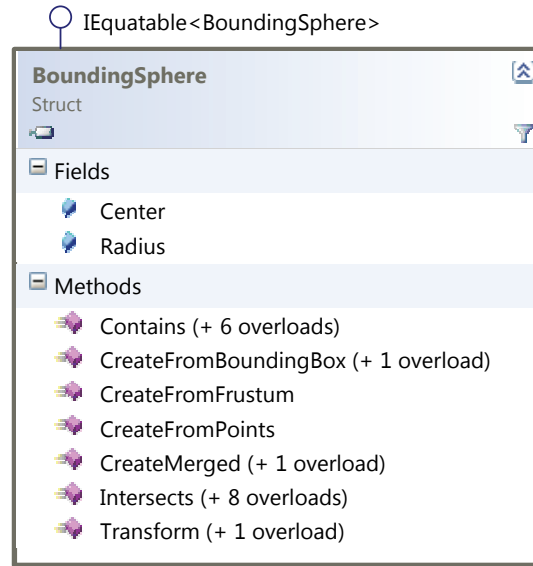
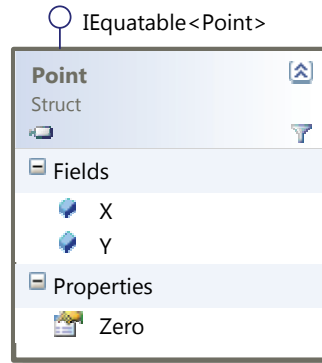
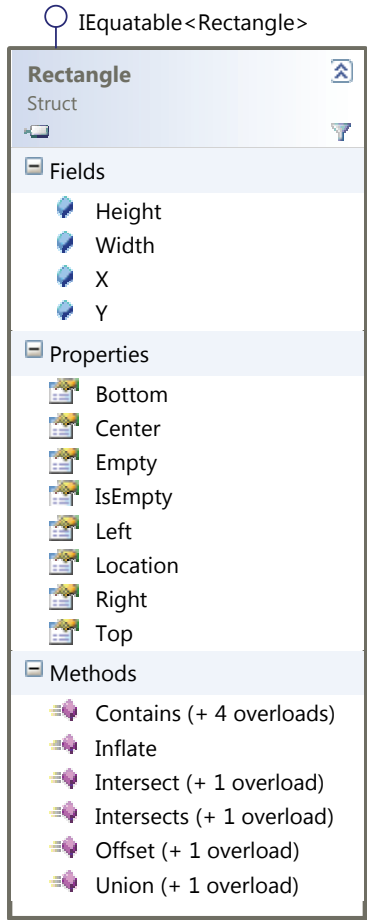
Assembly: Microsoft.Xna.Framework.Game
Namespace: Microsoft.Xna.Framework



Curves
Assembly: Microsoft.Xna.Framework
Namespace: Microsoft.Xna.Framework



Geometry
Assembly: Microsoft.Xna.Framework
Namespace: Microsoft.Xna.Framework



Math
Assembly: Microsoft.Xna.Framework
Namespace: Microsoft.Xna.Framework

IEquatable<Vector2>

Vector2
Struct

Fields

- X
- Y

Properties

- One
- UnitX
- UnitY
- Zero

Methods

- Add (+ 1 overload)
- Barycentric (+ 1 overload)
- CatmullRom (+ 1 overload)
- Clamp (+ 1 overload)
- Distance (+ 1 overload)
- DistanceSquared (+ 1 overload)
- Divide (+ 3 overloads)
- Dot (+ 1 overload)
- Hermite (+ 1 overload)
- Length
- LengthSquared
- Lerp (+ 1 overload)
- Max (+ 1 overload)
- Min (+ 1 overload)
- Multiply (+ 3 overloads)
- Negate (+ 1 overload)
- Normalize (+ 2 overloads)
- operator - (+ 1 overload)
- operator * (+ 2 overloads)
- operator / (+ 1 overload)
- operator +
- Reflect (+ 1 overload)
- SmoothStep (+ 1 overload)
- Subtract (+ 1 overload)
- Transform (+ 7 overloads)
- TransformNormal (+ 3 overloads)

IEquatable<Vector3>

Vector3
Struct

Fields

- X
- Y
- Z

Properties

- Backward
- Down
- Forward
- Left
- One
- Right
- UnitX
- UnitY
- UnitZ
- Up
- Zero

Methods

- Add (+ 1 overload)
- Barycentric (+ 1 overload)
- CatmullRom (+ 1 overload)
- Clamp (+ 1 overload)
- Cross (+ 1 overload)
- Distance (+ 1 overload)
- DistanceSquared (+ 1 overload)
- Divide (+ 3 overloads)
- Dot (+ 1 overload)
- Hermite (+ 1 overload)
- Length
- LengthSquared
- Lerp (+ 1 overload)
- Max (+ 1 overload)
- Min (+ 1 overload)
- Multiply (+ 3 overloads)
- Negate (+ 1 overload)
- Normalize (+ 2 overloads)
- operator - (+ 1 overload)
- operator * (+ 2 overloads)
- operator / (+ 1 overload)
- operator +
- Reflect (+ 1 overload)
- SmoothStep (+ 1 overload)
- Subtract (+ 1 overload)
- Transform (+ 7 overloads)
- TransformNormal (+ 3 overloads)

IEquatable<Vector4>

Vector4
Struct

Fields

- W
- X
- Y
- Z

Properties

- One
- UnitW
- UnitX
- UnitY
- UnitZ
- Zero

Methods

- Add (+ 1 overload)
- Barycentric (+ 1 overload)
- CatmullRom (+ 1 overload)
- Clamp (+ 1 overload)
- Distance (+ 1 overload)
- DistanceSquared (+ 1 overload)
- Divide (+ 3 overloads)
- Dot (+ 1 overload)
- Hermite (+ 1 overload)
- Length
- LengthSquared
- Lerp (+ 1 overload)
- Max (+ 1 overload)
- Min (+ 1 overload)
- Multiply (+ 3 overloads)
- Negate (+ 1 overload)
- Normalize (+ 2 overloads)
- operator - (+ 1 overload)
- operator * (+ 2 overloads)
- operator / (+ 1 overload)
- operator +
- SmoothStep (+ 1 overload)
- Subtract (+ 1 overload)
- Transform (+ 15 overloads)

IEquatable<Quaternion>

Quaternion
Struct

Fields

- W
- X
- Y
- Z

Properties

- Identity

Methods

- Add (+ 1 overload)
- Concatenate (+ 1 overload)
- Conjugate (+ 2 overloads)
- CreateFromAxisAngle (+ 1 overload)
- CreateFromRotationMatrix (+ 1 overload)
- CreateFromYawPitchRoll (+ 1 overload)
- Divide (+ 1 overload)
- Dot (+ 1 overload)
- Inverse (+ 1 overload)
- Length
- LengthSquared
- Lerp (+ 1 overload)
- Multiply (+ 3 overloads)
- Negate (+ 1 overload)
- Normalize (+ 2 overloads)
- operator - (+ 1 overload)
- operator * (+ 1 overload)
- operator /
- operator +
- Slerp (+ 1 overload)
- Subtract (+ 1 overload)

MathHelper
Static Class

Fields

- E
- Log10E
- Log2E
- Pi
- PiOver2
- PiOver4
- TwoPi

Methods

- Barycentric
- CatmullRom
- Clamp
- Distance
- Hermite
- Lerp
- Max
- Min
- SmoothStep
- ToDegrees
- ToRadians
- WrapAngle

IEquatable<Matrix>

Matrix
Struct

Fields

- M11
- M12
- M13
- M14
- M21
- M22
- M23
- M24
- M31
- M32
- M33
- M34
- M41
- M42
- M43
- M44

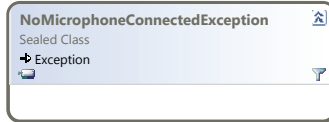
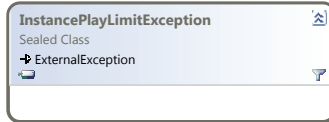
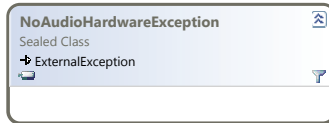
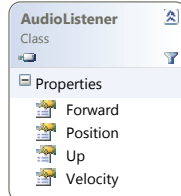
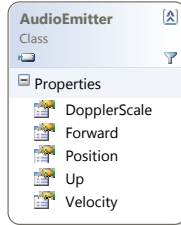
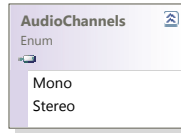
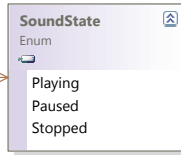
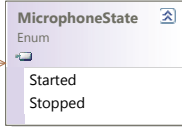
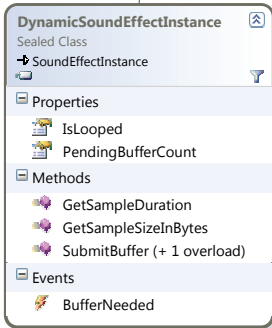
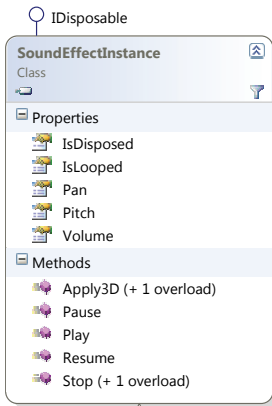
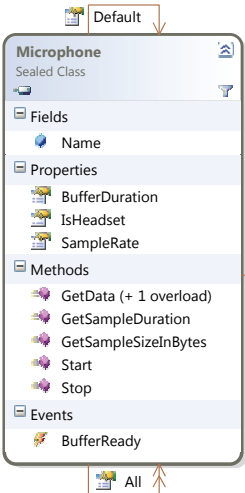
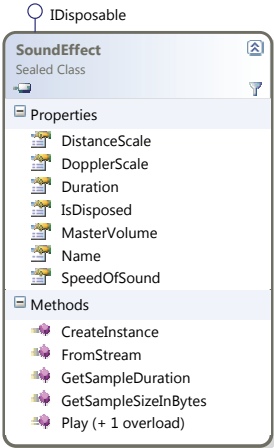
Properties

- Backward
- Down
- Forward
- Identity
- Left
- Right
- Translation
- Up

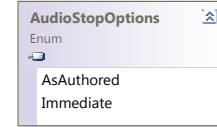
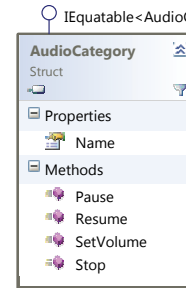
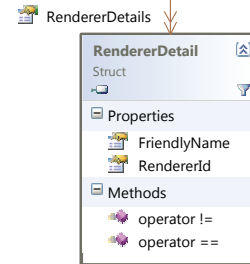
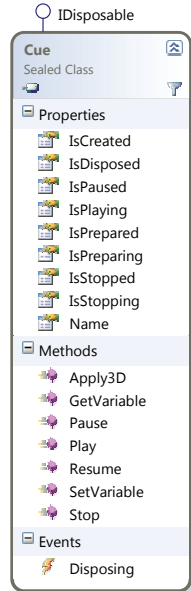
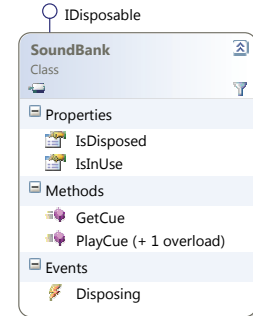
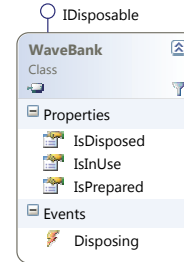
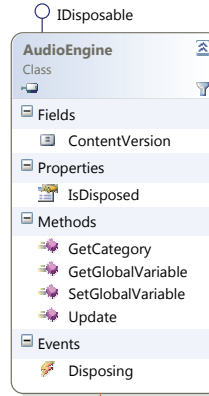
Methods

- Add (+ 1 overload)
- CreateBillboard (+ 1 overload)
- CreateConstrainedBillboard (+ 1 overload)
- CreateFromAxisAngle (+ 1 overload)
- CreateFromQuaternion (+ 1 overload)
- CreateFromYawPitchRoll (+ 1 overload)
- CreateLookAt (+ 1 overload)
- CreateOrthographic (+ 1 overload)
- CreateOrthographicOffCenter (+ 1 overload)
- CreatePerspective (+ 1 overload)
- CreatePerspectiveFieldOfView (+ 1 overload)
- CreatePerspectiveOffCenter (+ 1 overload)
- CreateReflection (+ 1 overload)
- CreateRotationX (+ 1 overload)
- CreateRotationY (+ 1 overload)
- CreateRotationZ (+ 1 overload)
- CreateScale (+ 5 overloads)
- CreateShadow (+ 1 overload)
- CreateTranslation (+ 3 overloads)
- CreateWorld (+ 1 overload)
- Decompose
- Determinant
- Divide (+ 3 overloads)
- Invert (+ 1 overload)
- Lerp (+ 1 overload)
- Multiply (+ 3 overloads)
- Negate (+ 1 overload)
- operator - (+ 1 overload)
- operator !=
- operator * (+ 2 overloads)
- operator / (+ 1 overload)
- operator +
- Subtract (+ 1 overload)
- Transform (+ 1 overload)
- Transpose (+ 1 overload)

