

## Installation Instructions for the Microsoft XNA Game Studio 4.0

Now includes instructions for Windows 8, Windows 10 and Visual Studio 2015 Community Edition!

*Updated January, 2017*

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

Microsoft *XNA Game Studio 4.0* will be installed on top of *Visual Studio 2015 Community Edition* on your computer. These development environments are free downloads and you have already installed one of them on your computer.

**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 Studio 2015 Community Edition* software prior to taking these steps! Please see the IDE installation instructions that came with your first-semester *TeenCoder: Windows Programming* course 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 added them to highlight the right selections.

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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. Windows 8 and 10 users **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.

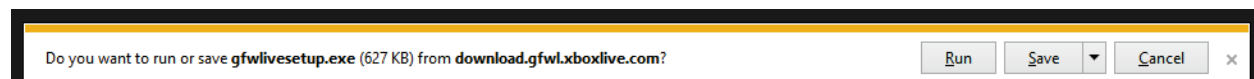
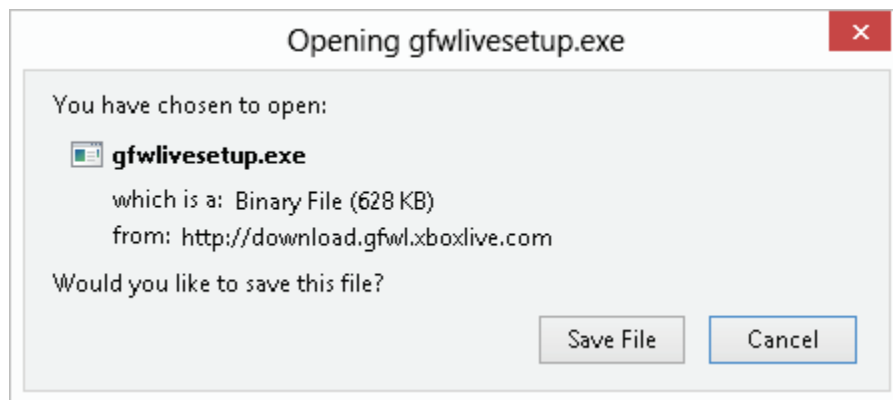
1. Windows 8 and Windows 10 users must first install the “**Games for Windows Marketplace Client**”. If you are running Windows 7 or earlier, you can skip this step.
2. Install **XNA Game Studio 4.0** – **all users must complete this step.**

## 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>.

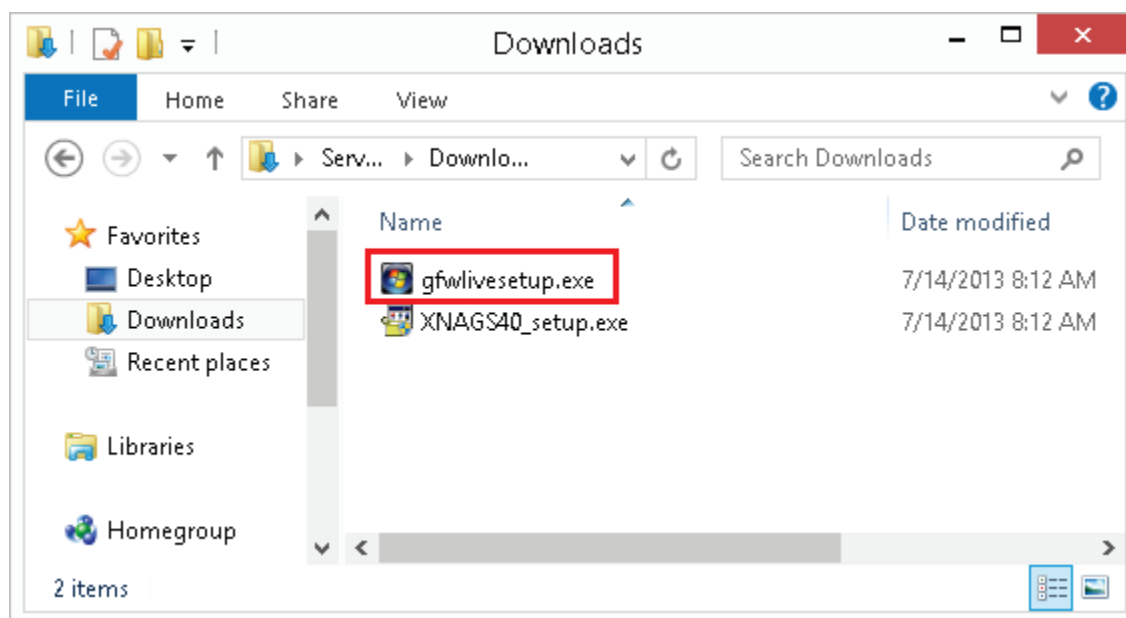
This will start the download of the “**gfwlivesetup.exe**” file. The exact nature of the download sequence depends on your web browser. Our demonstration screens show Internet Explorer and FireFox, and other browsers should be similar. You may be asked if you want to Save or Open/Run the file. Select “**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.

