Lecture 21: Xbox 360 Deployment

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“Properties” in Solutions Browser

- **Configuration:** N/A
- **Platform:** N/A
- **Assembly name:** Spacewar
- **Default namespace:** Spacewar
- **Output type:** Windows Application
- **Startup object:** (Not set)
- **Resources:**
  - **Icon:** Spacewar_Template.ico
  - **Resource File:**
  - **Game thumbnail:** SpacewarThumbnail.png
Set Title & Description in Game Launcher

![Assembly Information dialog box with fields filled as follows: Title: Spacewar, Description: , Company: Microsoft, Product: Spacewar, Copyright: Copyright © Microsoft 2006, GUID: ba1b342e-8226-43dd-b6aa-496ae10ca820]
XNA Game Studio Device Center (1)

This is new in XNA GS 2.0
XNA Game Studio Device Center (2)

The XNA Game Studio Device Center lets you manage and connect to multiple Xbox 360 consoles.
Give your Xbox 360 console a name.

Please choose a name for your Xbox 360 console. This will be used to identify the Xbox 360 console in the XNA Game Studio Device Center.

Xbox 360 Name:
Extremely Annoying

Type your Connection Key

You can find the Connection Key displayed on the XNA Game Studio Connect screen on your Xbox 360 console.

The Connection Key looks similar to this:

```
XXXXXXXX-XXXXXXXX-XXXXXXXX-XXXXXXXX-XXXXXXXX
```

Type your connection key (dashes will be added automatically):

[Input field]

[Buttons: Back, Next, Cancel]
XNA Game Studio Connect

Description
Connect your Xbox 360 console to a computer running XNA Game Studio to deploy, debug, peer review, or play games.
Please enter this key in XNA Game Studio:

K9XQQ - L5KXT - EKDM2 - TYC7B - 7E4NY
Cross your fingers

Testing Xbox 360 Connection

Please wait while the connectivity is tested between your Windows computer and Xbox 360 console.
Hopefully you won’t see this

Unable to connect to your Xbox 360 console.

Here are a few things to try as well as troubleshooting information:

- Initiated search on the local subnet for your Xbox 360 using the connection key you typed.
- No response from your Xbox 360 (AaronXbox). Please make sure you typed the connection key exactly as it appears on the Xbox 360 console, that the Xbox 360 console is properly connected to your local subnet, and that the Xbox 360 console is waiting for a connection at the "XNA Game Studio Connect" screen.

Click here for additional help.
Hopefuly won't see this either

<table>
<thead>
<tr>
<th>Description</th>
<th>File</th>
<th>Line</th>
<th>Column</th>
<th>Project</th>
</tr>
</thead>
<tbody>
<tr>
<td>The connection timed out before reaching host Myxbox360. Make sure that Myxbox360 is connected on your local subnet and waiting for a connection.</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td></td>
</tr>
</tbody>
</table>
System

- Console Settings
- Family Settings
- Memory
- Network Settings
- Computers
- Xbox LIVE Vision
- Initial Setup

Connect your console to your home network or Xbox LIVE. Set up wireless network connections and test network settings.
Network Settings

Test Xbox LIVE Connection
Test Media Connection
Edit Settings
Windows Connect Now
Restore to Factory Defaults

Test your connection to Xbox LIVE.
Network Settings

- Test Xbox LIVE Connection
- Test Media Connection
- Edit Settings
- Windows Connect Now
- Restore to Factory Defaults

Edit your console's network configuration.
Edit Settings

Basic Settings

- PPPoE Settings
- User Name: Not set
- Password: Not set
- Service Name: Not set

Advanced Settings

- Host Name: Not set
- Alternate MAC Address: Not set

Network:

Link: 
Act: 

Back B
Select A
**Advanced Settings**

- **Alternate MAC Address**
- **Host Name**
- **Wireless Information**

**Current Settings**

Not set

Enter a MAC address. You may have to use an alternate MAC address if you normally connect a cable modem directly to your computer. For information, go to www.xbox.com/setup. If you do not specify an alternate MAC address, the console’s MAC address is used.

**Wired MAC Address**

0017FA629B96