Lecture 21: Xbox 360 Deployment

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“Properties” in Solutions Browser

Set Title & Description in Game Launcher

XNA Game Studio Device Center (1)

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

XNA Game Studio Device Center

The XNA Game Studio Device Center lets you manage and connect to multiple Xbox 360 consoles.

XNA Game Studio Device Center (3)

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 the:

XXXXX-XXXXX-XXXXX-XXXXX-XXXXX

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

Back Next Cancel
Cross your fingers

Hopefully you won’t see this
Hopefully won't see this either
### Edit Settings

**Basic Settings**

- PPPoE Settings
- User Name
- Password
- Service Name

**Additional Settings**

- Advanced Settings
- Host Name
- Alternate MAC Address

### Advanced Settings

**Alternate MAC Address**

- Not set

**Current Settings**

- Not set

**Host Name**

- Wireless Information

**Wired MAC Address**

- 0017FAB5696

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.