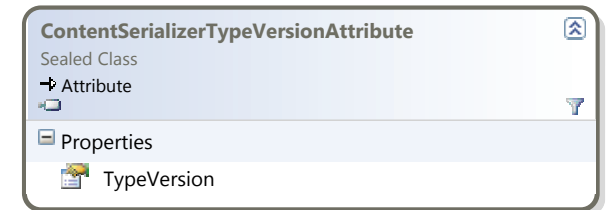
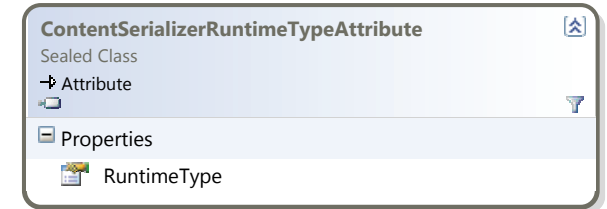
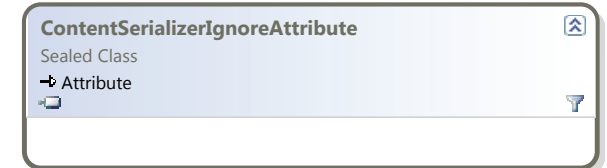
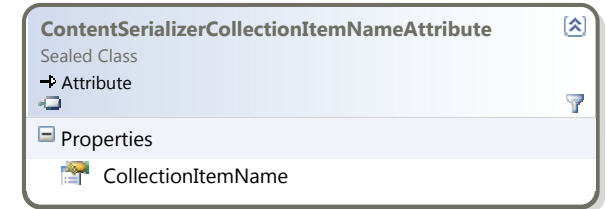
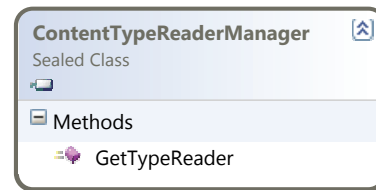
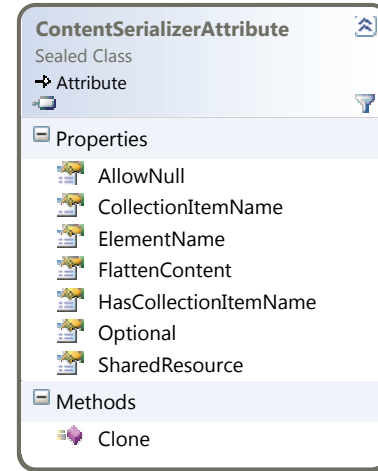
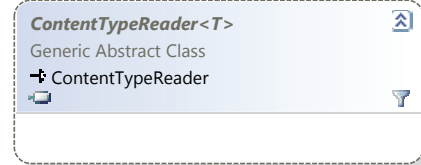
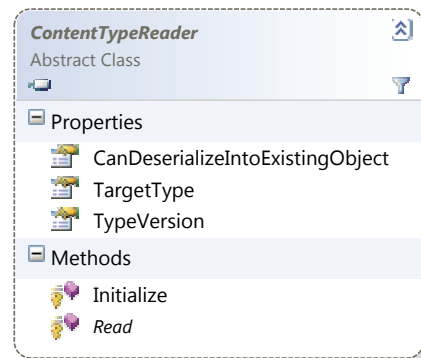
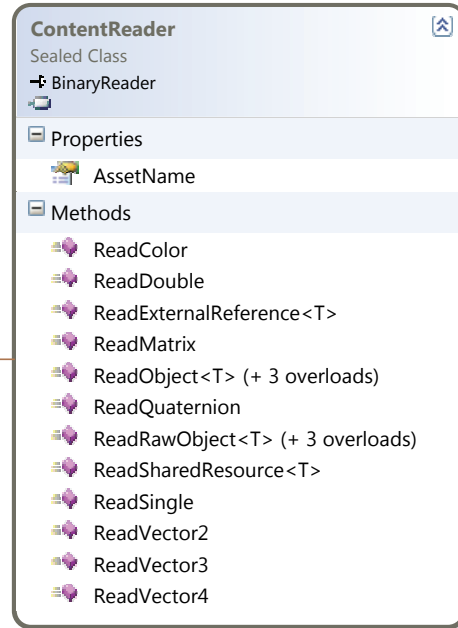
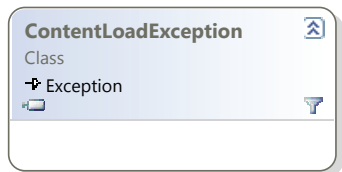
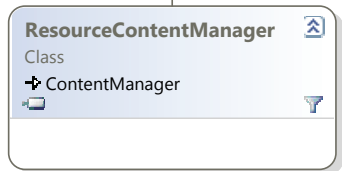
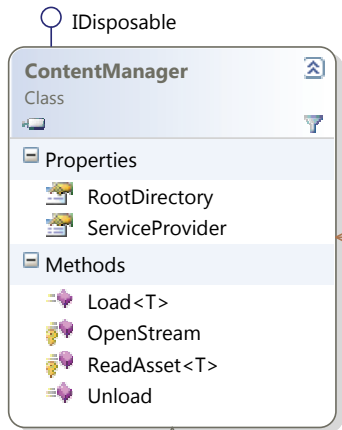
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Namespace: Microsoft.Xna.Framework.Audio



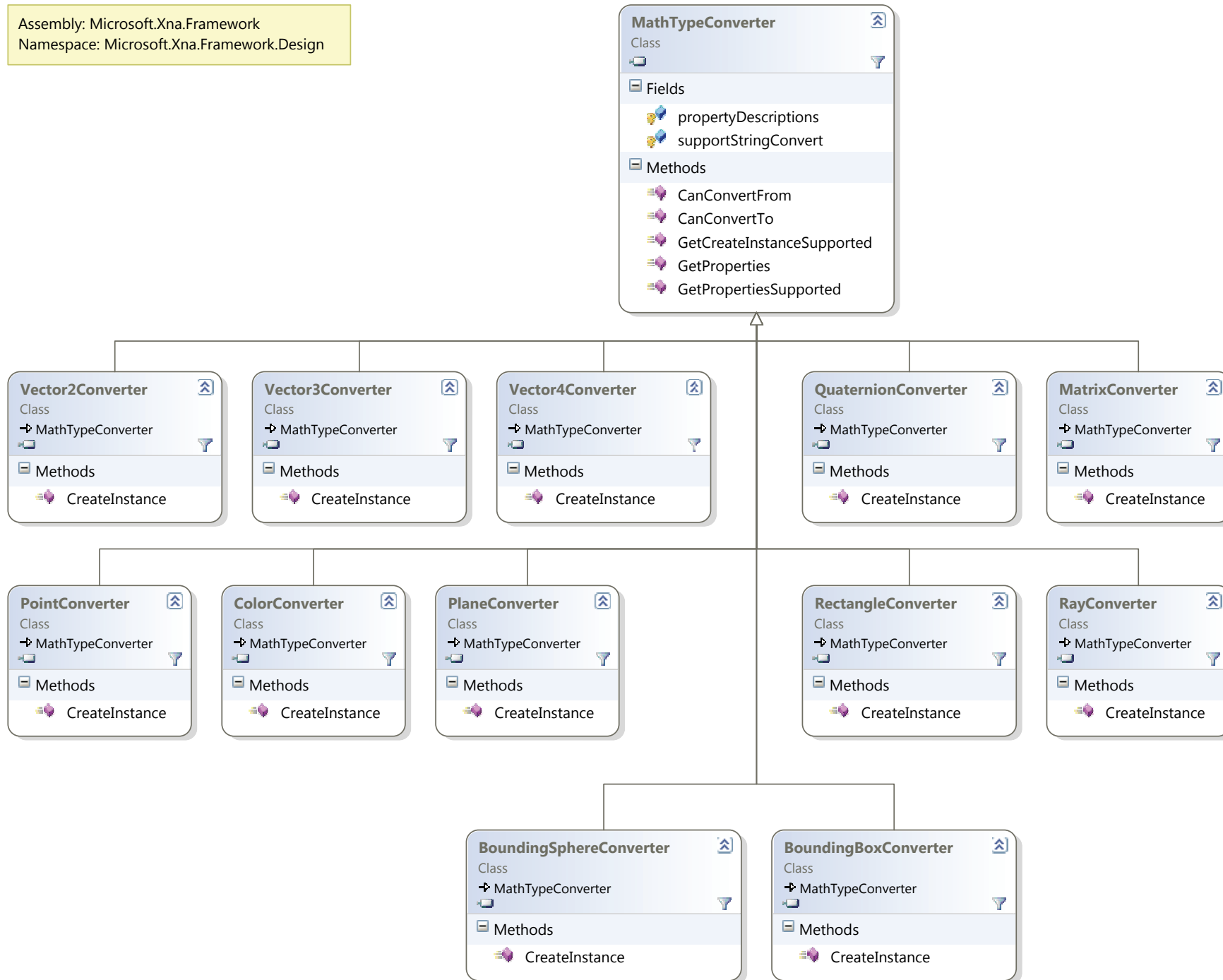
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Namespace: Microsoft.Xna.Framework.Audio



Assembly: Microsoft.Xna.Framework
Namespace: Microsoft.Xna.Framework.Content



Assembly: Microsoft.Xna.Framework
Namespace: Microsoft.Xna.Framework.Design



Assembly: Microsoft.Xna.Framework.GameServices
Namespace: Microsoft.Xna.Framework.GameServices

Guide
Static Class

Properties

- IsScreenSaverEnabled
- IsTrialMode
- IsVisible
- SimulateTrialMode

Methods

- BeginShowKeyboardInput (+ 1 overload)
- BeginShowMessageBox (+ 1 overload)
- DelayNotifications
- EndShowKeyboardInput
- EndShowMessageBox
- ShowComposeMessage
- ShowFriendRequest
- ShowFriends
- ShowGameInvite (+ 1 overload)
- ShowGamerCard
- ShowMarketplace
- ShowMessages
- ShowParty
- ShowPartySessions
- ShowPlayerReview
- ShowPlayers
- ShowSignIn

NotificationPosition
Enum

- TopLeft
- TopCenter
- TopRight
- CenterLeft
- Center
- CenterRight
- BottomLeft
- BottomCenter
- BottomRight

MessageBoxIcon
Enum

- None
- Error
- Warning
- Alert

Assembly: Microsoft.Xna.Framework.Game
Namespace: Microsoft.Xna.Framework.GameServices

GamerServicesComponent
Class

GameComponent

Methods

- Initialize
- Update

GamerServicesDispatcher
Static Class

Properties

- IsInitialized
- WindowHandle

Methods

- Initialize
- Update

Events

- InstallingTitleUpdate

Gamer
Abstract Class

Properties

- DisplayName
- Gamertag
- IsDisposed
- LeaderboardWriter
- Tag

Methods

- BeginGetFromGamertag
- BeginGetPartnerToken
- BeginGetProfile
- EndGetFromGamertag
- EndGetPartnerToken
- EndGetProfile
- GetFromGamertag
- GetPartnerToken
- GetProfile

GamerProfile
Sealed Class

Properties

- GamerScore
- IsDisposed
- Motto
- Region
- Reputation
- TitlesPlayed
- TotalAchievements

Methods

- GetGamerPicture

GamerZone
Enum

- Unknown
- Recreation
- Pro
- Family
- Underground

GamerPrivileges
Sealed Class

Properties

- AllowCommunication
- AllowOnlineSessions
- AllowPremiumContent
- AllowProfileViewing
- AllowPurchaseContent
- AllowTradeContent
- AllowUserCreatedContent

GamerPrivilegeSetting
Enum

- Blocked
- FriendsOnly
- Everyone

GamerPresence
Sealed Class

Properties

- PresenceValue

GamerPresenceMode
Enum

- None
- SinglePlayer
- Multiplayer
- LocalCoOp
- LocalVersus
- OnlineCoOp
- OnlineVersus
- VersusComputer
- Stage
- Level
- CoOpStage
- CoOpLevel
- ArcadeMode
- CampaignMode
- ChallengeMode
- ExplorationMode
- PracticeMode
- PuzzleMode
- ScenarioMode
- StoryMode
- SurvivalMode
- TutorialMode
- DifficultyEasy
- DifficultyMedium
- DifficultyHard
- DifficultyExtreme
- Score
- VersusScore
- Winning
- Losing
- ScoresTied
- Outnumbered
- OnARoll
- InCombat
- BattlingBoss
- TimeAttack
- TryingForRecord
- FreePlay
- WastingTime
- StuckOnAHardBit
- NearlyFinished
- LookingForGames
- WaitingForPlayers
- WaitingInLobby
- SettingUpMatch
- PlayingWithFriends
- AtMenu
- StartingGame
- Paused
- GameOver
- WonTheGame
- ConfiguringSettings
- CustomizingPlayer
- EditingLevel
- InGameStore
- WatchingCutscene
- WatchingCredits
- PlayingMinigame
- FoundSecret
- CornflowerBlue

