Installation Instructions for the
Microsoft XNA Game Studio 4.0 Software

Now includes instructions for Windows 8 and Windows 10 on Visual C# 2010 Express!

Updated May, 2017

The *TeenCoder™: Game Programming* course relies on the Microsoft *XNA Game Studio 4.0* software. These instructions will guide you through the download and local installation procedure.

Microsoft *XNA Game Studio 4.0* will be installed on top of **Visual C# 2010 Express** on your computer. This software is a free download from the Microsoft website.

In a classroom with shared computers, this procedure may have been completed for you. Check with your teacher to see if this is a required step. You may wish to also perform this step on a home computer to continue programming outside the classroom.

You must have already installed the *Microsoft Visual C# 2010 Express software* prior to taking these steps! Please see the "Visual_CS_2010_Install_Instructions.pdf" if you have not already done so!

The following guide will show step-by-step screen shots. In some cases we have added red circles around the buttons or links you need to click. These circles are not present on the install screens you will be using -- we just added them to highlight the right selections.

Copyright Notices:

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Let's Get Started!

Installing XNA Game Studio 4.0 on a Windows 8 or Windows 10 computer requires two components to work properly. The first component is called the "**Games for Windows Marketplace Client**" and the second component is the **XNA Game Studio 4.0** software itself. You MUST install the Marketplace Client software before the XNA Game Studio software!

This installation process will take 1 or 2 steps depending on your operating system and version of Visual Studio.

1. Windows 8 and Windows 10 users must first install the **"Games for Windows Marketplace Client".** If you are running Windows 7 or earlier, you can skip this step.

2. Install **XNA Game Studio 4.0 – all users must complete this step.**

Games for Windows Marketplace Client

Windows 8 and Windows 10 users should complete this step first; Windows 7 and prior users can skip this step.

To download the Marketplace Client, launch your web browser (e.g. Internet Explorer or Firefox) and go to the following address: http://go.microsoft.com/fwlink/?LinkID=201134.

This will start the download of the "**gfwlivesetup.exe**" file. The exact nature of the download sequence depends on your web browser. Our demonstration screens show Internet Explorer and FireFox, and other browsers should be similar. You may be asked if you want to Save or Open/Run the file. Select "**Save File**" to save the file to your local machine prior to running the installation. That way if you have to restart the setup procedure you don't have to download again.
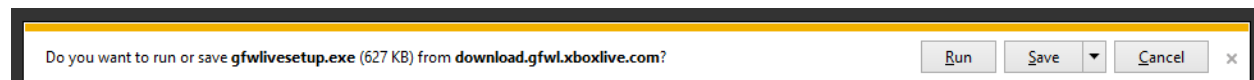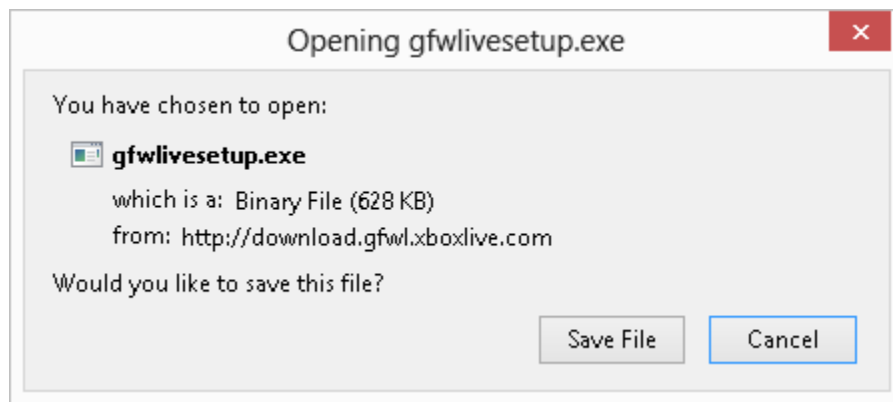
Click "Save File" to save the "**gfwlivesetup.exe**" to your local hard drive.

Next you need to pick a location on your hard drive to save the file (or, your browser may automatically save the file to your favorite download location). You may have already done something similar when you installed your Visual Studio IDE, so you can save the Client setup file in the same location if desired. Remember your target folder so you can then find this setup file for the next step.

