

Installation Instructions for the Microsoft XNA Game Studio 4.0

Now includes instructions for Windows 8 and Windows 10!

Updated November, 2015

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 C# 2010 Express* on your computer. This software is a free download from the Microsoft website.

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 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.

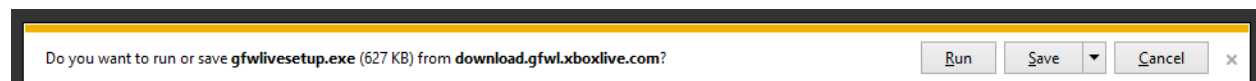
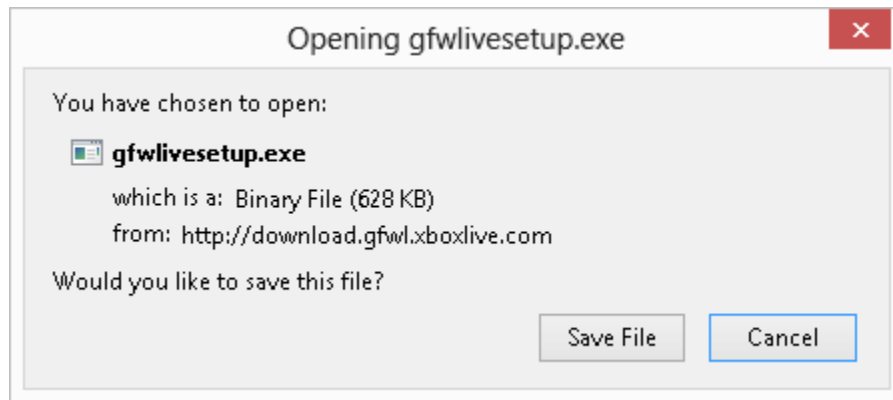
Earlier versions of Windows (7, Vista, XP) should skip the “Games for Windows Marketplace Client” step and proceed directly to the installation of XNA Game Studio 4.0.

Games for Windows Marketplace Client

Windows 8 and Windows 10 users should complete this step first, and Windows 7 and prior users can skip down to the installation of XNA Game Studio.

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>.

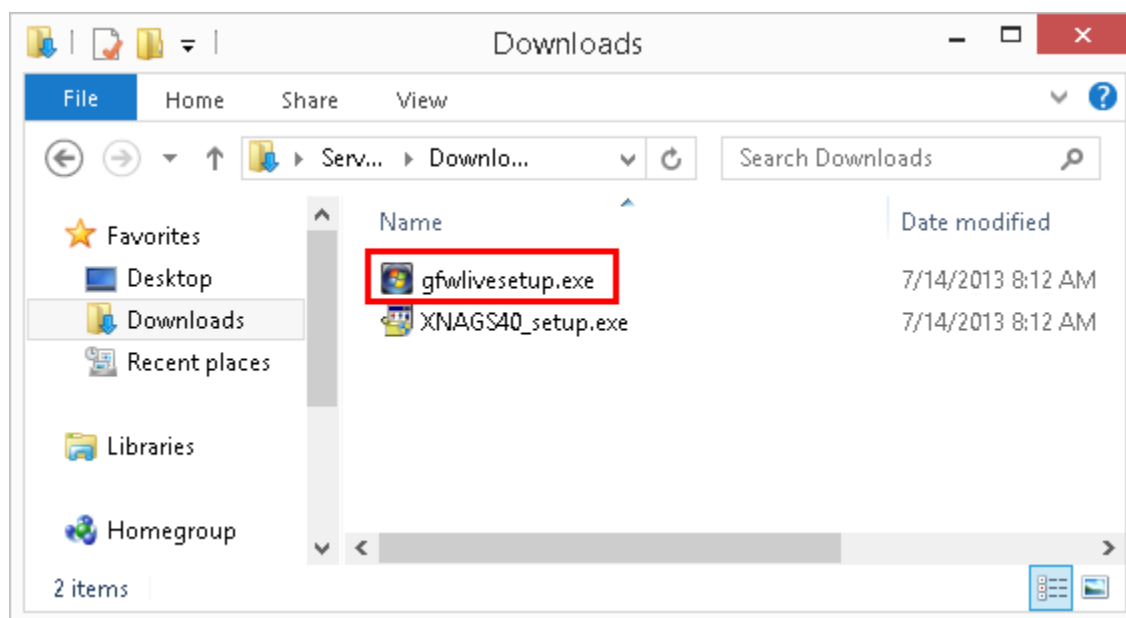
This will start the download of the “**gfwlivesetup.exe**” file. The exact nature of the download sequence depends on your web browser. Our demonstration screens show Internet Explorer and FireFox, and other browsers should be similar. You may be asked if you want to Save or Open/Run the file. Select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