GamerCollection<T>
Generic Class

ReadOnlyCollection<T>

Nested Types

SignedInGamerCollection
Sealed Class

GamerCollection<SignedInGamer>

Properties

- this

FriendCollection
Sealed Class

GamerCollection<FriendGamer>

Properties

- IsDisposed

SignedInEventArgs
Class

EventArgs

Properties

- Gamer

NetworkException
Class

Exception

NetworkNotAvailableException
Class

NetworkException

SignedOutEventArgs
Class

EventArgs

Properties

- Gamer

GuideAlreadyVisibleException
Class

Exception

InviteAcceptedEventArgs
Class

EventArgs

Properties

- Gamer
- IsCurrentSession

GamerPrivilegeException
Class

Exception

IDictionary<string, object>
ICollection<KeyValuePair<string, object>>
IEnumerable<KeyValuePair<string, object>>
IEnumerable

PropertyDictionary
Sealed Class

Methods

- GetValueDateTime
- GetValueDouble
- GetValueInt32
- GetValueInt64
- GetValueOutcome
- GetValueSingle
- GetValueStream
- GetValueString
- GetValueTimeSpan
- SetValue (+ 7 overloads)

GamerServicesNotAvailableException
Class

Exception

GameUpdateRequiredException
Class

Exception

ControllerSensitivity
Enum

- Low
- Medium
- High

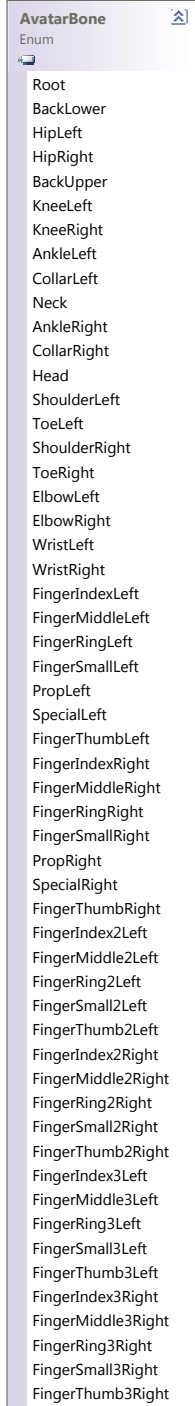
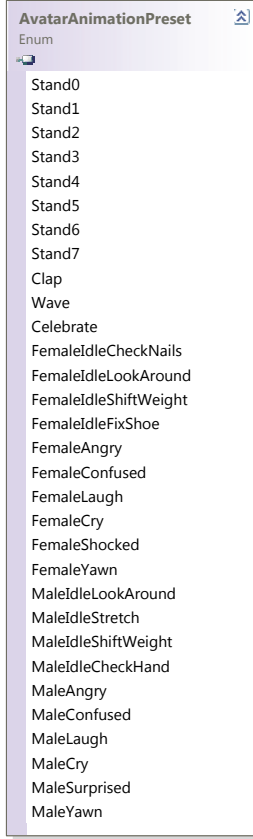
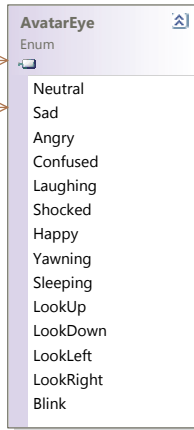
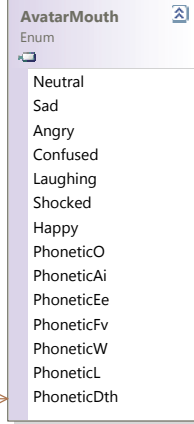
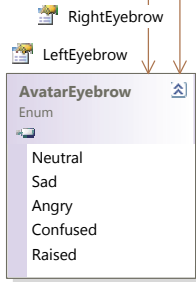
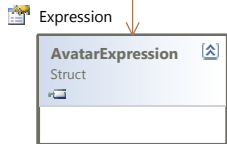
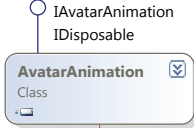
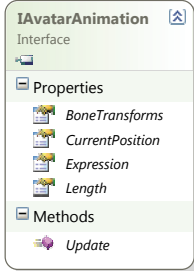
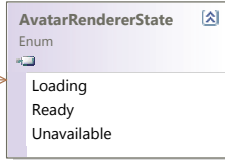
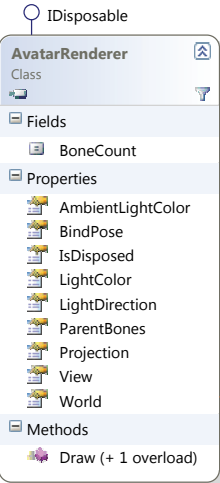
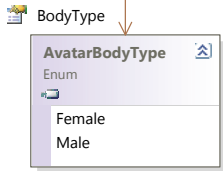
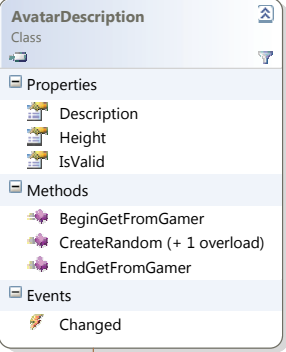
GameDifficulty
Enum

- Easy
- Normal
- Hard

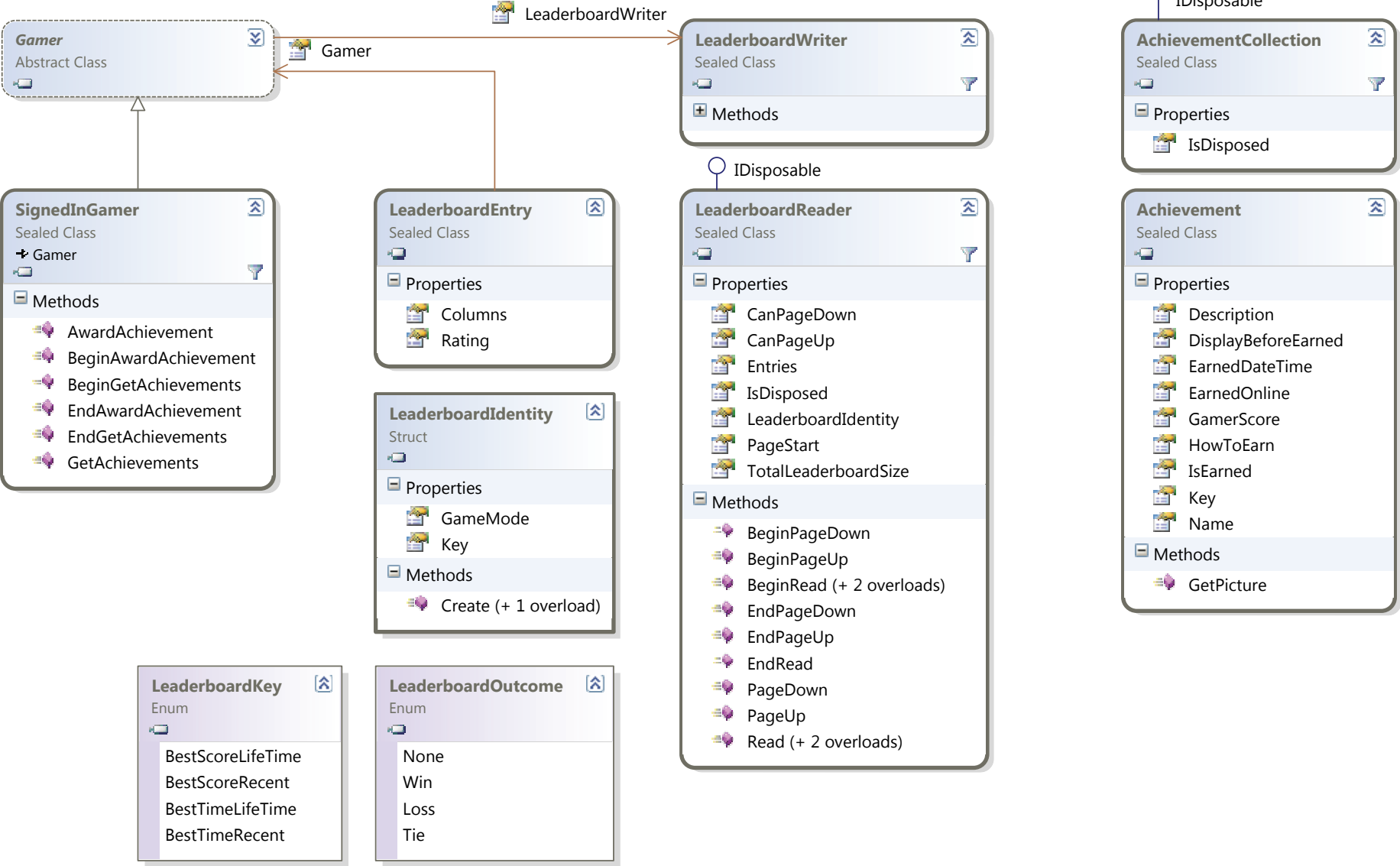
RacingCameraAngle
Enum

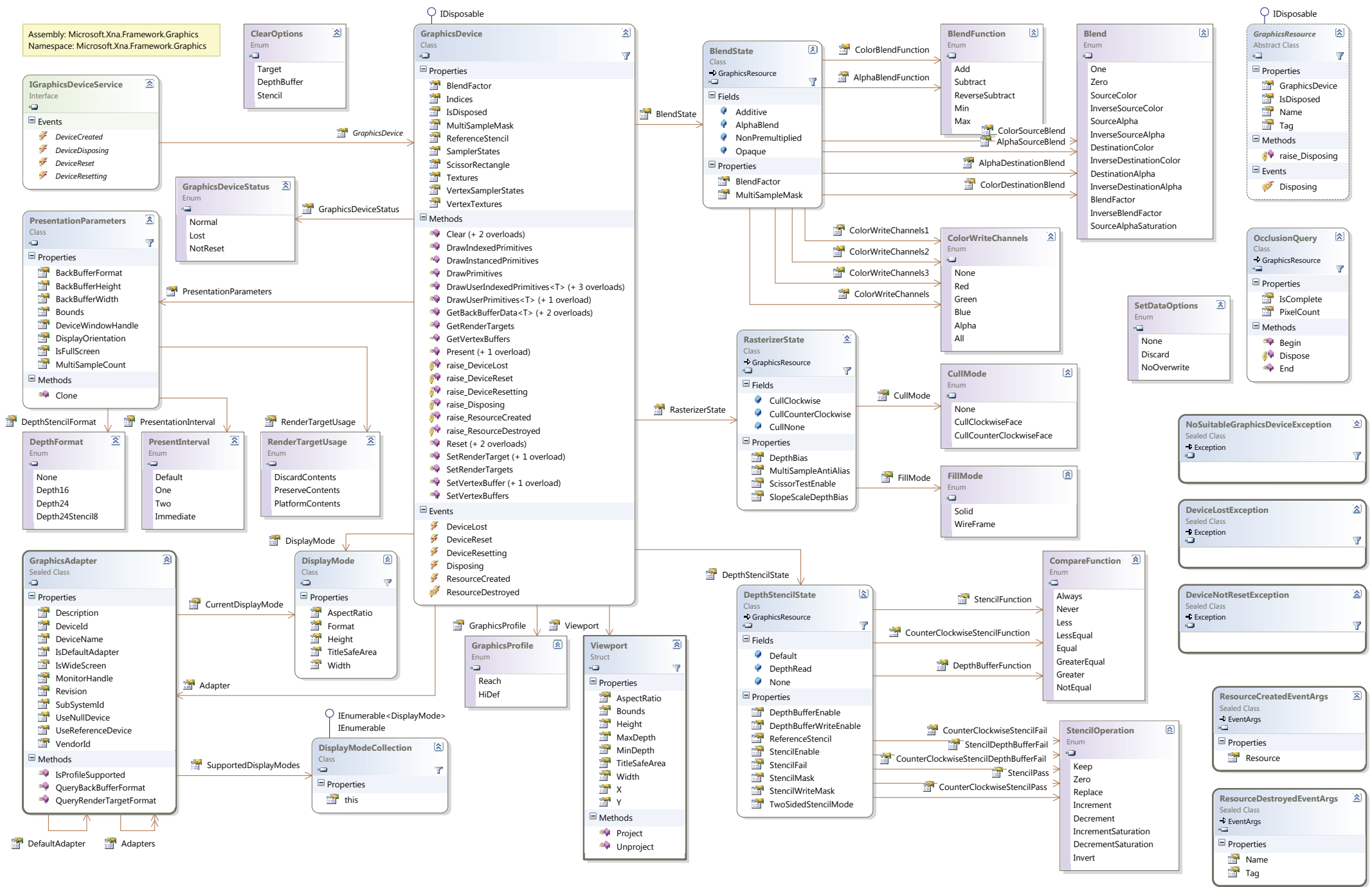
- Back
- Front
- Inside

Avatar
Assembly: Microsoft.Xna.Framework.Avatar
Namespace: Microsoft.Xna.Framework.GamerServices

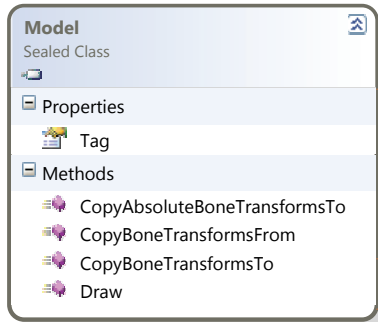


Leaderboards, Achievements
Assembly: Microsoft.Xna.Framework.GameServices
Namespace: Microsoft.Xna.Framework.GamerServices