Once the **gfwlivesetup.exe** file is saved to your local hard disk, use your Windows Explorer to find and run the program by double-clicking in it.
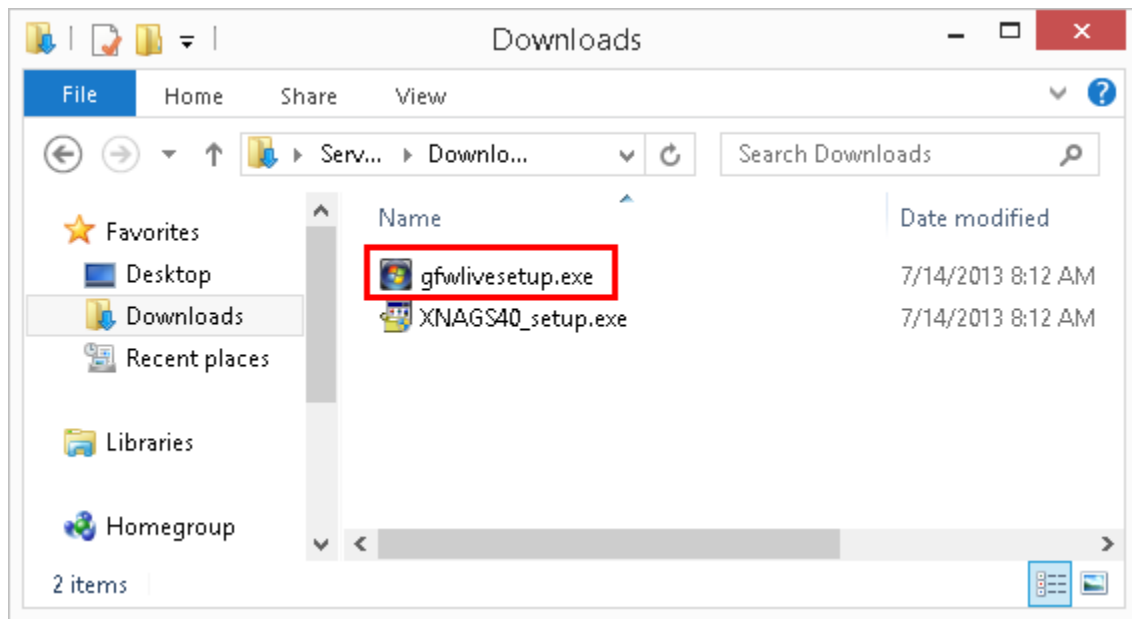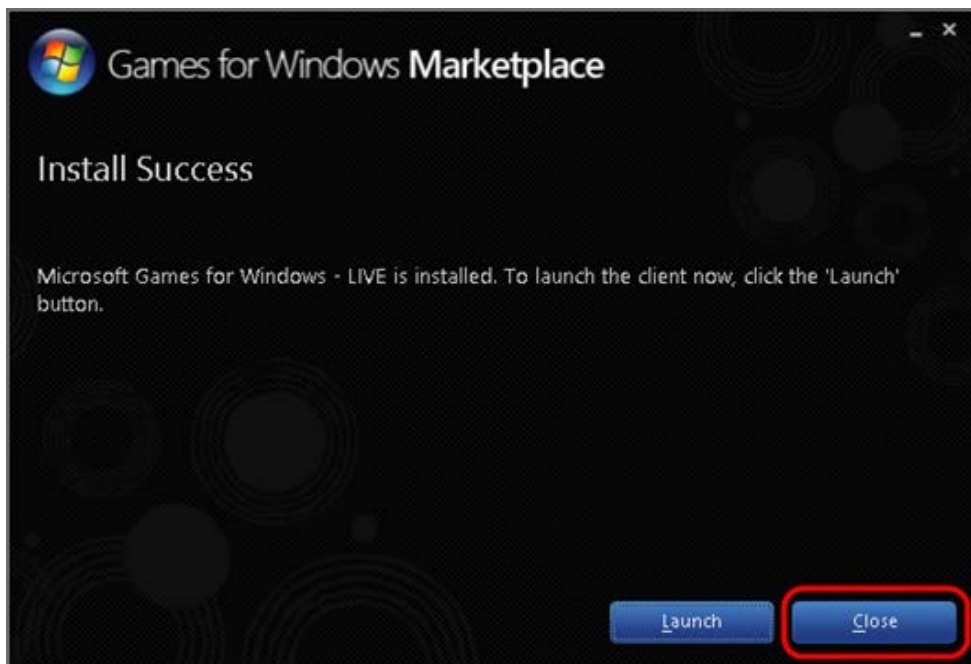

