Configuración del Ambiente de Trabajo

Octubre 2014

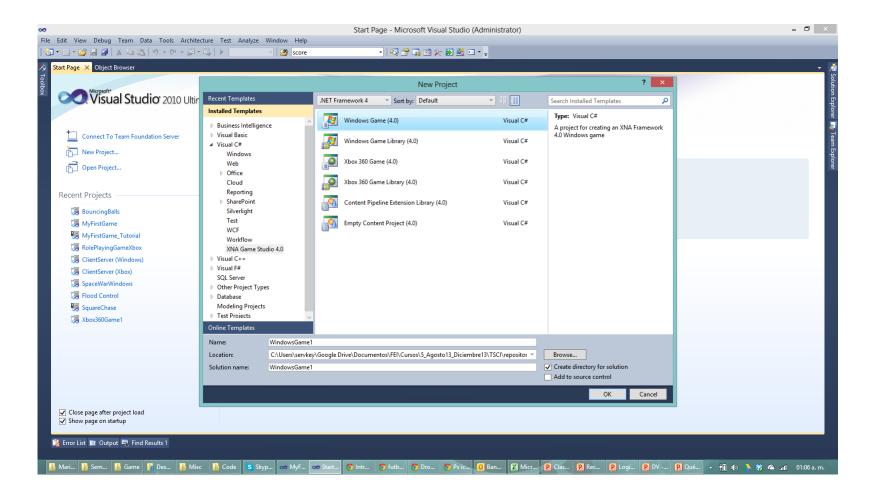






Pruebas

Crea un proyecto XNA Windows



Pruebas

Intenta ejecutarlo y depurarlo

```
WindowsGame1 - Microsoft Visual Studio (Administrator)
File Edit View Project Build Debug Team Data Tools Architecture Test Analyze Window Help
🛐 = 🔛 = 👺 📝 📝 🖟 🚵 👸 🗳 = 🖎 🔊 = 🖎 = 🛂 ■ Debug 💌 👺 score
                                                                             - 🧠 🕾 😘 🖄 🌭 🖨 🖺 🖸 - 🚚
 Game1.cs × Object Browser
                                                                                                                                                   🚡 i 🗿 👩 🙈
                                                                                         Solution 'WindowsGame1' (2 projects)
     □using System;
      using System.Collections.Generic;
                                                                                                                                                    ▶ Properties
      using System.Linq;
                                                                                                                                                    ▶ References
      using Microsoft.Xna.Framework;

    Content References

      using Microsoft.Xna.Framework.Audio;
                                                                                                                                                       III Game ico
      using Microsoft.Xna.Framework.Content;
                                                                                                                                                       Game1.cs
      using Microsoft.Xna.Framework.GamerServices;
                                                                                                                                                        GameThumbnail.png
      using Microsoft.Xna.Framework.Graphics;
                                                                                                                                                       Program.cs
                                                                                                                                                   ■ WindowsGame1Content (Content)
      using Microsoft.Xna.Framework.Input:
                                                                                                                                                     ▶ ☐ References
      using Microsoft.Xna.Framework.Media;
     namespace WindowsGame1
          /// <summary>
          /// This is the main type for your game
          public class Game1 : Microsoft.Xna.Framework.Game
              GraphicsDeviceManager graphics;
              SpriteBatch spriteBatch;
              public Game1()
                  graphics = new GraphicsDeviceManager(this);
                  Content.RootDirectory = "Content";
              /// Allows the game to perform any initialization it needs to before starting to run.
              /// This is where it can query for any required services and load any non-graphic
              /// related content. Calling base.Initialize will enumerate through any components
  🕏 Error List 🗏 Output 🗏 Find Results 1
           Sem. 🖟 Game 🖟 Des.. 🖟 Misc 🖟 Code S Skyp... ed Myf-... ed Win... 🦪 Intr... 👩 Intr... 🐧 Ord... 🐧 Psic... 👸 Ban... 🔣 Misc... 👂 Cis... 👂 Rec... 👂 Logi... 👂 DV -... 👂 Qué... - 📫 ≬ 🐧 💸 🐔 📶 01:07 a.m.
```