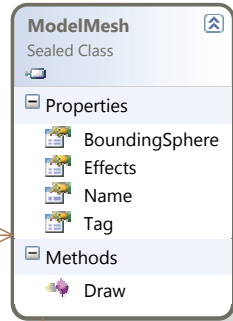




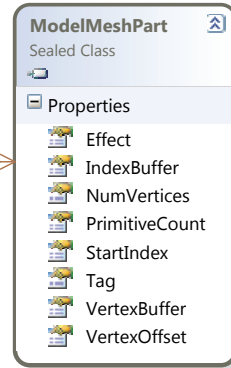
Models, Sprites
Assembly: Microsoft.Xna.Framework.Graphics
Namespace: Microsoft.Xna.Framework.Graphics



Meshes



MeshParts

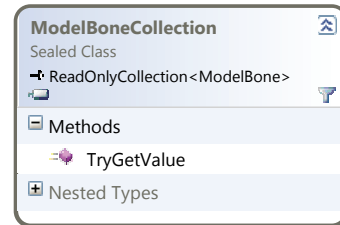
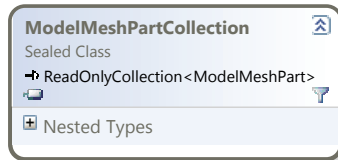
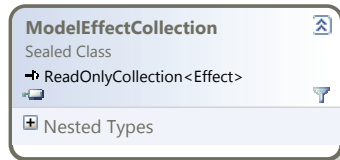
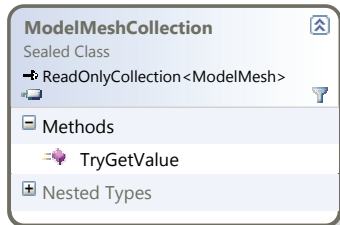
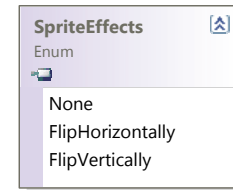
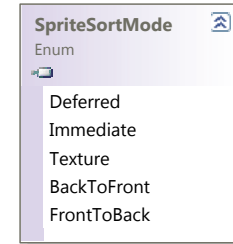
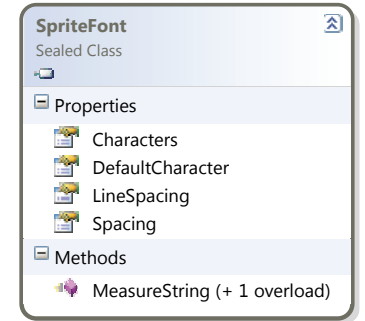
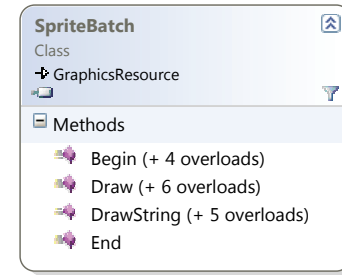
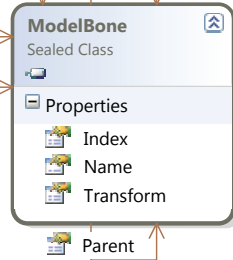


ParentBone

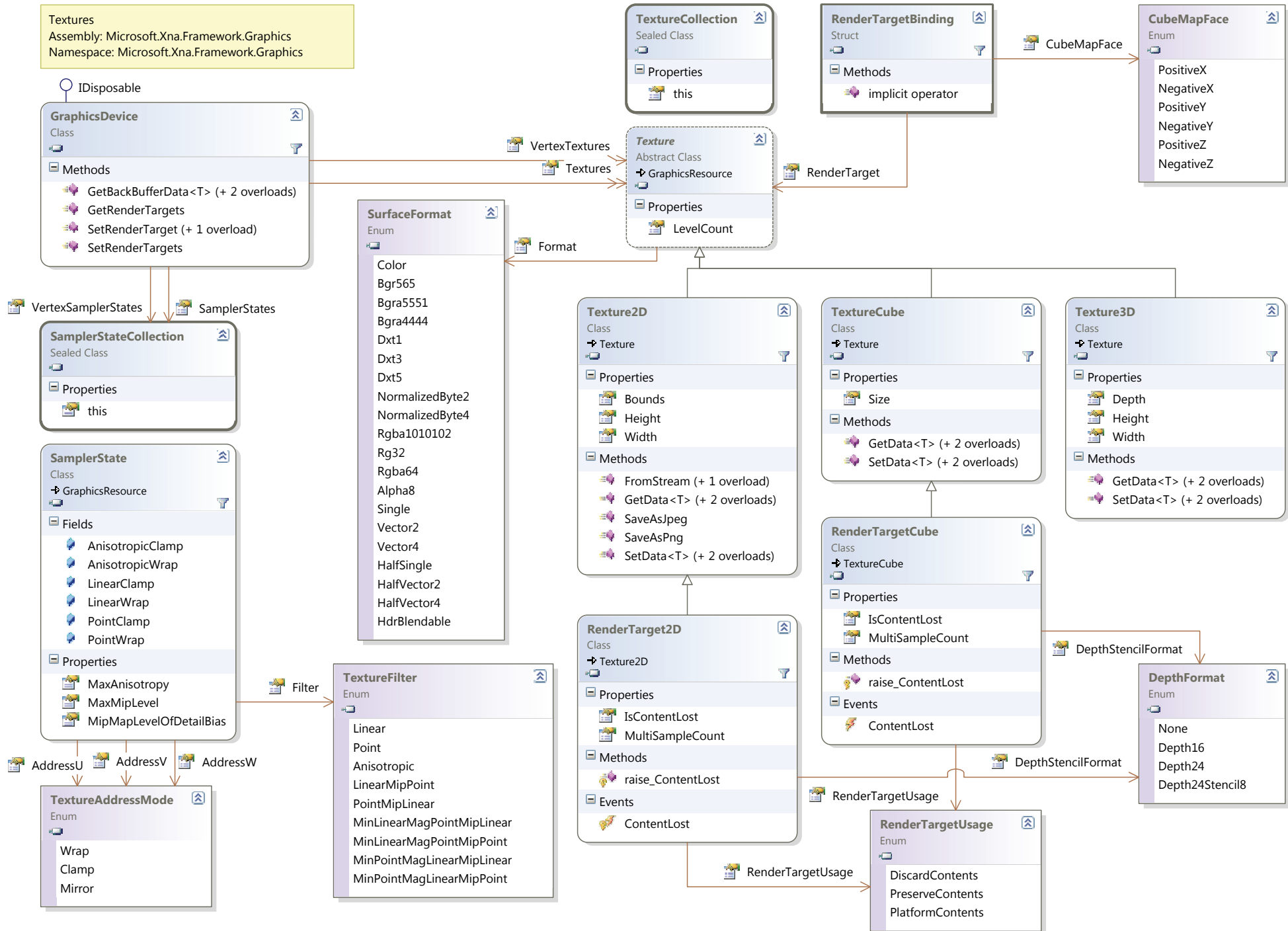
Children

Root

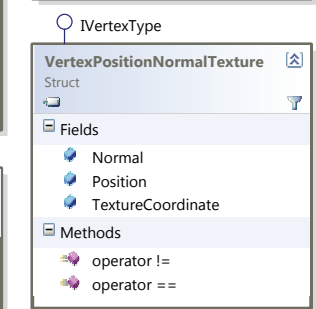
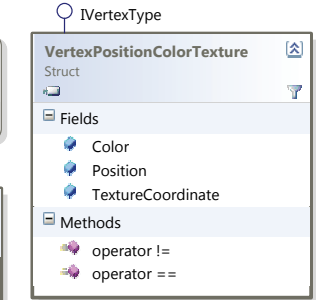
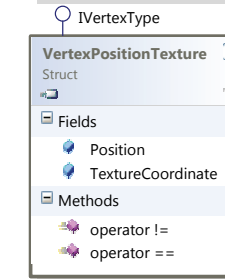
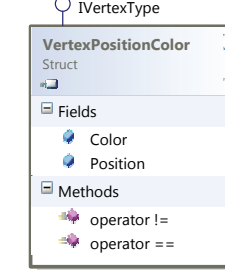
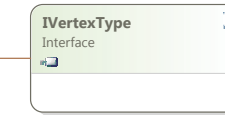
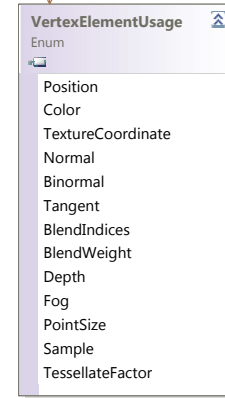
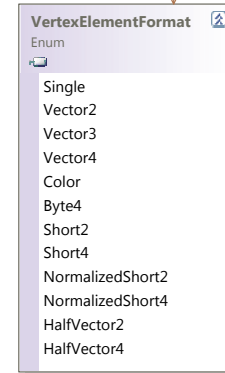
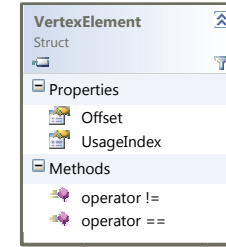
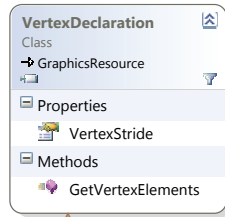
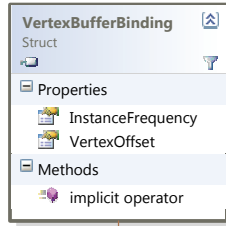
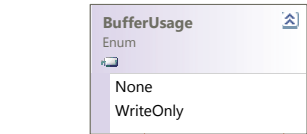
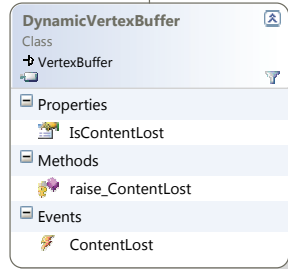
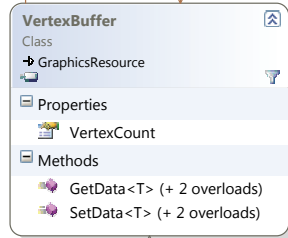
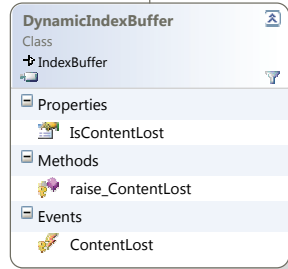
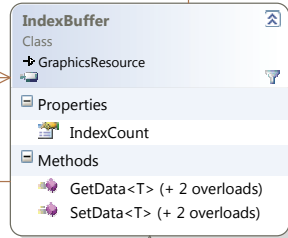
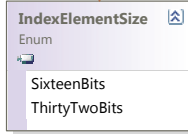
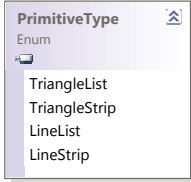
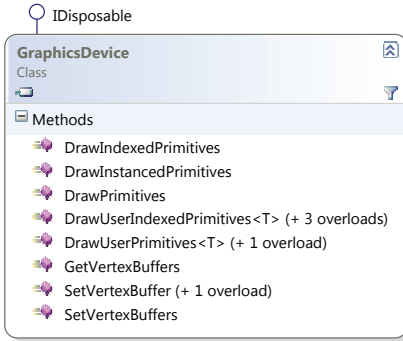
Bones