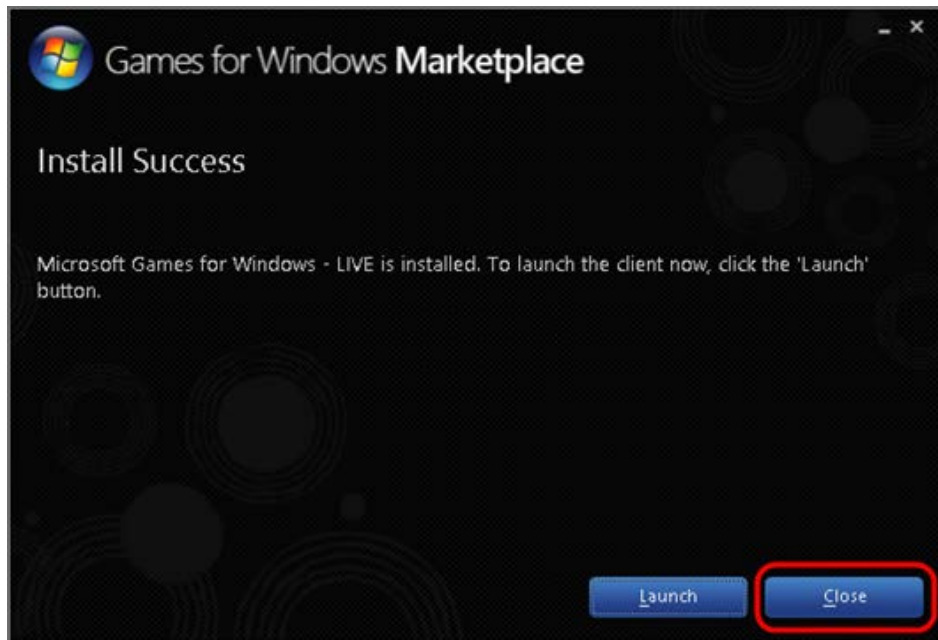
Next you need to pick a location on your hard drive to save the file (or, your browser may automatically save the file to your favorite download location). You have already done something similar when you installed *Visual C# 2010 Express*, so you may save the Client setup file in the same location. 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.

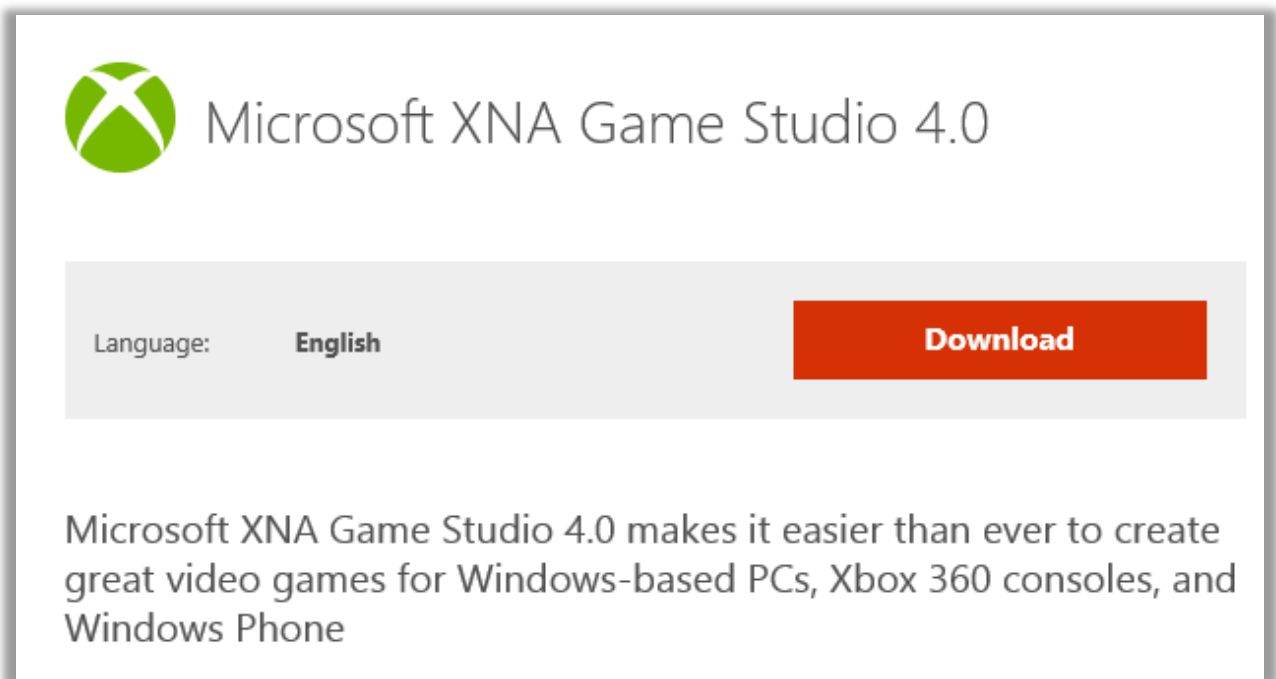
Now you can continue on to downloading and installing the second component: XNA Game Studio 4.0.

XNA Game Studio 4.0

This installation step should be completed by all Windows users (8, 7, and prior).