You may be prompted with a security warning depending on your version of Windows. Click "Yes" / "Allow" / or "Run" if prompted.

The Games for Windows Marketplace will take some time to install.

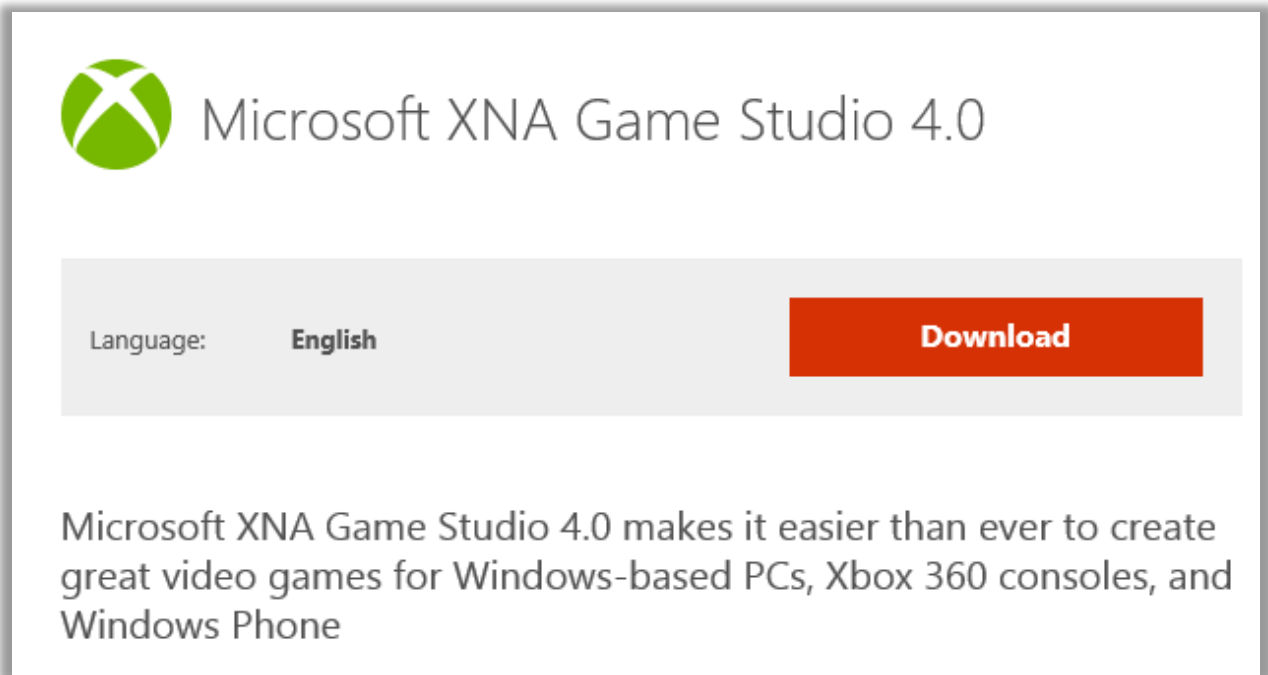When the install is complete, just click on the "Close" button!


Now you can download and install the second component: XNA Game Studio 4.0.

XNA Game Studio 4.0

To download, launch your web browser (e.g. Internet Explorer or FireFox) and go to this address: https://www.microsoft.com/en-us/download/details.aspx?id=23714.

Click on the "Download" button as indicated below.