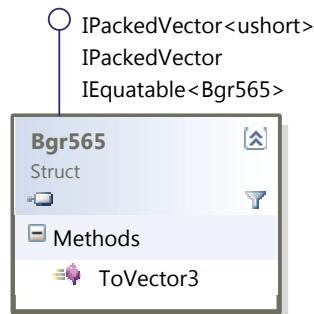
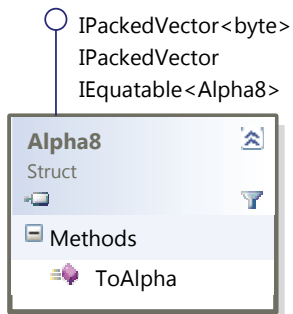
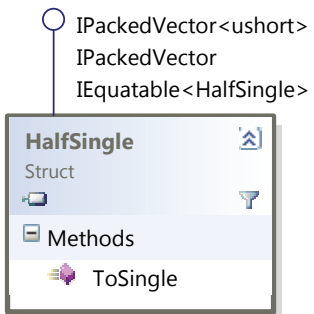
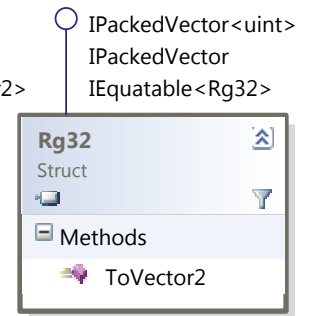
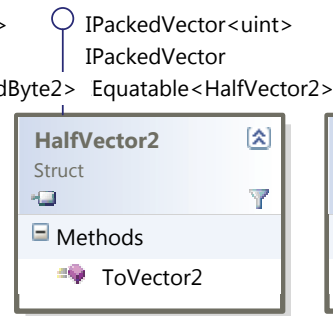
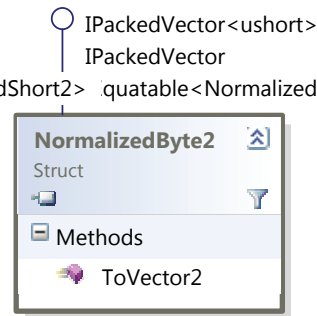
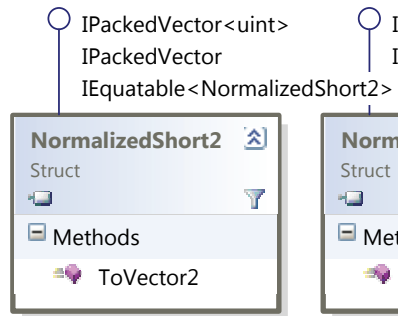
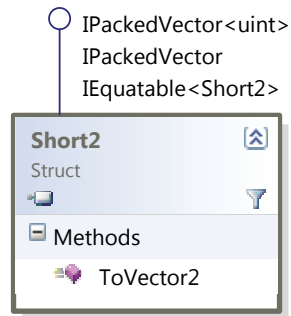
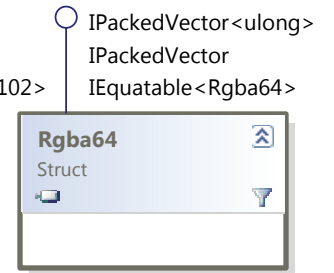
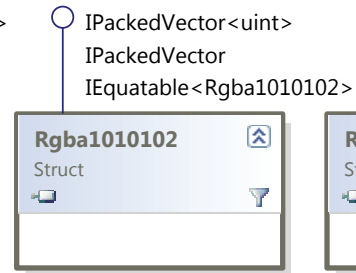
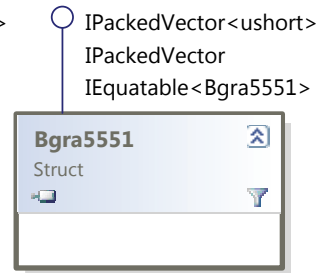
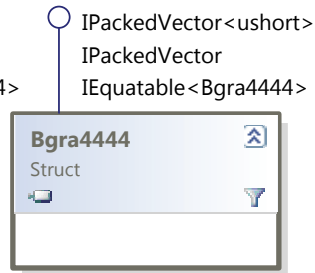
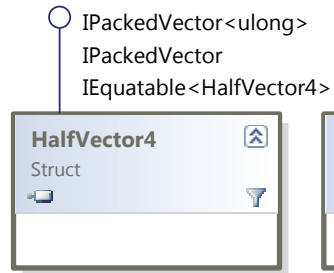
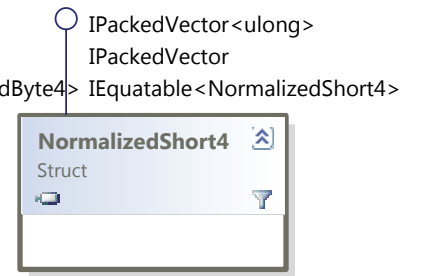
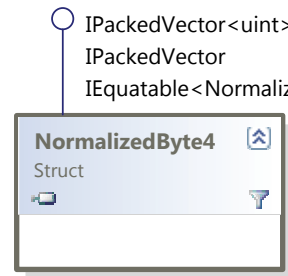
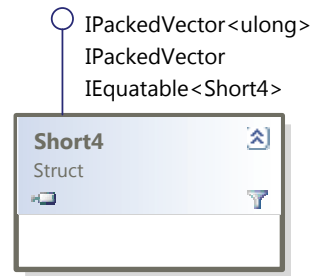
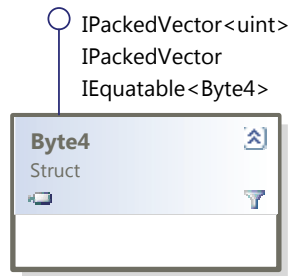
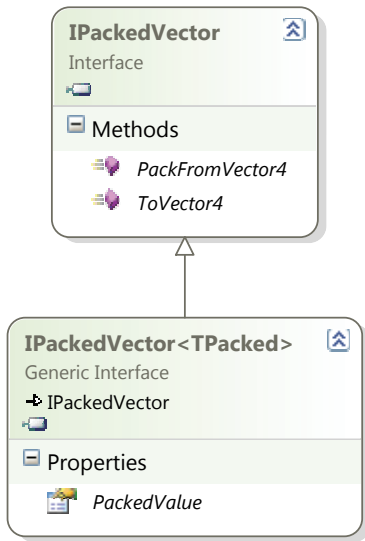
Textures
Assembly: Microsoft.Xna.Framework.Graphics
Namespace: Microsoft.Xna.Framework.Graphics



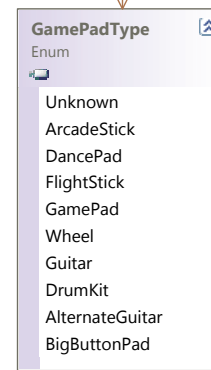
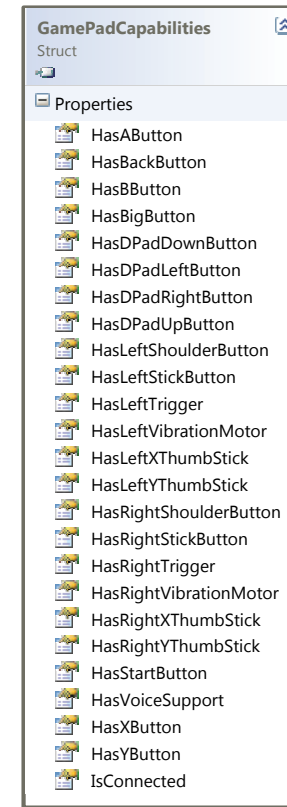
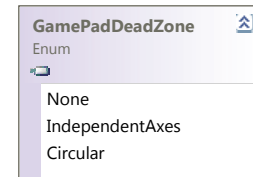
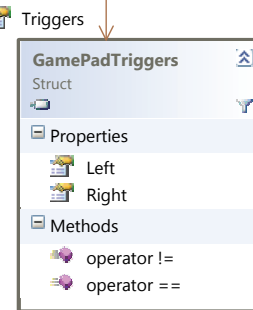
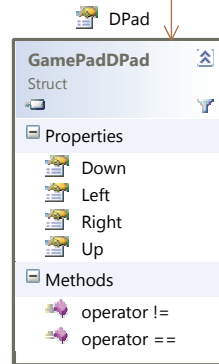
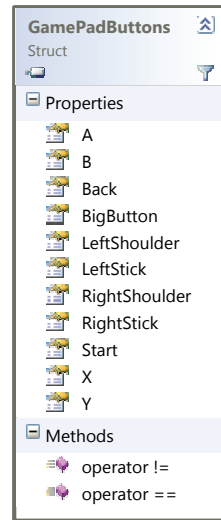
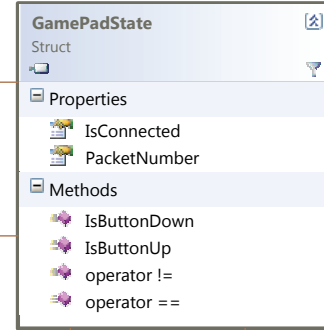
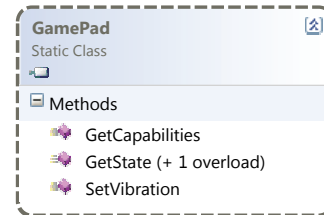
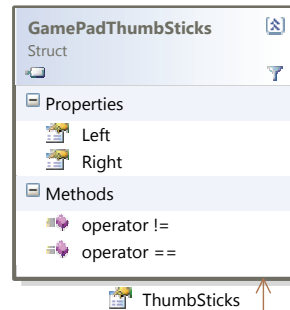
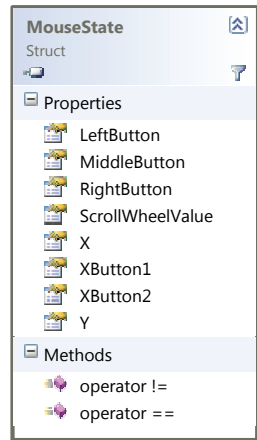
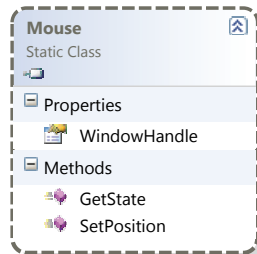
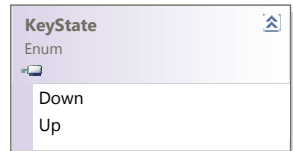
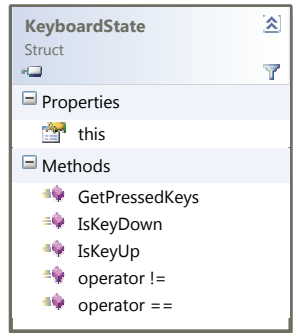
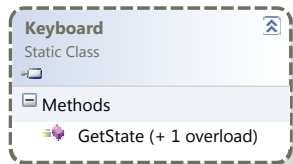
Vertices
Assembly: Microsoft.Xna.Framework.Graphics
Namespace: Microsoft.Xna.Framework.Graphics



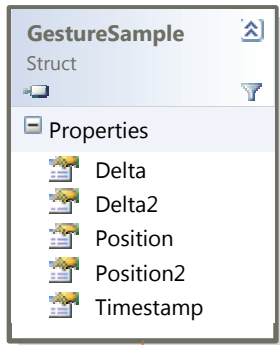
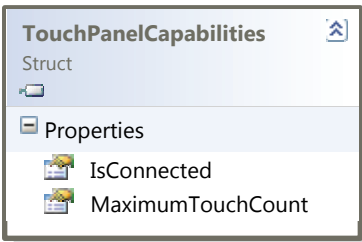
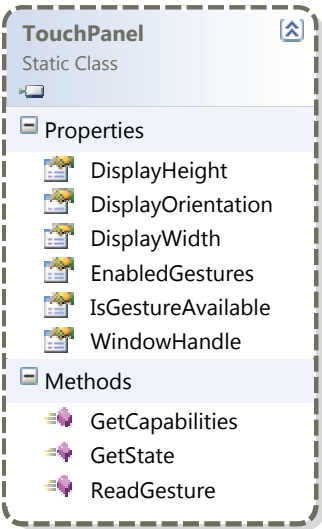
Assembly: Microsoft.Xna.Framework
Namespace: Microsoft.Xna.Framework.Graphics.PackedVector



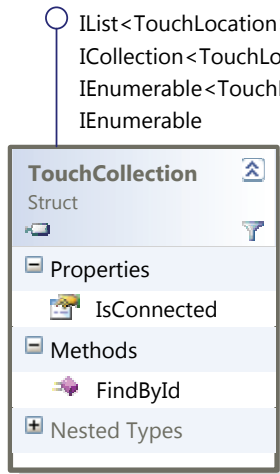
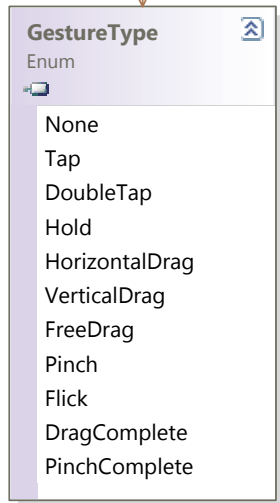
Assembly: Microsoft.Xna.Framework
Namespace: Microsoft.Xna.Framework.Input



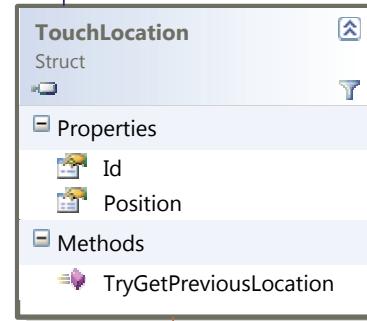
Assembly: Microsoft.Xna.Framework.Input.Touch
Namespace: Microsoft.Xna.Framework.Input.Touch