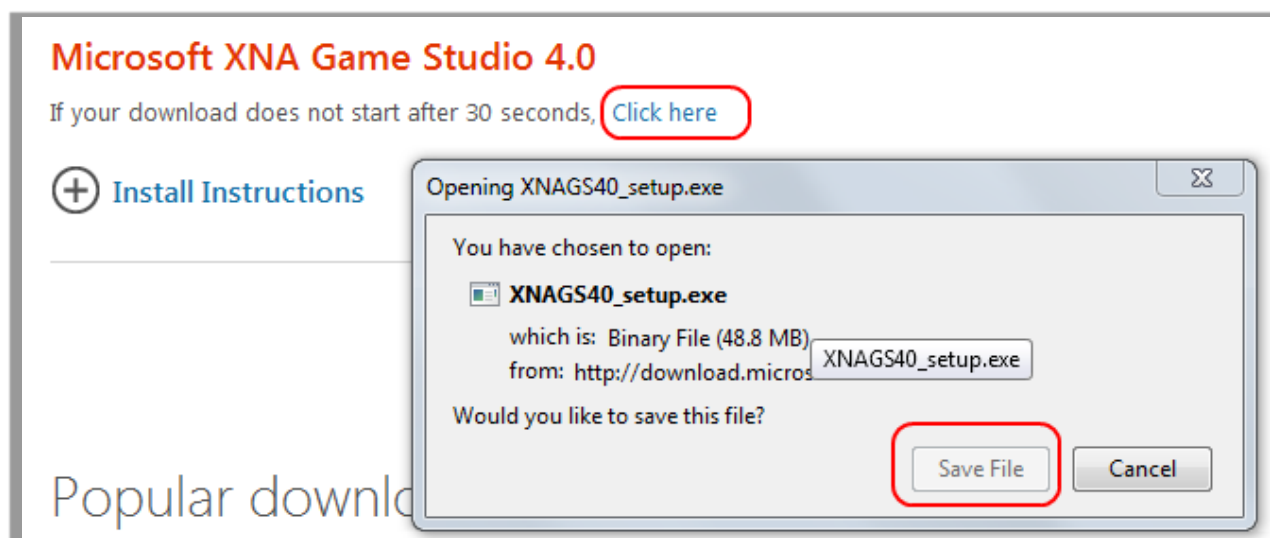
To download XNA Game Studio 4.0, launch your web browser and go to this address: <http://www.microsoft.com/downloads/en/details.aspx?FamilyID=9ac86eca-206f-4274-97f2-ef6c8b1f478f>. If you have difficulty launching that URL in your web browser, you can go to the Microsoft Download Center home page at <http://www.microsoft.com/downloads/en/default.aspx>. Then type “XNA Game Studio 4.0” in the search box and choose the corresponding “Microsoft XNA Game Studio 4.0” link from the results.

Click on the “Download” button as indicated below.



You will be sent to the download screen shown on the next page.

From the download page, your download should start automatically with a pop-up window. If it does not, click on the “Start Download” link circled in red below.

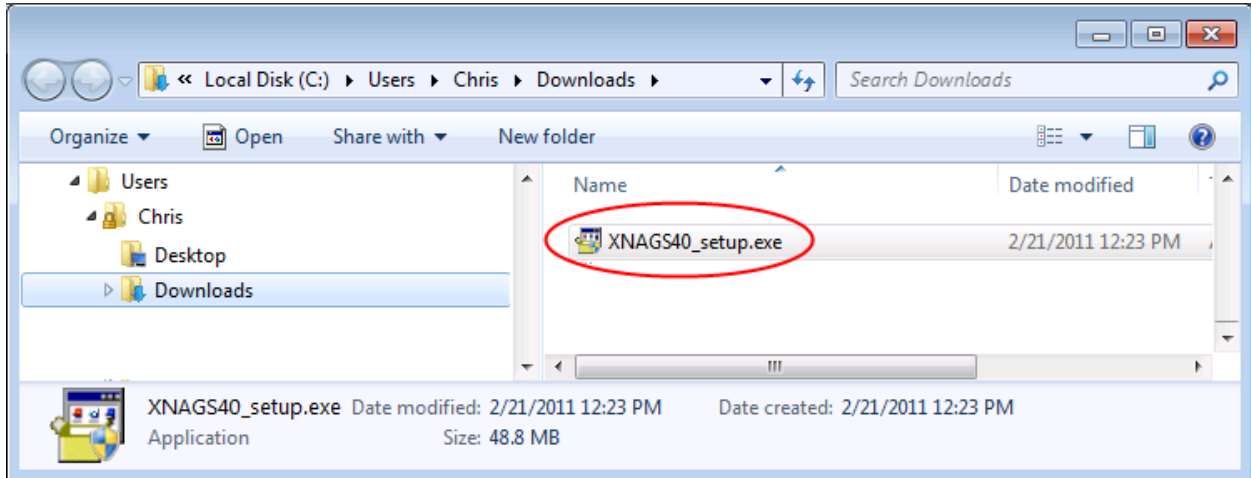


The exact nature of the download sequence depends on your web browser. Our demonstration screens show FireFox, but Internet Explorer and other browsers should be similar. You may be asked if you want to “Save” or “Open/Run” the file. Select “**Save File**”. You want to save the file to your local machine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

