

GameDVR Sample

*This sample is compatible with the March 2016 Xbox One XDK or later.*

# Description This sample demonstrates how to asynchronously record new and query existing Game DVR clips for the currently signed in Xbox Live user for the title and sandbox.

# Once the clips are recorded, you may access them in *D:\ApplicationClips*.

# Using the sample

The sample uses the following controls:

|  |  |
| --- | --- |
| Action | Gamepad |
| Start recording/query | A |
| Exit Sample | LT+RT+RB |

# Implementation notes The Game DVR APIs are WinRT-based; as such, note the lambdas used to handle event completion of RecordTimespanAsync() and GetClipsAsync().

# Your Xbox Live account will need access to the Title ID and SCID defined in the <extensions> section of the Package.appxmanfiest. 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/).