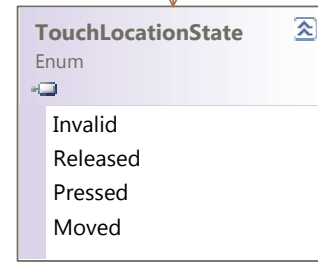
GestureType

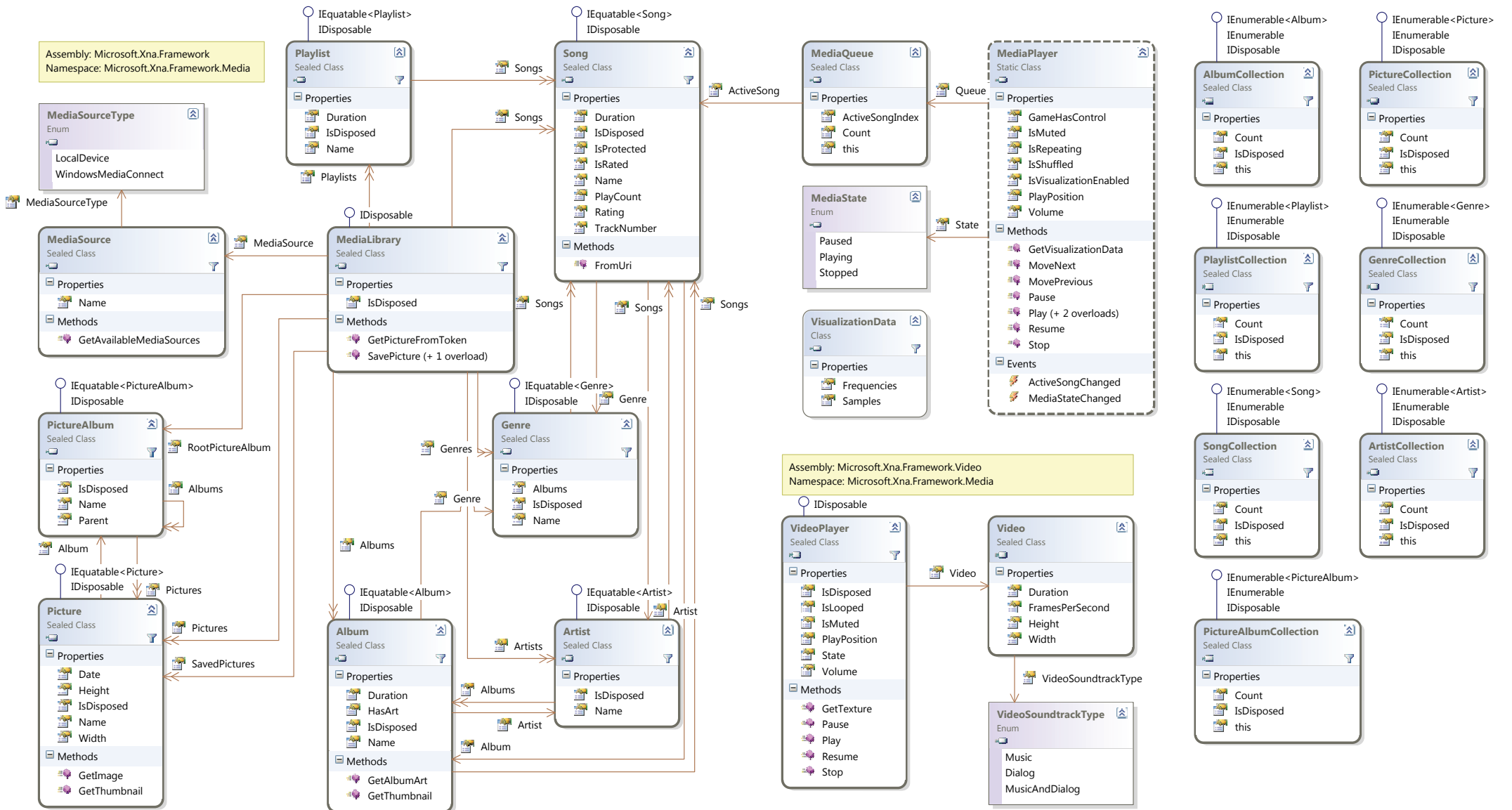


ICollection<TouchLocation>
IEnumerable<TouchLocation>
IEquatable<TouchLocation>

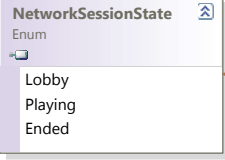
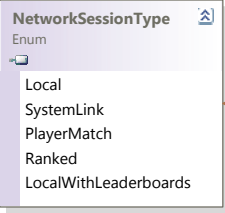


State

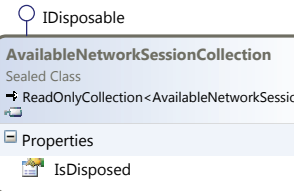
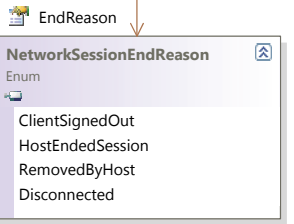
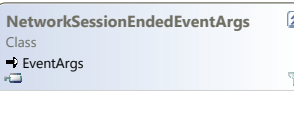
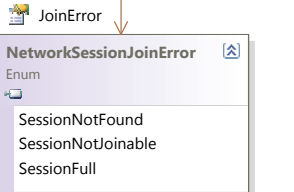
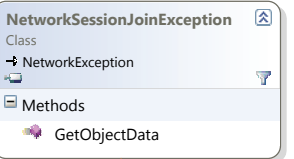
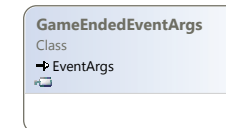
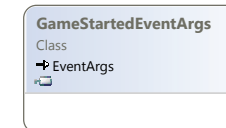
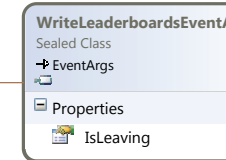
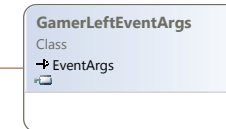
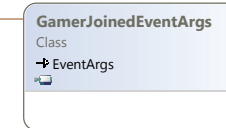
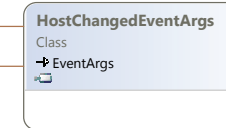
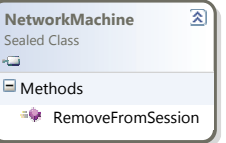
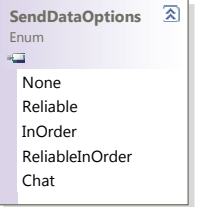
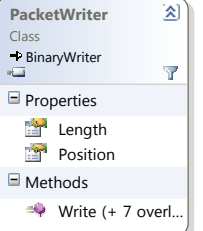
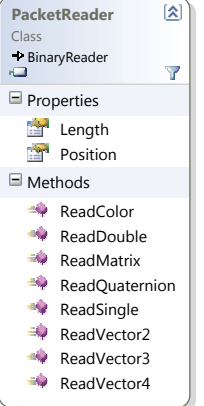
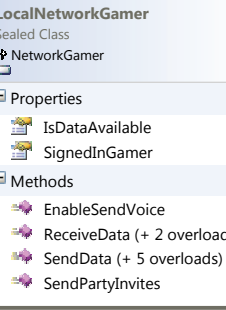
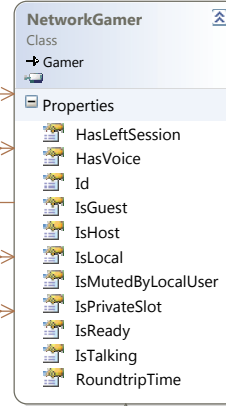
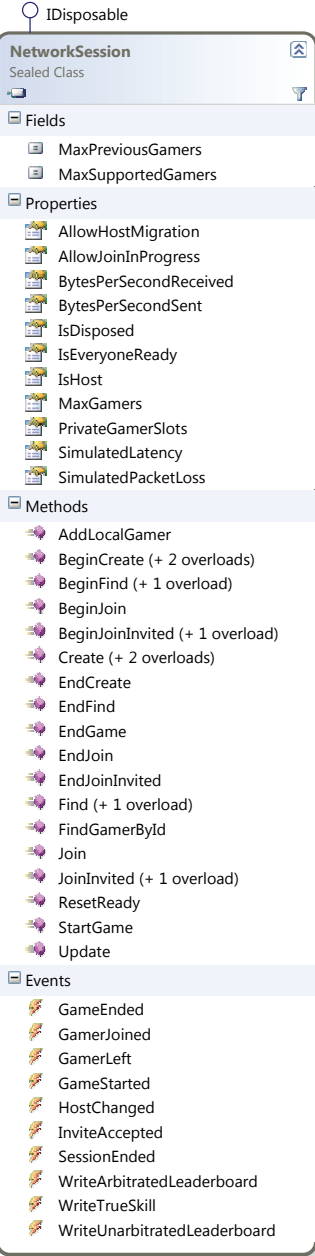
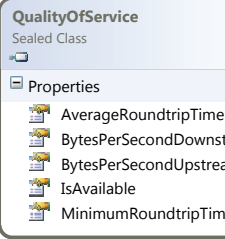
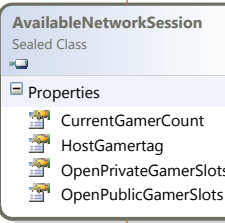
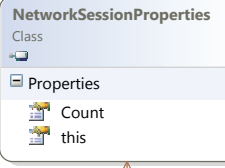




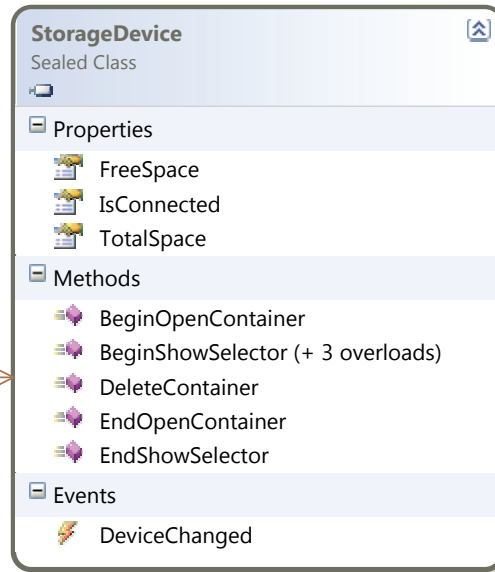
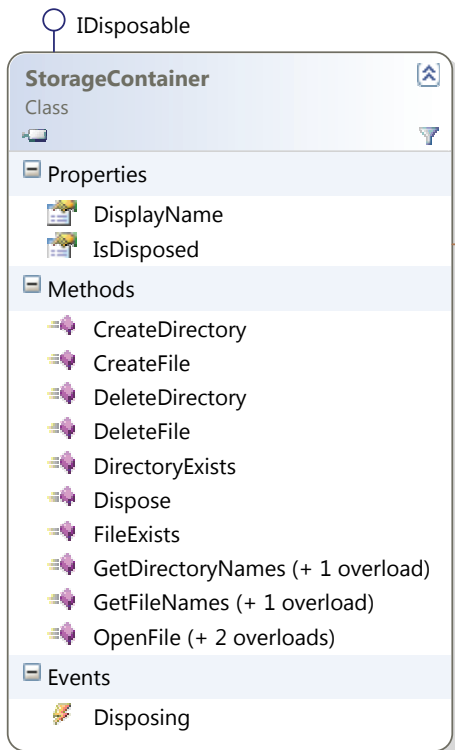
Assembly: Microsoft.Xna.Framework.Net
Namespace: Microsoft.Xna.Framework.Net



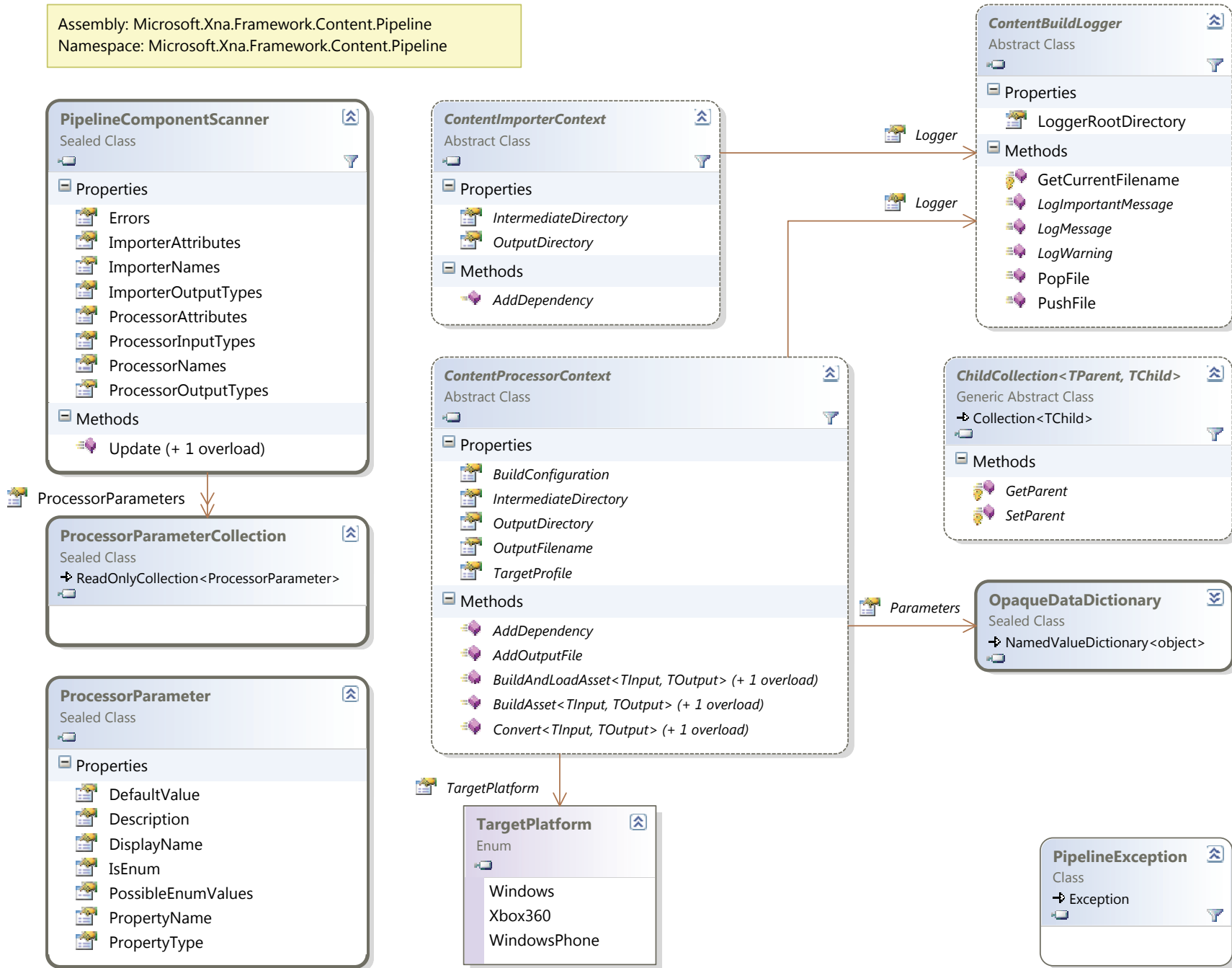
ICollection<int?>
IEnumerable<int?>
IEnumerable