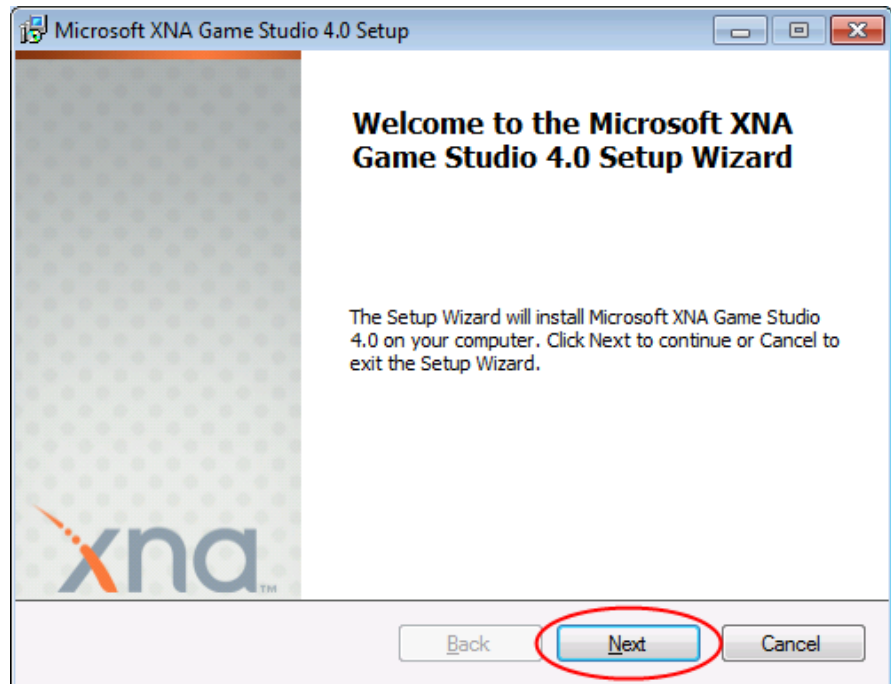
Next you need to pick a location on your hard drive to save the file (or, your browser may automatically save the file to your favorite download location). You have already done something similar when you installed *Visual C# 2010 Express*, so you may save the XNA setup file in the same location. Remember 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. **Windows 7 users note: right-click on the file instead and select “Run As Administrator”.**

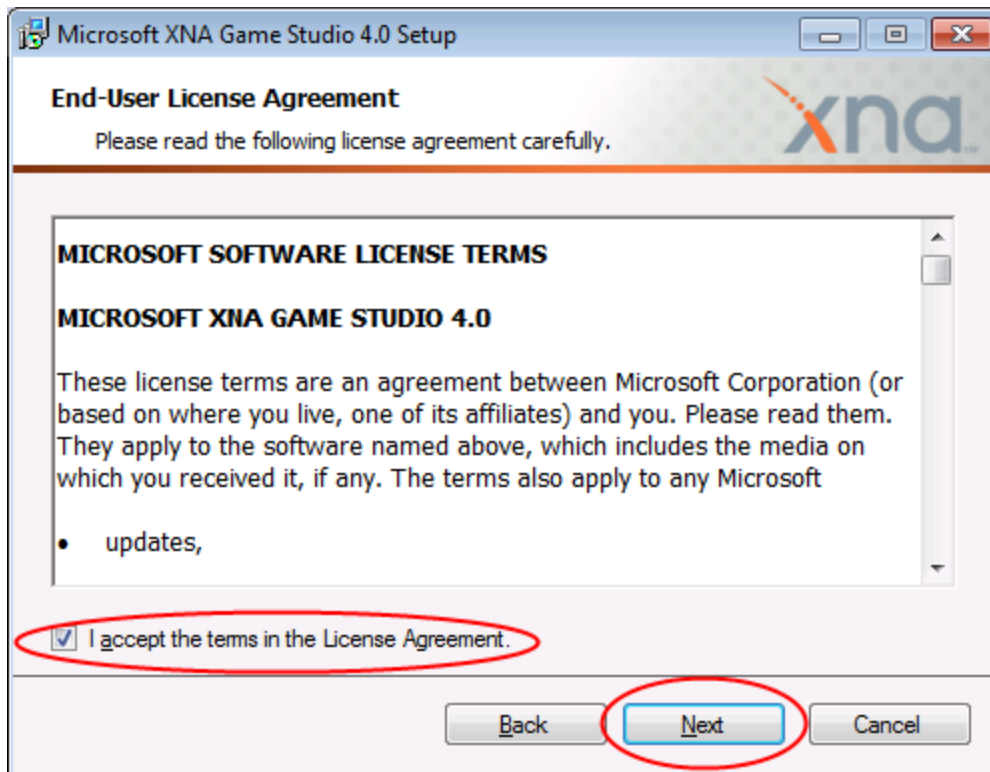


You may be prompted with a security warning depending on your version of Windows. Click “Yes” / “Allow” / or “Run” if prompted.