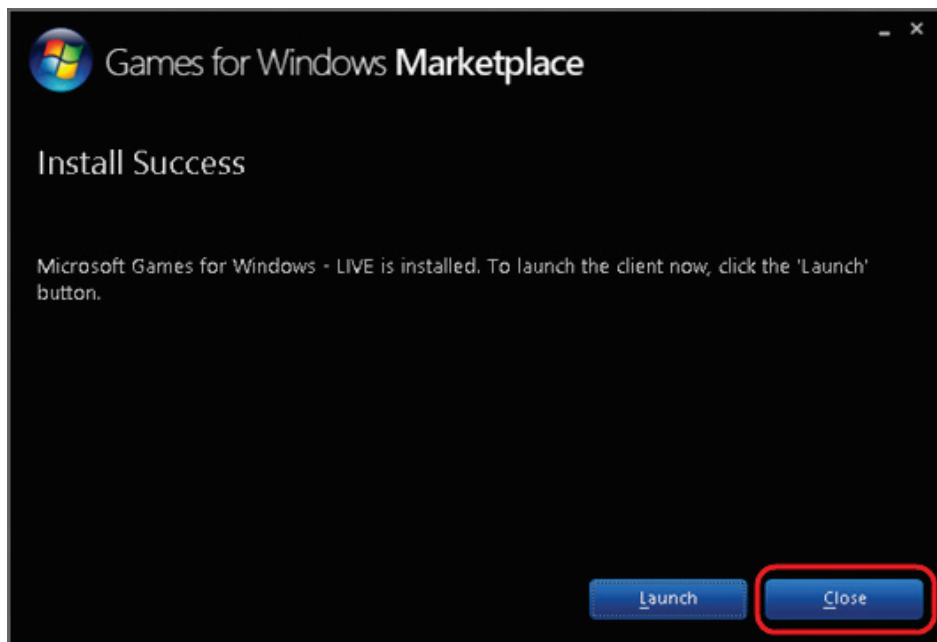
Next you need to pick a location on your hard drive to save the file (or, your browser may automatically save the file to your favorite download location). You may have already done something similar when you installed your Visual Studio IDE, so you can save the Client setup file in the same location 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 continue on to downloading and installing the second component: XNA Game Studio 4.0.

## XNA Game Studio 4.0

This installation step should be completed by all Windows users (10, 8, 7, and prior) for Visual Studio 2015 Community Edition.

Visual Studio 2015 Community Edition was released after XNA Game Studio 4.0, and a few minor updates are required to get XNA Game Studio working in this IDE. These updates are packaged together in an automated setup bundle that you can download from the link below.

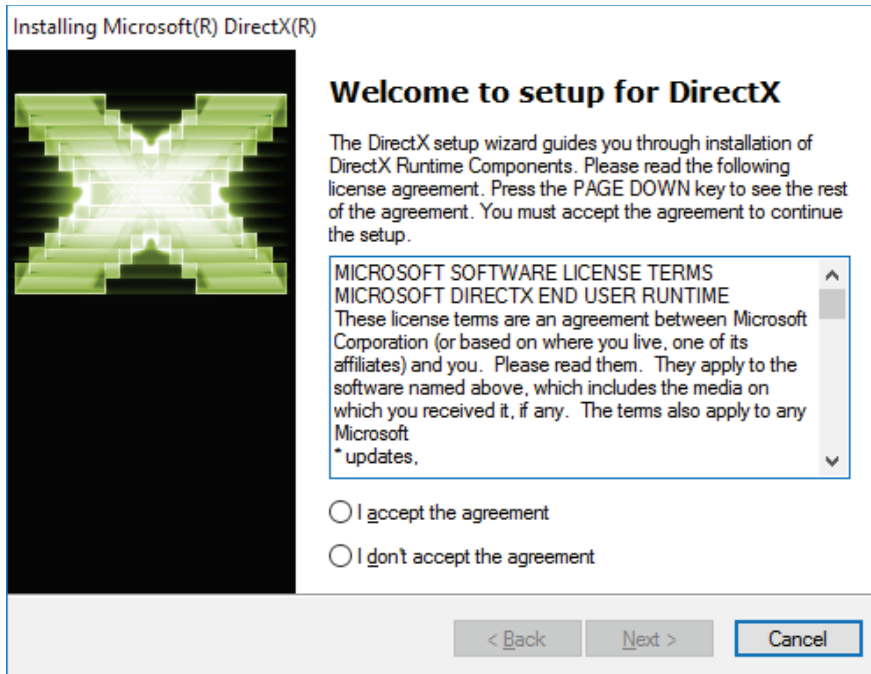
[https://s3.amazonaws.com/cspublic/tcgp/XNA\\_Game\\_Studio\\_2015.exe](https://s3.amazonaws.com/cspublic/tcgp/XNA_Game_Studio_2015.exe)