Assembly: Microsoft.Xna.Framework.Storage
Namespace: Microsoft.Xna.Framework.Storage



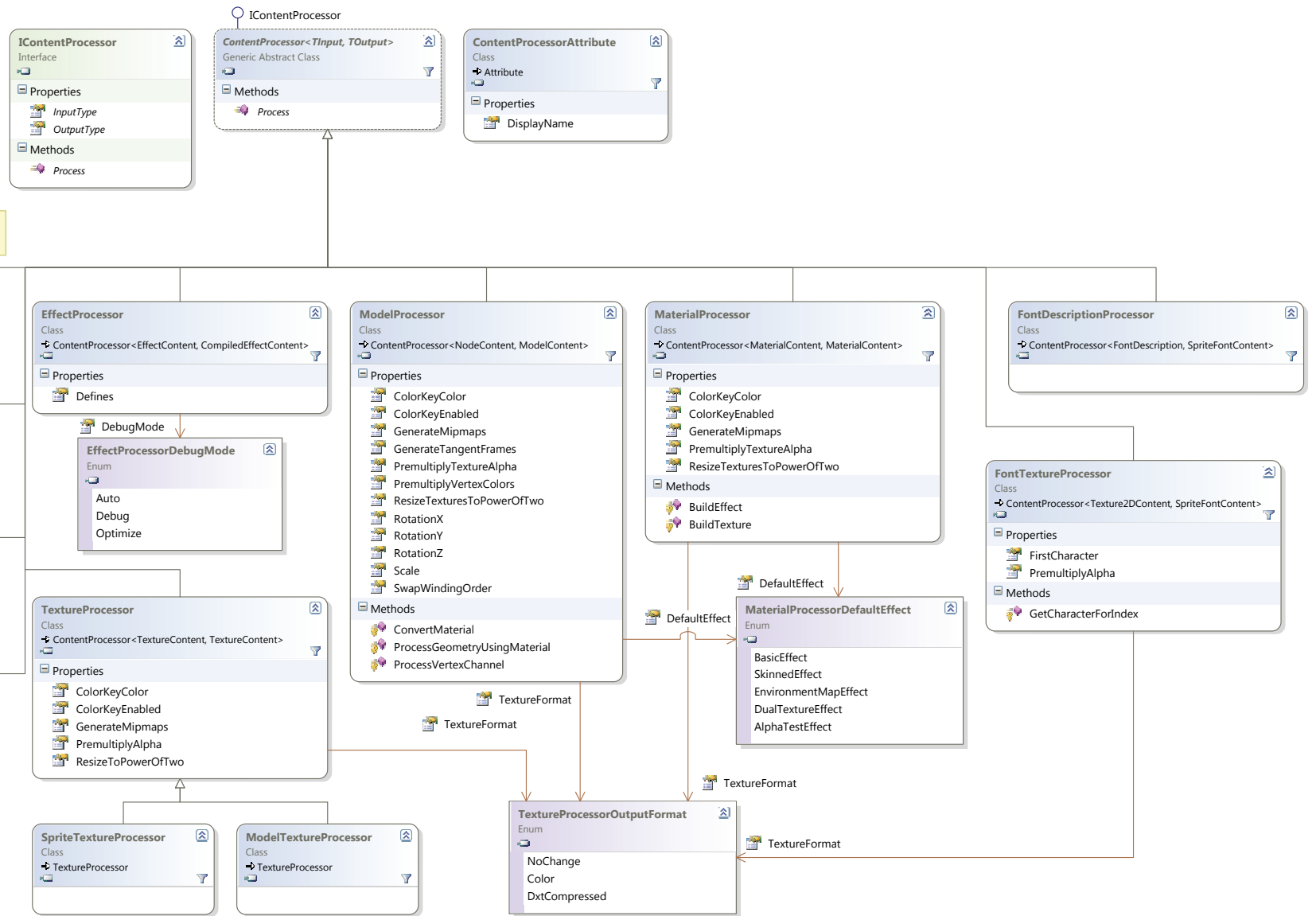
Assembly: Microsoft.Xna.Framework.Content.Pipeline
Namespace: Microsoft.Xna.Framework.Content.Pipeline

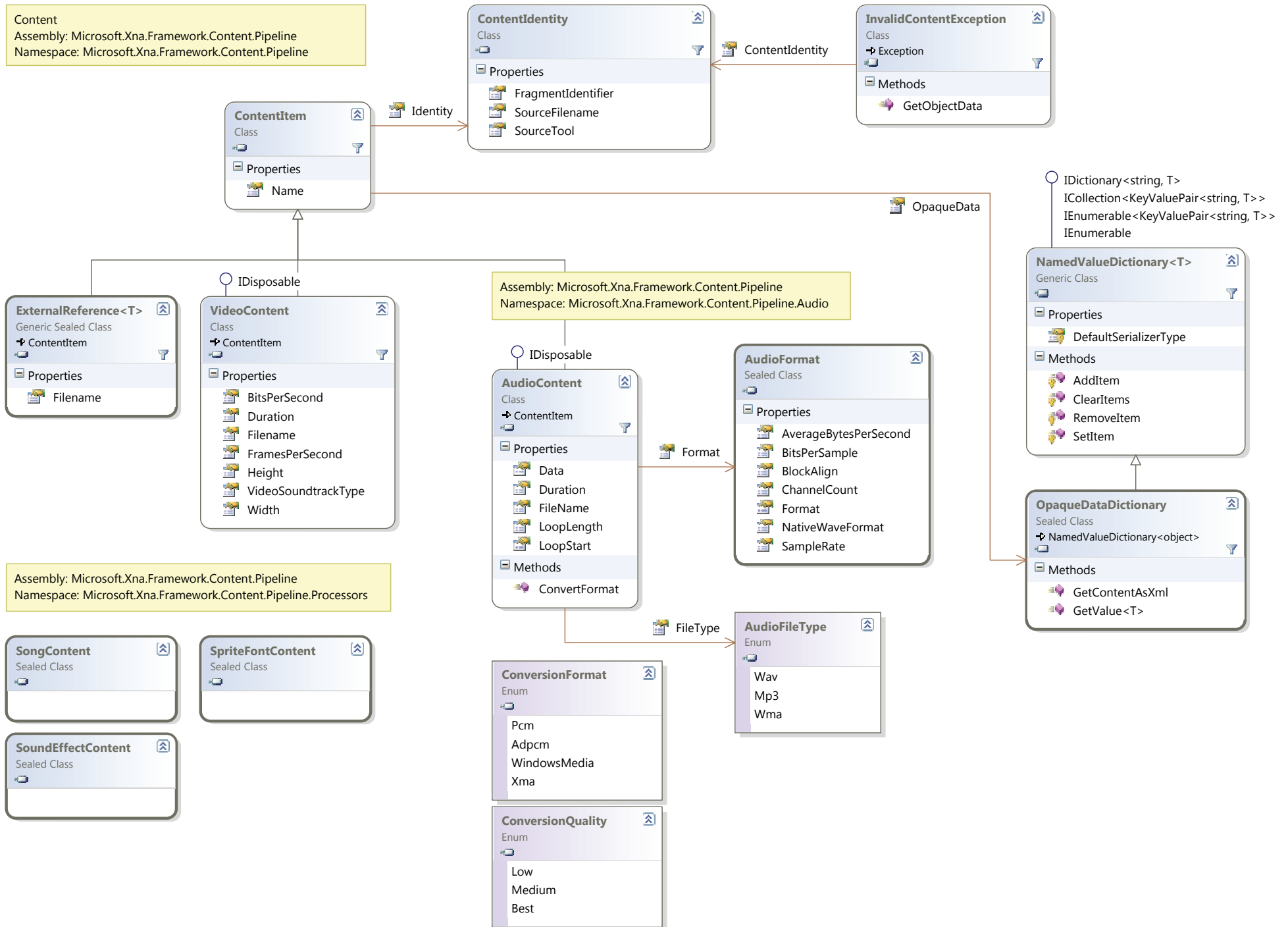




Processors
Assembly: Microsoft.Xna.Framework.Content.Pipeline
Namespace: Microsoft.Xna.Framework.Content.Pipeline


Assembly: Microsoft.Xna.Framework.Content.Pipeline
Namespace: Microsoft.Xna.Framework.Content.Pipeline.Processors









Assembly: Microsoft.Xna.Framework.Content.Pipeline
Namespace: Microsoft.Xna.Framework.Content.Pipeline.Graphics









MeshBuilder
Sealed Class




Properties

 MergeDuplicatePositions
 MergePositionTolerance
 Name
 SwapWindingOrder





Methods

 AddTriangleVertex
 CreatePosition (+ 1 overload)
 CreateVertexChannel<T>
 FinishMesh
 SetMaterial
 SetOpaqueData
 SetVertexChannelData
 StartMesh


VectorConverter
Static Class













Methods

 GetConverter<TInput, TOutput>
 TryGetSurfaceFormat
 TryGetVectorType (+ 1 overload)
 TryGetVertexElementFormat


VertexChannelNames
Static Class












Methods

 Binormal
 Color
 DecodeBaseName
 DecodeUsageIndex
 EncodeName (+ 1 overload)
 Normal (+ 1 overload)
 Tangent
 TextureCoordinate
 TryDecodeUsage
 Weights (+ 1 overload)

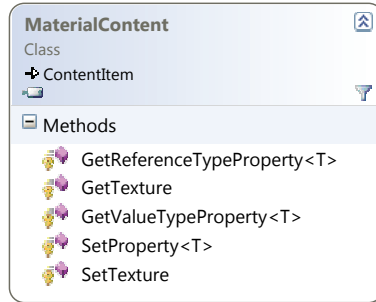
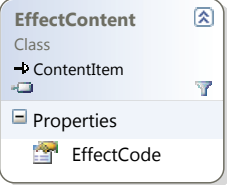
MeshHelper
Static Class



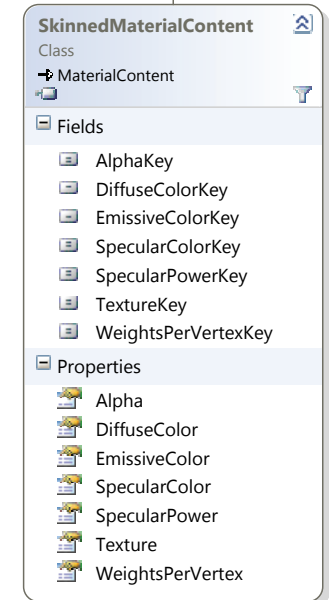
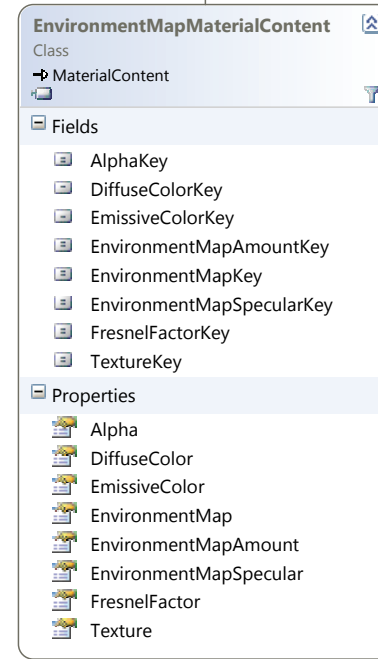
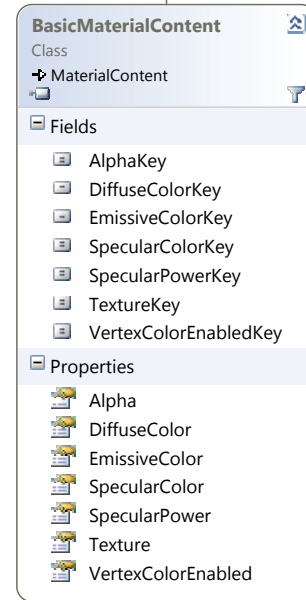
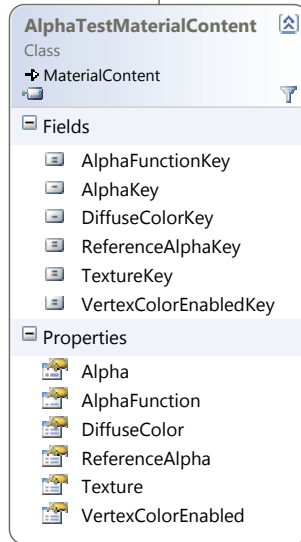
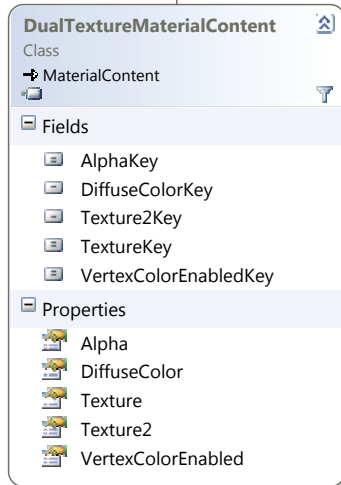
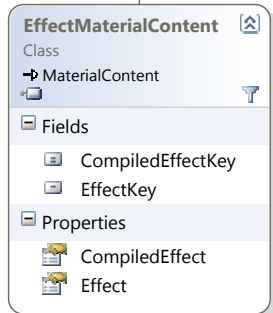
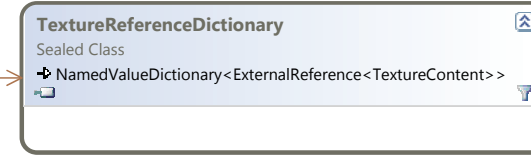
Methods