The exact nature of the download sequence depends on your web browser! Our demonstration screens show FireFox, but Internet Explorer and other browsers should be similar. You may be asked if you want to Save or Open/Run the file. Select "**Save File**". You want to save the file to your local machine prior to running the installation. That way if you have to restart the setup procedure you don't have to download again!
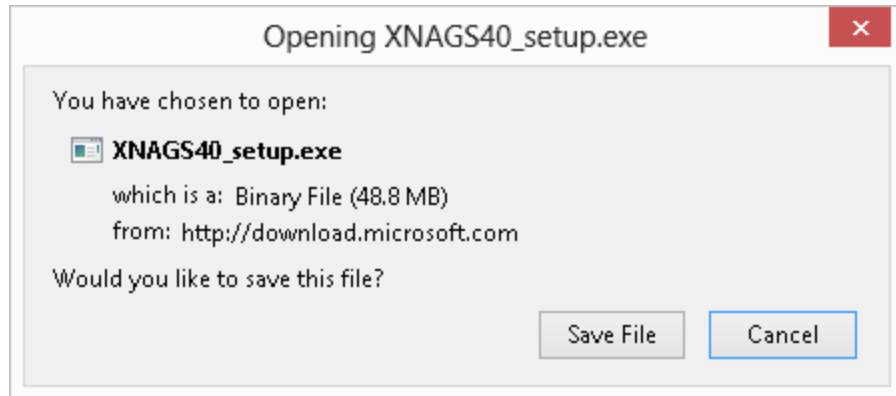
Click "Save File" to save the "**XNAGS40_setup.exe**" to your local hard drive.

Next you need to pick a location on your hard drive to save the file (or, your browser may automatically save the file to your favorite download location). You have already done something similar when you installed *Visual C# 2010 Express*, so you may save the XNA setup file in the same location. Remember your target folder so you can then find this setup file for the next step!

Once the **XNAGS40_setup.exe** file is saved to your local hard disk, use your Windows Explorer to find and run the program by double-clicking in it.
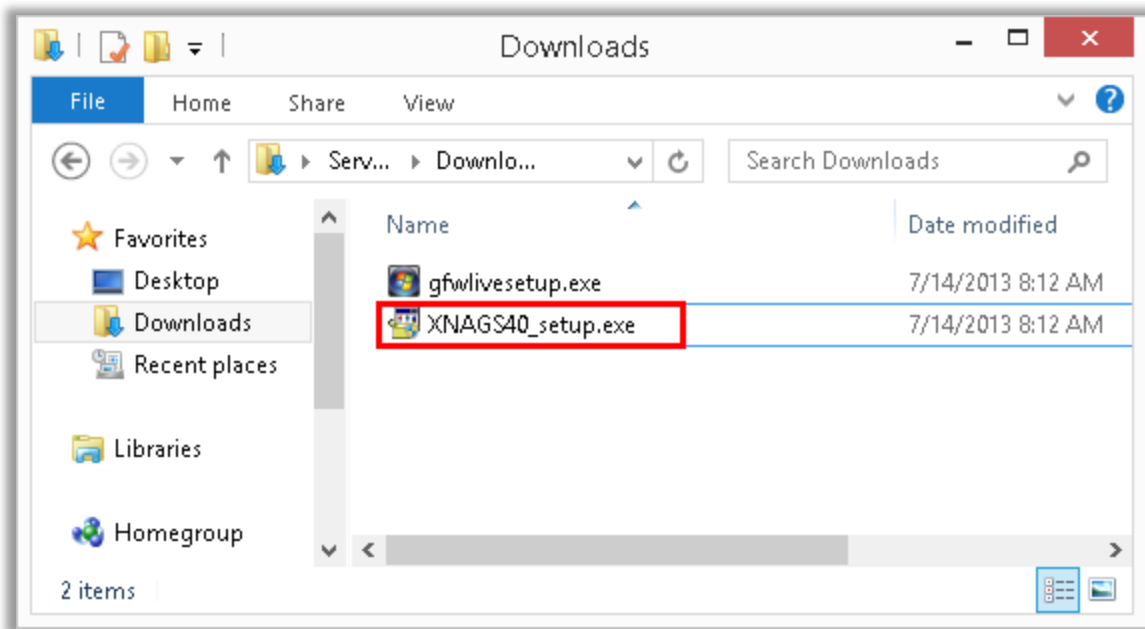

You may be prompted with a security warning depending on your version of Windows. Click "Yes" / "Allow" / or "Run" if prompted.