When setup is launched you should see the following screen. Click the “Next” button to continue.

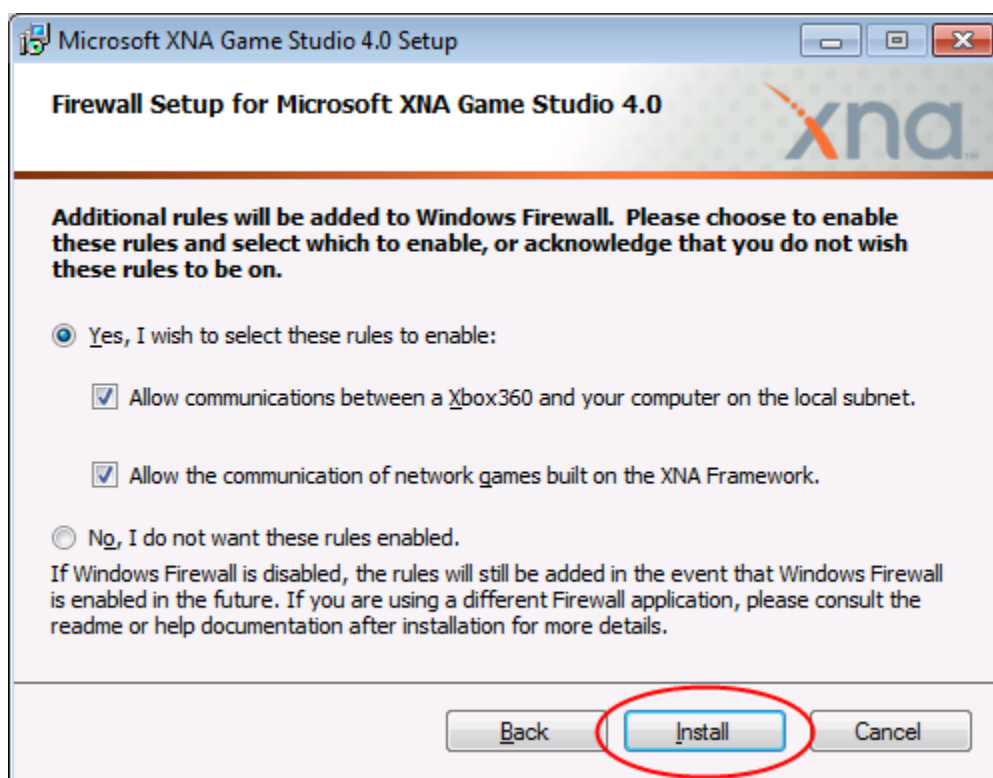


This is the license agreement screen. You should read the agreement and then click on the box that says you have read and accepted the license terms. Then click on the “Next” button to continue.



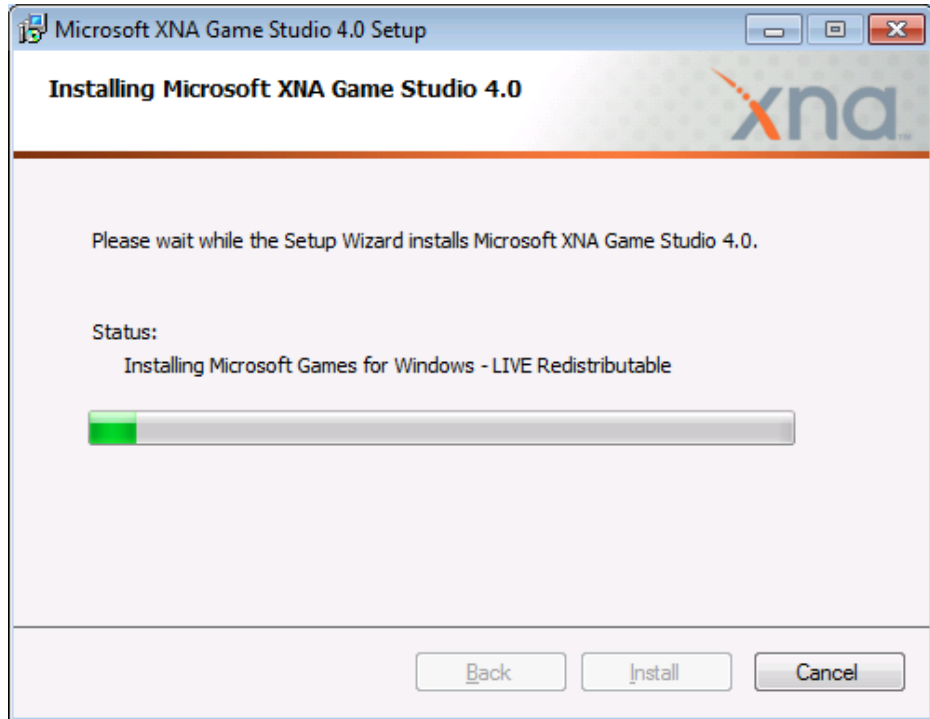
The next screen is the Firewall Setup screen. You are asked whether or not your local computer's Windows Firewall should be preconfigured to allow communication between your computer and an Xbox360 and between two computers using the XNA Framework for games. These rules are used strictly for local games 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". This course does not involve any networked games, but any other networked games you may write using the XNA Game Studio would then likely be blocked by Windows Firewall until you manually unblock them.