 CalculateNormals
 CalculateTangentFrames
 FindSkeleton
 FlattenSkeleton
 MergeDuplicatePositions
 MergeDuplicateVertices (+ 1 overload)
 OptimizeForCache
 SwapWindingOrder
 TransformScene

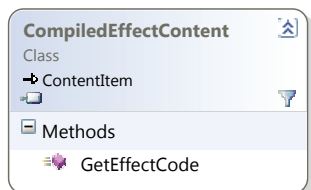
Effects, Materials
Assembly: Microsoft.Xna.Framework.Content.Pipeline
Namespace: Microsoft.Xna.Framework.Content.Pipeline.Graphics



Textures

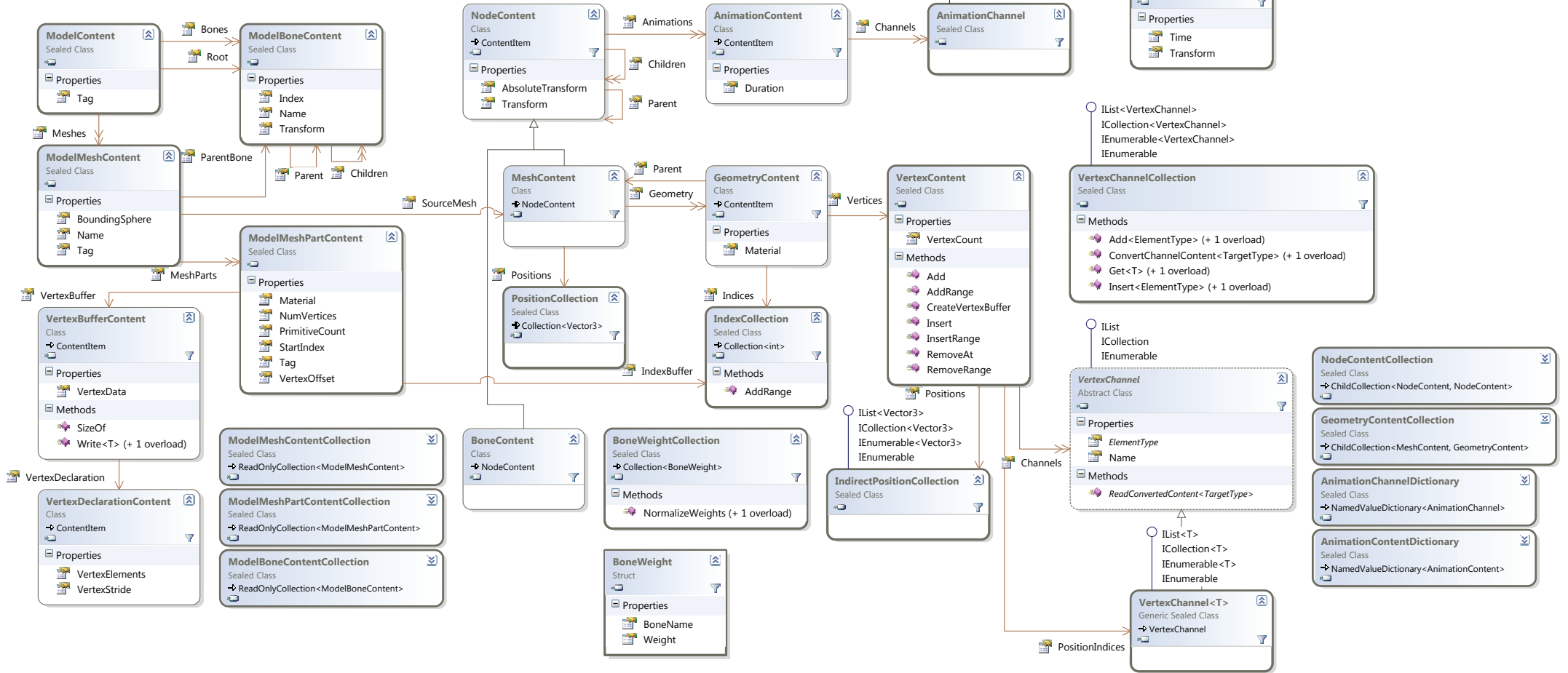


Assembly: Microsoft.Xna.Framework.Content.Pipeline
Namespace: Microsoft.Xna.Framework.Content.Pipeline.Processors

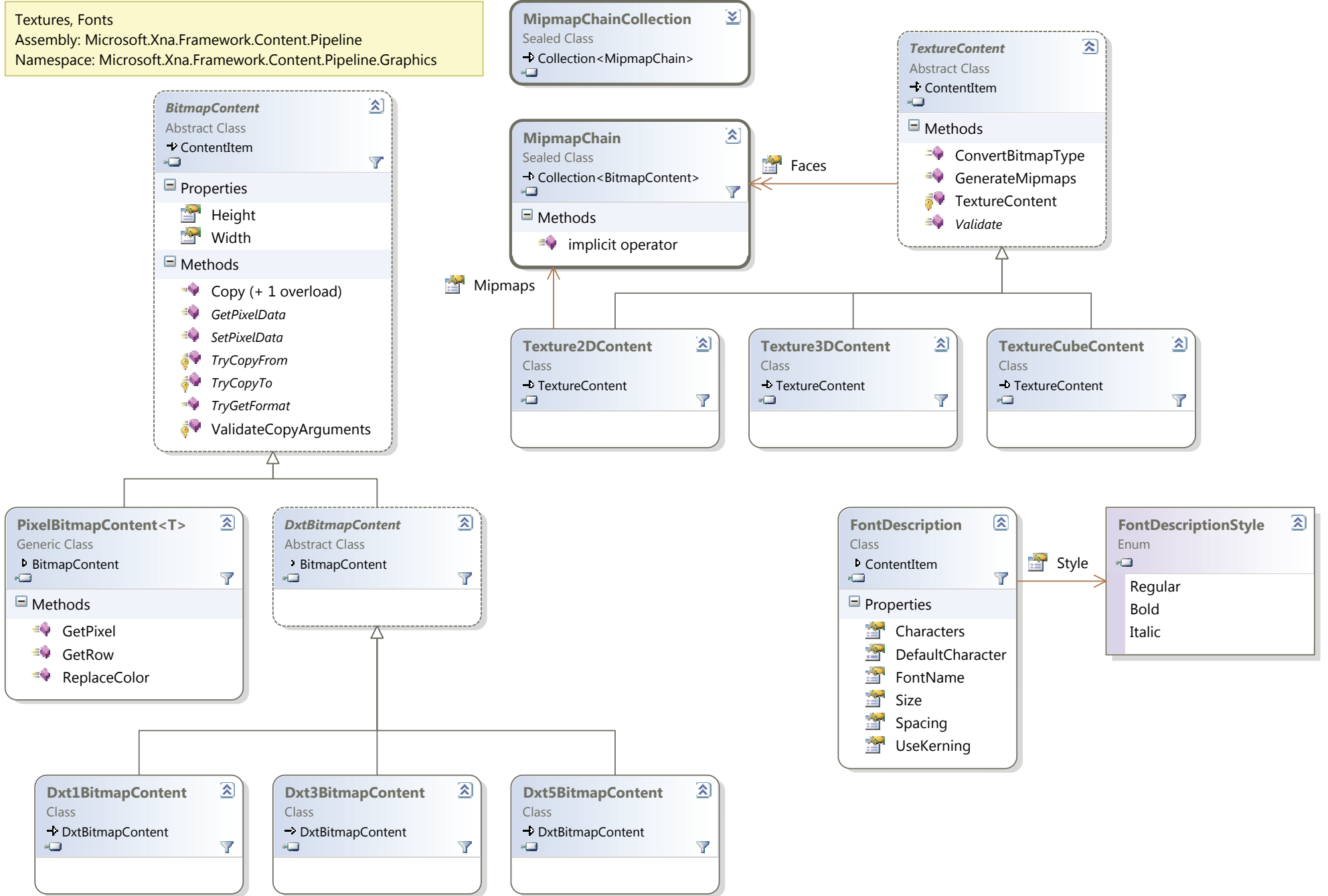


Models
Assembly: Microsoft.Xna.Framework.Content.Pipeline
Namespace: Microsoft.Xna.Framework.Content.Pipeline.Processors

Assembly: Microsoft.Xna.Framework.Content.Pipeline
Namespace: Microsoft.Xna.Framework.Content.Pipeline.Graphics



Textures, Fonts
Assembly: Microsoft.Xna.Framework.Content.Pipeline
Namespace: Microsoft.Xna.Framework.Content.Pipeline.Graphics



Assembly: Microsoft.Xna.Framework.Content.Pipeline
Namespace: Microsoft.Xna.Framework.Content.Pipeline.Serialization.Compiler

ContentCompiler
Sealed Class

Methods

GetTypeWriter

ContentTypeWriterAttribute
Sealed Class

Attribute

ContentWriter
Sealed Class

BinaryWriter

Properties

TargetPlatform

TargetProfile

Methods

Write (+ 5 overloads)

WriteExternalReference<T>

WriteObject<T> (+ 1 overload)

WriteRawObject<T> (+ 1 overload)

WriteSharedResource<T>

ContentTypeWriter
Abstract Class

Properties

CanDeserializeIntoExistingObject

TargetType

TypeVersion

Methods

GetRuntimeReader

GetRuntimeType

Initialize

ShouldCompressContent

Write

ContentTypeWriter<T>
Generic Abstract Class

ContentTypeWriter



Assembly: Microsoft.Xna.Framework.Content.Pipeline
Namespace: Microsoft.Xna.Framework.Content.Pipeline.Serialization.Intermediate

IntermediateSerializer

Sealed Class

Methods

- Deserialize<T>
- GetTypeSerializer
- Serialize<T>

IntermediateWriter

Sealed Class

Properties

- Serializer
- Xml

Methods

- WriteExternalReference<T>
- WriteObject<T> (+ 1 overload)
- WriteRawObject<T> (+ 1 overload)
- WriteSharedResource<T>
- WriteTypeName

IntermediateReader

Sealed Class

Properties

- Serializer
- Xml

Methods

- MoveToElement
- ReadExternalReference<T>
- ReadObject<T> (+ 3 overloads)
- ReadRawObject<T> (+ 3 overloads)
- ReadSharedResource<T>
- ReadTypeName

ContentTypeSerializerAttribute

Sealed Class

Attribute

ContentTypeSerializer

Abstract Class

Properties

- CanDeserializeIntoExistingObject
- TargetType
- XmlTypeName

Methods

- Deserialize
- Initialize
- ObjectIsEmpty
- ScanChildren
- Serialize

Nested Types

ChildCallback

Delegate

typeSerializer
value

ContentTypeSerializer<T>

Generic Abstract Class

ContentTypeSerializer



Assembly: Microsoft.Xna.Framework.Content.Pipeline
Namespace: Microsoft.Xna.Framework.Content.Pipeline.Tasks

BuildContent

Class

Fields

CancelEventNameFormat

Properties

BuildConfiguration

CompressContent

IntermediateDirectory

IntermediateFiles

LoggerRootDirectory

OutputContentFiles

OutputDirectory

PipelineAssemblies

PipelineAssemblyDependencies

RebuildAll

RebuiltContentFiles

RootDirectory

SourceAssets

TargetPlatform

TargetProfile

Methods

Execute

BuildXact

Class

Properties

BuildConfiguration

IntermediateDirectory

IntermediateFiles

LoggerRootDirectory

OutputDirectory

OutputXactFiles

RebuildAll

RebuiltXactFiles

RootDirectory

TargetPlatform

TargetProfile

XactProjects

XnaFrameworkVersion

Methods

Execute

CleanContent

Class

Properties

BuildConfiguration

IntermediateDirectory

OutputDirectory

RootDirectory

TargetPlatform

TargetProfile

Methods

Execute

GetLastOutputs

Class

Properties

IntermediateDirectory

OutputContentFiles

Methods

Execute