When setup is launched you should see the following screen. Click the "Next" button to continue.
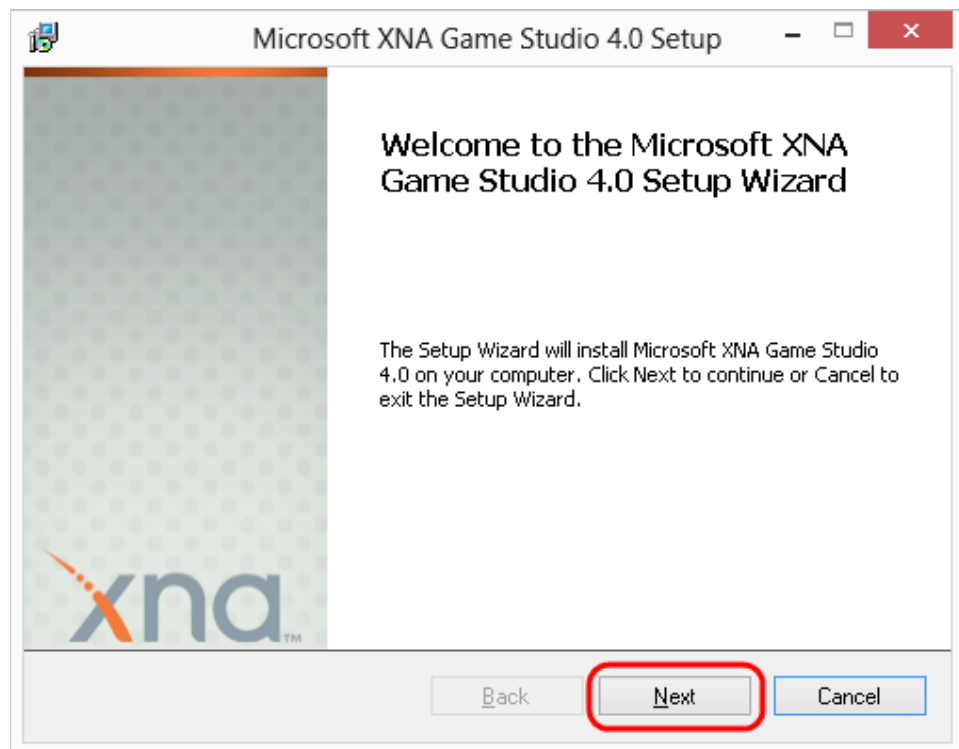
This is the license agreement screen. You should read the agreement and then click on the box that says you have read and accepted the license terms. Then click on the "Next" button to continue.
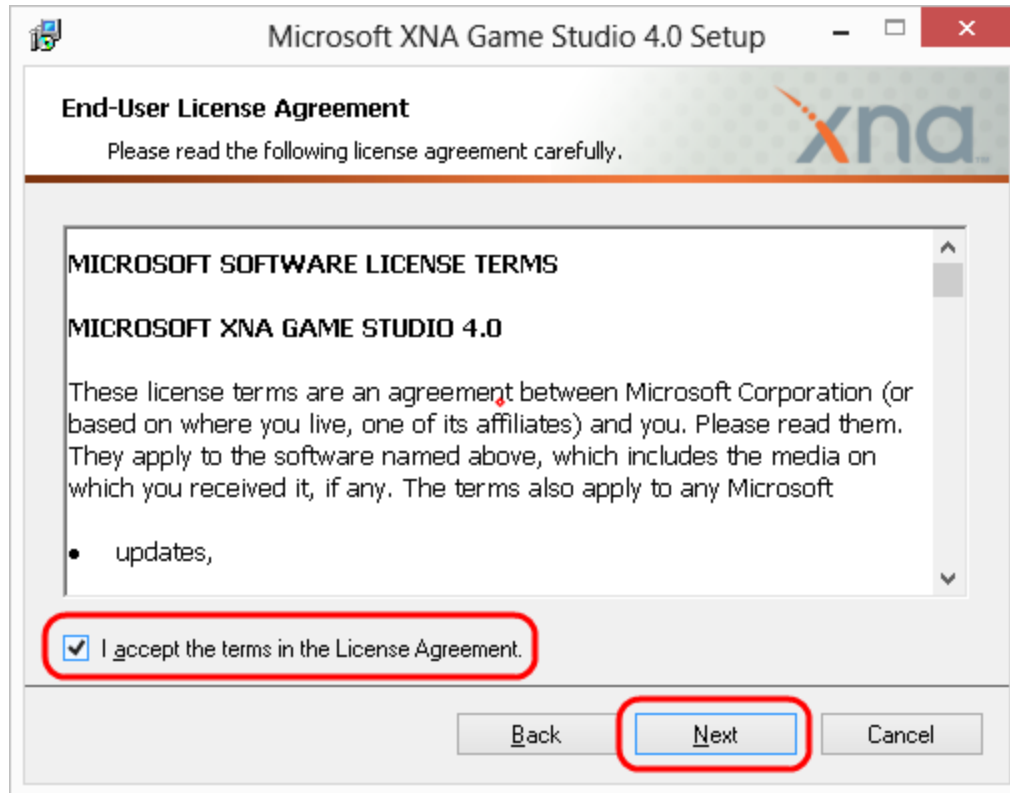
The next screen is the Firewall Setup screen. You are asked whether or not your local computer's Windows Firewall should be preconfigured to allow communication between your computer and an Xbox360 and between two computers using the XNA Framework for games. These rules are used strictly for local games built on the XNA Framework and do not open up your computer to general hacking on the Internet.