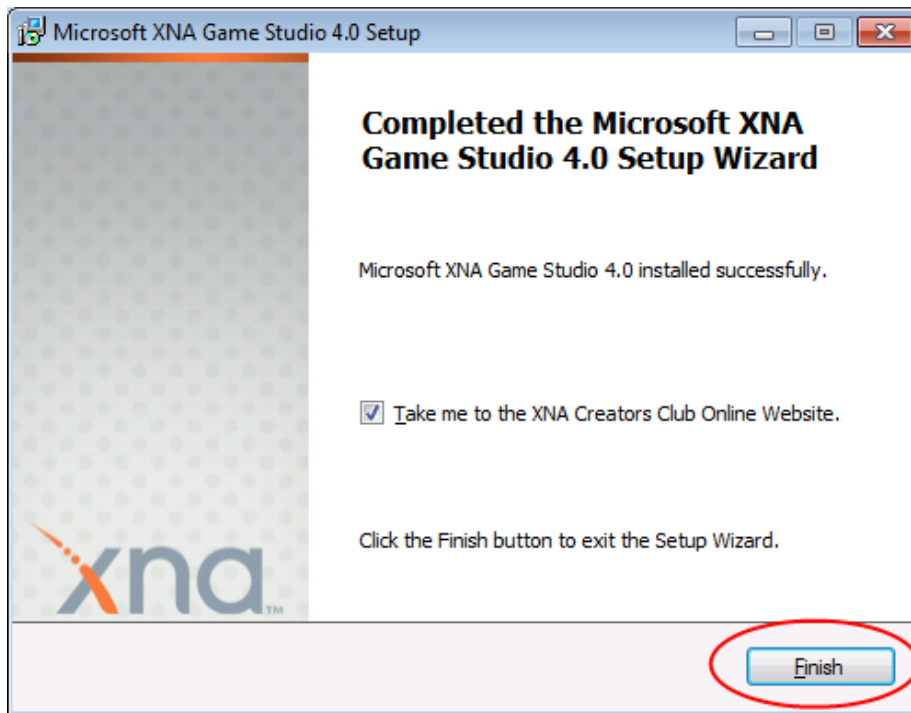


Click the "Install" button when ready to begin the setup.

You will next see the progress screen as the XNA Game Studio is installed. This step will take some time.



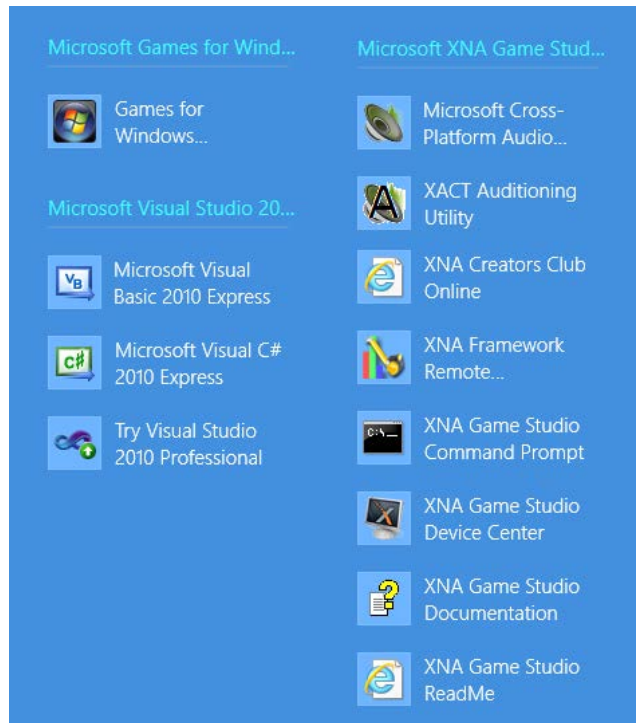
When complete, you should see the final screen below. If you leave the “Take me...” box checked, when you click “Finish” your web browser will be launched to a welcome area on the App Hub



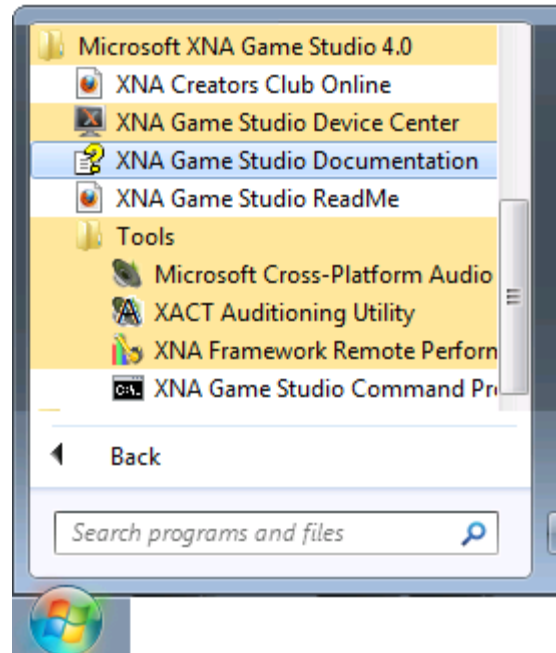
(XNA Creators Club) website. Everything you need to complete the game programming course is found within the textbook. However the App Hub is an excellent XNA resource that you may want to browse.

