

Deploying to Xbox

In order for you to deploy games to the Xbox, you need to create an App membership account and set up the connection between the PC and the Xbox. Find below the steps you will need to follow to connect the Xbox to the PC in the lab:

- Create a free email account with Microsoft Live (formerly hotmail; <https://login.live.com>).
- Register at www.dreamspark.com.
- Verify your student status at DreamSpark through the university.
- Now you can join the App Hub at <http://create.msdn.com>. Sign in with your verified email address.
- Verify email address to activate the App Hub account.
- Start up an Xbox and then press the connect button; you will see a menu with options.
- Go to HOME and then RECOVER GAMERTAG.
- Enter your verified email address and password.
- Now you need to install XNA Game Studio Connect: go to the Game Marketplace and choose Explore Game Content.
- Go to Titles A-Z, choose X and then XNA Creators Club. Go to Extras and select XNA Game Studio Connect.
- Install the software.
- Go to your game library and select XNA Game Studio Connect. The screen should show a 5x5 code.
- On the PC, go to Start and select from All Programs, the folder called Microsoft XNA Game Studio 4.0
- There is a program called XNA Game Studio Device Center - select it.
- Here you can add a new device: choose Xbox, name it and enter the 5x5 code.
- If all goes well, the PC should detect the Xbox on the same network.
- To deploy a game: create a copy for Xbox (right click on the code project) and set the new project as active.
- Run the code and the files will be copied to the Xbox and the game will be executed.