We suggest you click "Yes" and allow the rules to be set up. However, if you are not comfortable with this setting you may click "No". Any networked games you write using the XNA Game Studio would then likely be blocked by Windows Firewall until you manually unblock them.
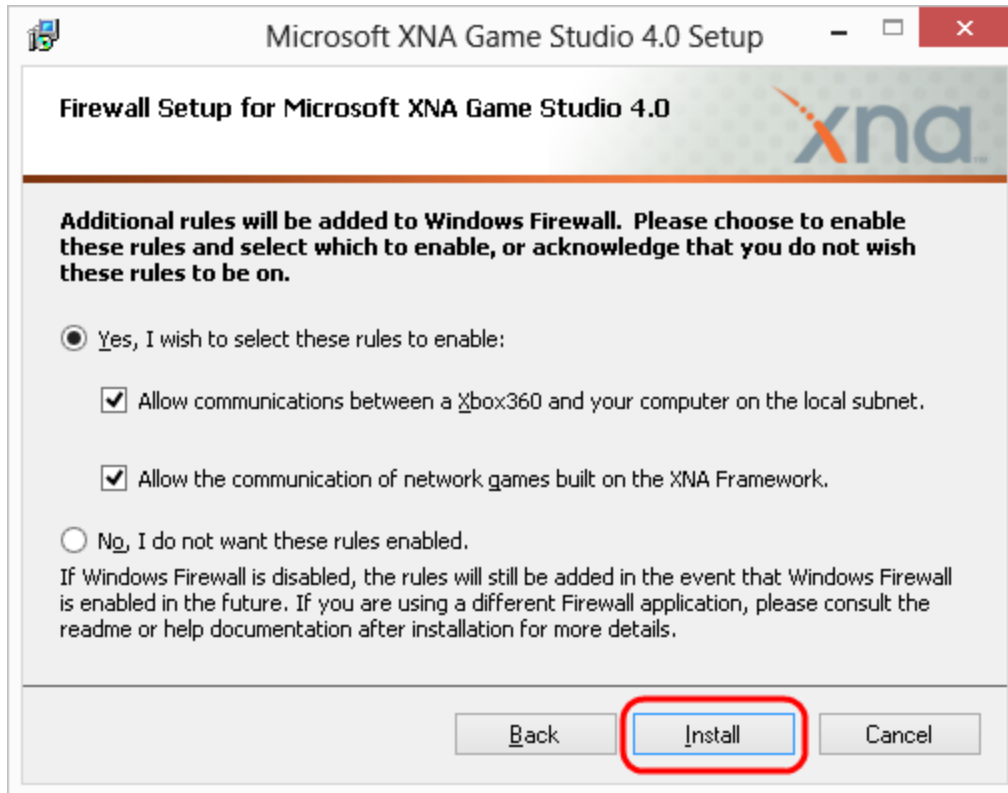
Click the "Install" button when ready to begin the setup!
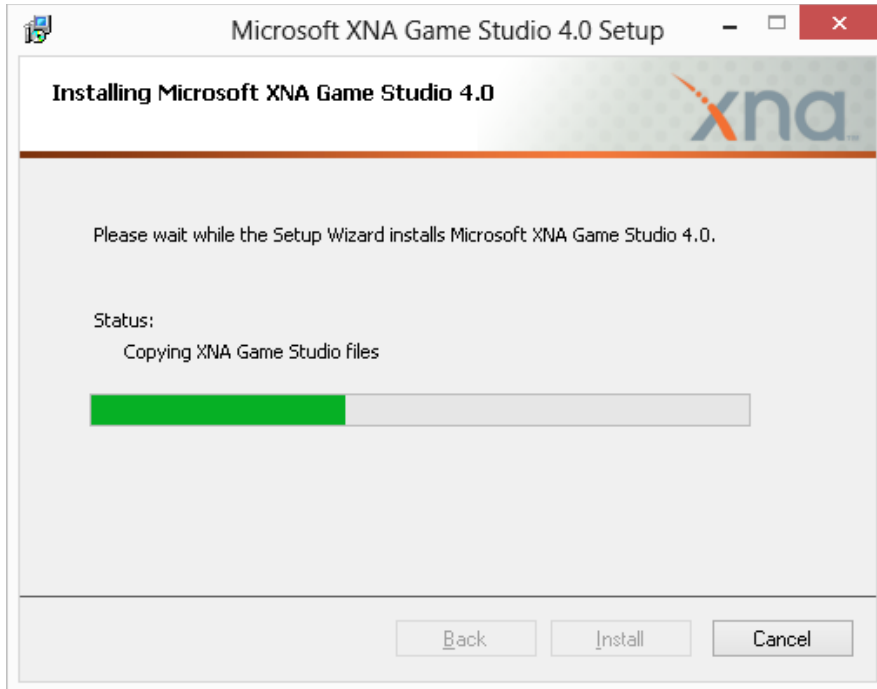
You will next see the progress screen as the XNA Game Studio is installed. This step will take some time!