Windows 7 and prior users will find the “Microsoft XNA Game Studio 4.0” program group and links have been added to your Windows “Start” menu under “Programs”.

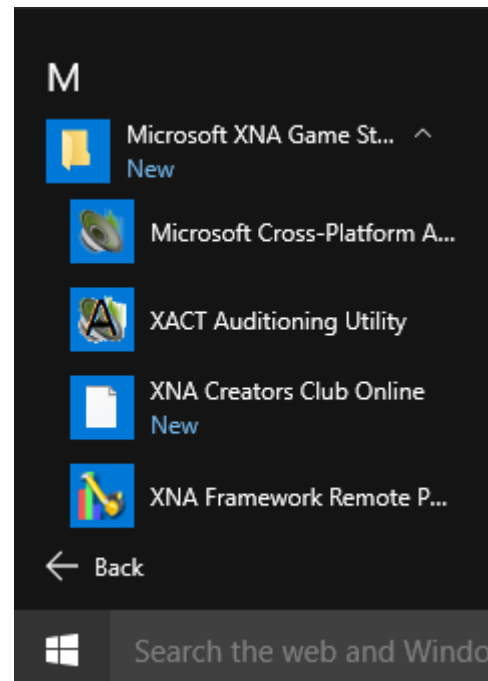
Windows 8 users will find the “Microsoft XNA Game Studio 4.0” program group and links have been added to your Windows “Start Screen”.



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 you do have a link to “XNA Game Studio Documentation” which leads to useful online reference material.



Windows 10 users can find the new XNA links under the “M” category when looking at “All Apps” from the Windows start icon.



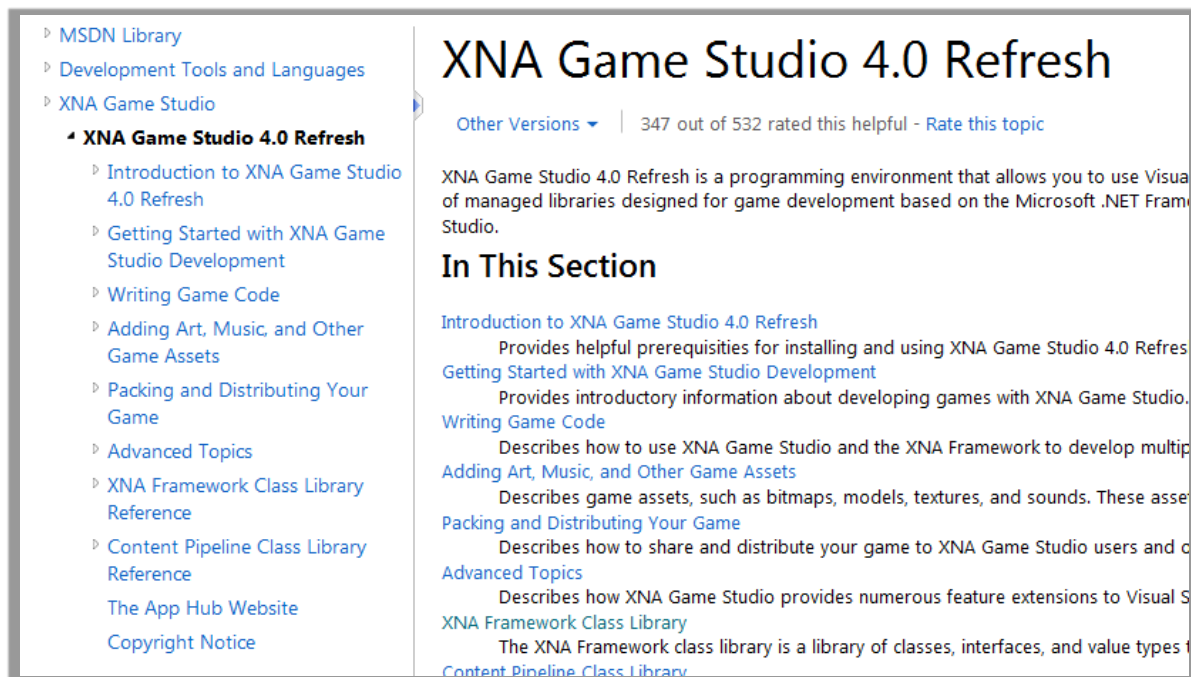
Congratulations! You have installed the *Microsoft XNA Game Studio 4.0* software. From this point on, you will use this software to complete your course activities by writing your own game programs. You will still primarily run and operate within the *Visual C# 2010 Express* development environment but you will find extra XNA-related tools have been added.