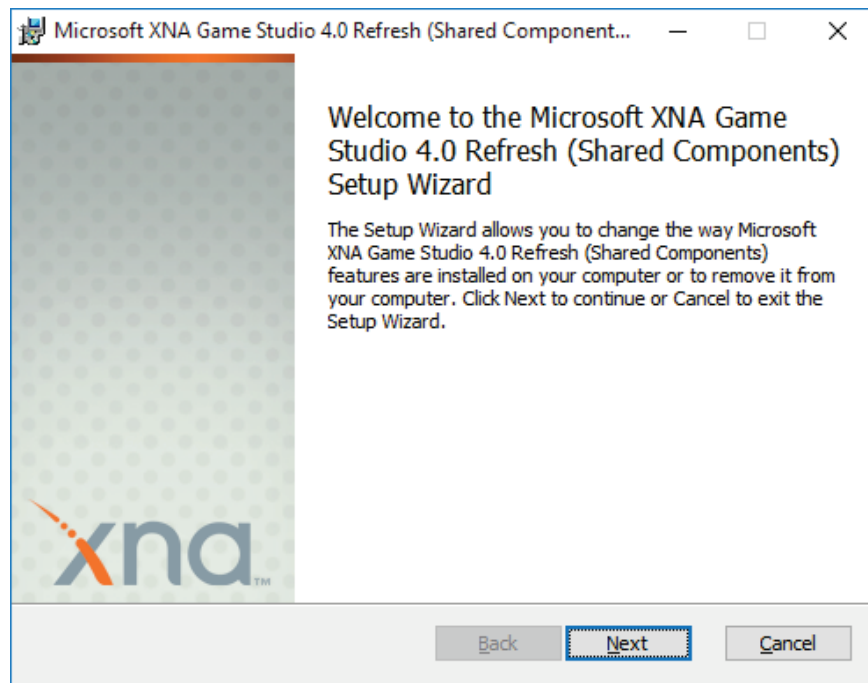
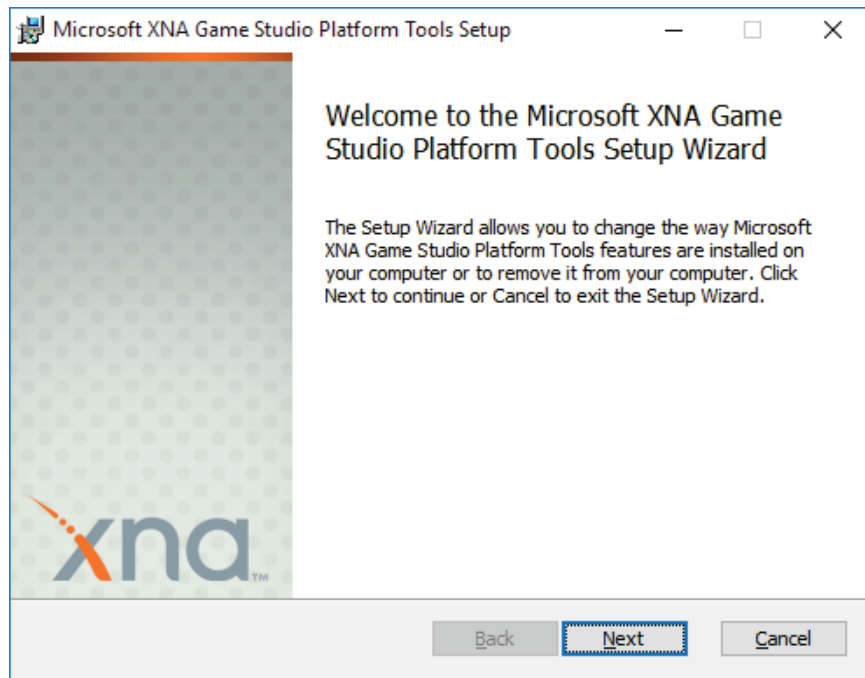
Save this EXE to your local hard drive and then run it. This installation contains at least 5 separate steps (details may vary depending on the software already installed on your computer):

1. DirectX setup will verify sufficient DirectX levels on your computer
2. XNA Framework 4.0 Redistributable
3. XNA Game Studio 4.0 Platform Tools
4. XNA Game Studio 4.0 Shared
5. XNA Game Studio Refresh

Each step will be launched automatically. You can see some of the “initial” setup screens for each stage on the next few pages.

Click on the “OK”, “Next” or other approval buttons necessary to complete each setup. Once each step completes, that window will close and the next step will launch. Do not close any background windows or command prompts manually. Continue with the process until all steps are completed successfully.





Once you are finished with this setup process, you are ready to go with your Visual Studio IDE and XNA Game Studio 4.0!