When complete you should see this final screen. If you leave the "Take me..." box checked, when you click "Finish" your web browser will be launched to a welcome area on the XNA Creators Club website (recently renamed to "App Hub"). Everything you need to complete the game programming course is found within the textbook. However the Creator's Club is an excellent XNA resource that you may want to browse.
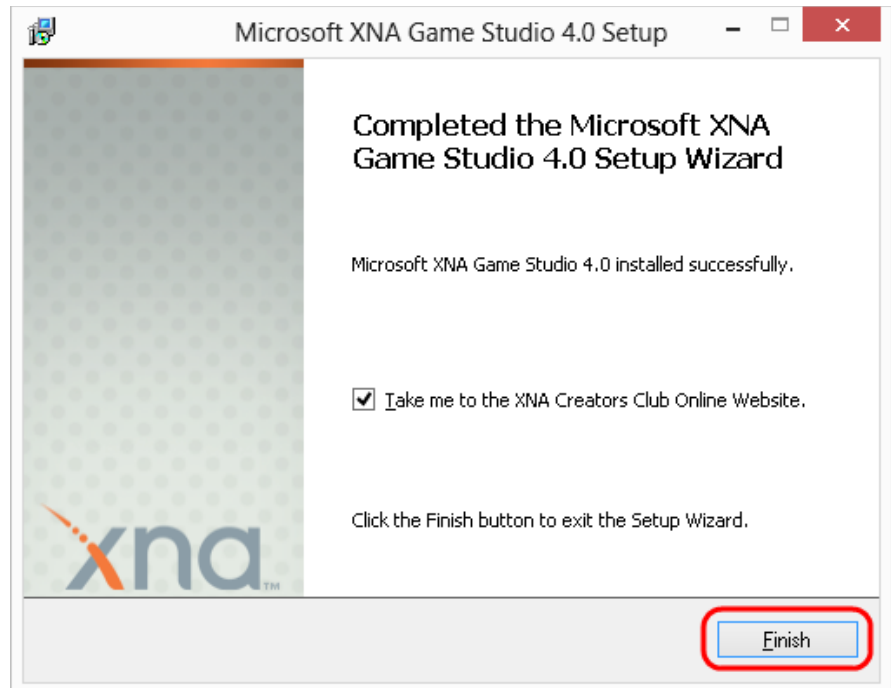
You will find the "Microsoft XNA Game Studio 4.0" program group and links have been added to your Windows "Start Screen". In most cases you will not need to access any of these links directly, as the XNA Game Studio has been integrated into your Visual C# 2010 Express development environment, and everything you need can be reached from the IDE. However note that you do have a link to "XNA Game Studio Documentation" which is a useful source of online reference material.
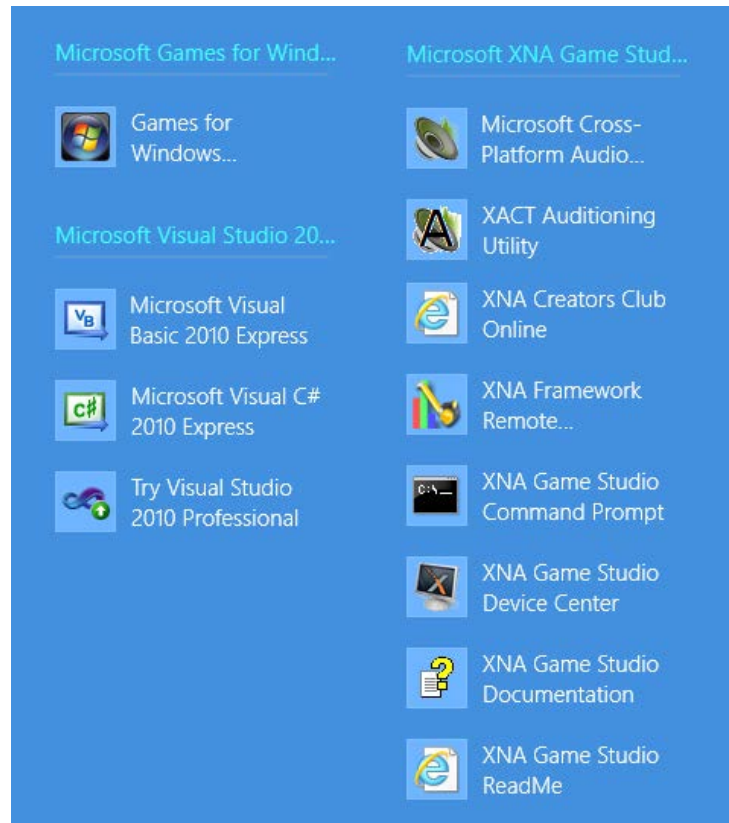
Congratulations! You have installed the *Microsoft XNA Game Studio 4.0* software. From this point on, you will use this software to complete your course activities by writing your own game programs. You will still primarily run and operate within the *Visual C# 2010 Express* development environment but you will find extra XNA-related tools have been added. These tools will be described within the course textbook.

MSDN Installation

You have previously installed the MSDN (Microsoft Developer Network) Express Library on your computer for documentation about the C# language and the .NET Framework. If not please refer to the "Visual_CS_MSDN_Install_Instructions.pdf" document for instructions. The MSDN library remains a valuable resource for this course!

The XNA Game Studio contains many new objects and other material that is extensively documented. Unlike the core MSDN, the XNA documentation is only available online. You can reach the XNA 4.0 documentation directly at this address:

http://msdn.microsoft.com/en-us/library/bb200104.aspx

We recommend you bookmark this link in your web browser as you may find it handy to access the XNA documentation and other articles!

This completes your initial setup of Microsoft XNA Game Studio 4.0 and the online reference documentation! Enjoy the course!