Help Library (MSDN) Installation

You have previously installed the Help Library (MSDN or Microsoft Developer Network) 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:

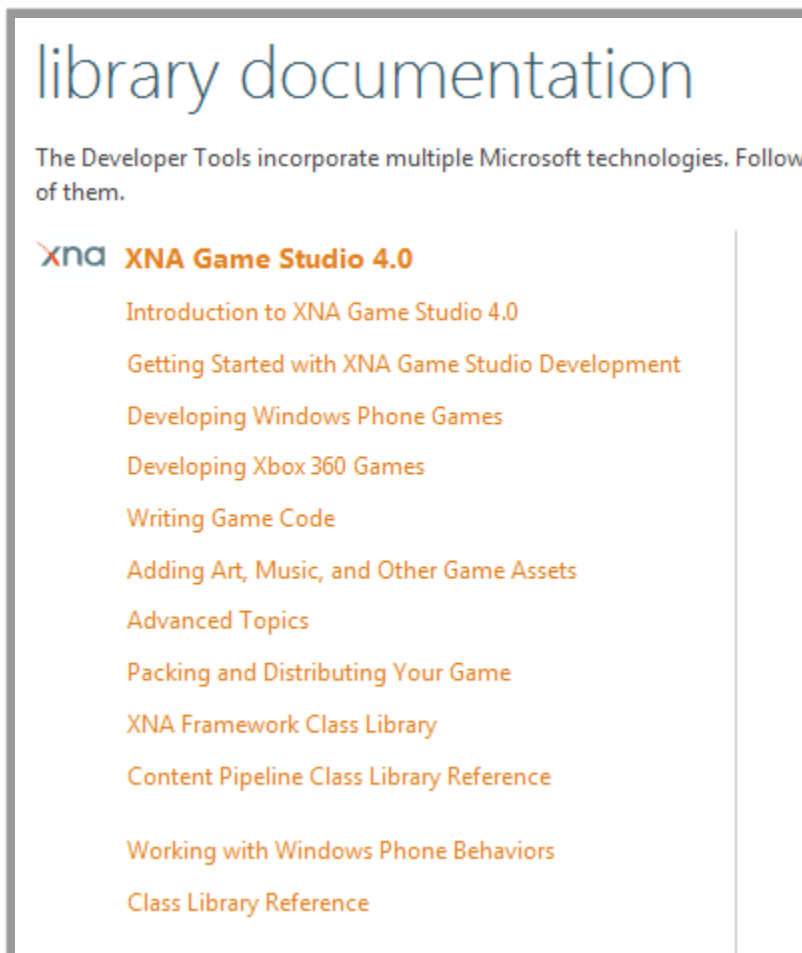
<http://msdn.microsoft.com/en-us/library/bb200104.aspx>



The screenshot shows the MSDN Help Library page for XNA Game Studio 4.0 Refresh. On the left is a navigation pane with a tree view containing the following items: MSDN Library, Development Tools and Languages, XNA Game Studio, XNA Game Studio 4.0 Refresh (selected), Introduction to XNA Game Studio 4.0 Refresh, Getting Started with XNA Game Studio Development, Writing Game Code, Adding Art, Music, and Other Game Assets, Packing and Distributing Your Game, Advanced Topics, XNA Framework Class Library Reference, Content Pipeline Class Library Reference, The App Hub Website, and Copyright Notice. The main content area has the title "XNA Game Studio 4.0 Refresh" and a sub-header "Other Versions" with a dropdown arrow and the text "347 out of 532 rated this helpful - Rate this topic". Below this is a paragraph: "XNA Game Studio 4.0 Refresh is a programming environment that allows you to use Visual Studio of managed libraries designed for game development based on the Microsoft .NET Framework 4.0." Underneath is a section titled "In This Section" with a list of links and brief descriptions: "Introduction to XNA Game Studio 4.0 Refresh" (Provides helpful prerequisites for installing and using XNA Game Studio 4.0 Refresh), "Getting Started with XNA Game Studio Development" (Provides introductory information about developing games with XNA Game Studio), "Writing Game Code" (Describes how to use XNA Game Studio and the XNA Framework to develop multiple games), "Adding Art, Music, and Other Game Assets" (Describes game assets, such as bitmaps, models, textures, and sounds. These assets are used to create the game's visual and audio content), "Packing and Distributing Your Game" (Describes how to share and distribute your game to XNA Game Studio users and other developers), "Advanced Topics" (Describes how XNA Game Studio provides numerous feature extensions to Visual Studio), "XNA Framework Class Library" (The XNA Framework class library is a library of classes, interfaces, and value types that are used to create XNA games), and "Content Pipeline Class Library".

Alternatively, you can reach the online documentation from a convenient link in the XNA “XBox Live Indie Games” website: <http://xbox.create.msdn.com/en-us/education/documentation>.

Click on the “XNA Game Studio 4.0” link shown below to reach the same MSDN online documentation as shown above.



We recommend you bookmark <http://msdn.microsoft.com/en-us/library/bb200104.aspx> 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!