

# XNA UPGRADE UTILITY: UPDATING A PROJECT FROM 1.0 TO 2.0

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Code and Other Tutorials Found at <http://matt.insidegamer.org/xnatutorials.aspx>

After a few months of great 1.0 XNA projects, suddenly you've noticed the release of XNA 2.0. 2.0, the newest version of XNA Game Studio, has changed some ways the project is structured when starting a new project as well as ways the content of the project is stored. To use XNA 2.0 features in your 1.0 version, you'll need to run the upgrade utility to upgrade the project. Following are steps you can use to upgrade your project from 1.0 to 2.0.

**Note:** This tutorial assumes you already have a version of Visual Studio 2005 installed. XNA 2.0 supports:

- Visual C# 2005 Express Edition
- Visual Studio 2005 Standard Edition
- Visual Studio 2005 Professional Edition
- Visual Studio 2005 Tools for the Microsoft Office System
- Visual Studio 2005 Team Edition for Software Architects
- Visual Studio 2005 Team Edition for Software Developers
- Visual Studio 2005 Team Edition for Software Testers
- Visual Studio 2005 Team Edition for Database Professionals
- Visual Studio 2005 Team Suite

Also, since you've made such amazing projects using 1.0, this tutorial assumes you have the XNA 1.0 Refresh installed and are running it with Visual C# Express Edition.

## UPDATE THE DEVELOPMENT ENVIRONMENT

### VISUAL C# 2005 EXPRESS EDITION

With Visual C# 2005 Express Edition installed, the development environment will need to be upgraded with the Visual Studio 2005 Express Editions Service Pack 1. This update can be found here:

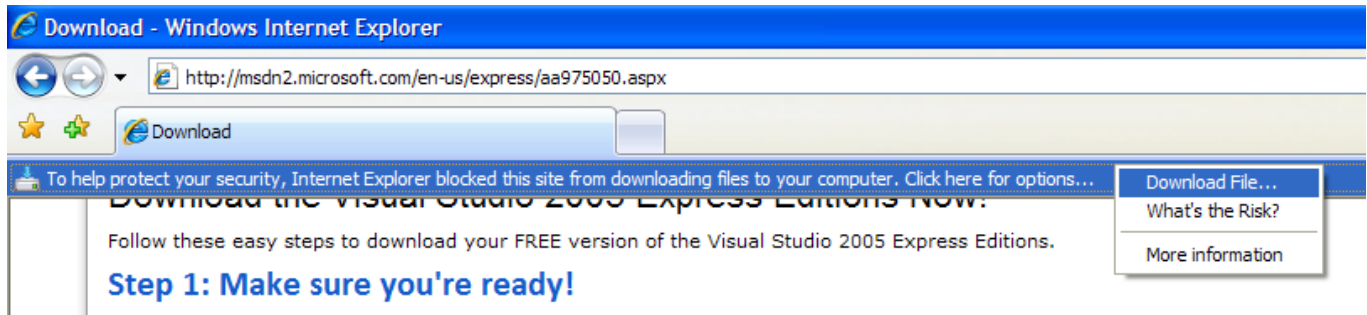
<http://www.microsoft.com/downloads/details.aspx?FamilyId=7B0B0339-613A-46E6-AB4D-080D4D4A8C4E&displaylang=en>. At the download page, scroll down and select the 24.3 MB file labeled "VS80sp1-KB926749-X86-INTL.exe". The installer is very basic and you should be able to install the update without any hassle.

### OTHER VERSIONS OF VISUAL STUDIO

Using other versions of Visual Studio, install the Visual Studio 2005 Team Suite Service Pack 1, found here:

<http://www.microsoft.com/downloads/details.aspx?familyid=BB4A75AB-E2D4-4C96-B39D-37BAF6B5B1DC&displaylang=en>.

**Note:** If you are using Internet Explorer or any other pop-up blocker, you may need to disable them to allow the download to appear. In Internet Explorer, you should just see a yellow bar just above the content window which should allow the download if you click on it and click “Download File...”



## INSTALLING XNA GAME STUDIO 2.0

After installing the updates for the development environment, you’re ready to install the XNA Game Studio 2.0 . XNA Game Studio 2.0 can be found here:

<http://www.microsoft.com/downloads/details.aspx?FamilyId=DF80D533-BA87-40B4-ABE2-1EF12EA506B7&displaylang=en>. Again, the installer is basic and should be installed without too much trouble.

## INSTALL THE PROJECT UPGRADE WIZARD FOR XNA GAME STUDIO 2.0

The next component is one of the most important, downloading and installing the Project Upgrade Wizard for XNA Game Studio 2.0. It can be found at: <http://creators.xna.com/beta/UpgradeWizardSetup.msi>. Close all versions of Visual Studio you have running and run the .MSI file. Setup is simple (as always) and should install for all versions of Visual Studio you have installed. If any errors occurred for certain environments (for example, if one is found without the required update installed) you will be notified before installing.

## UPGRADING A PROJECT

Before beginning this tutorial, I’ve created a very simple project containing a few classes and some folders containing multiple mesh and sprite files (I’ve named the project ‘UpgradeProject’ for anyone curious). Open the development environment and select ‘New Project...’ from the File menu. The display that pops up defaults to the Visual C# project types being displayed. To upgrade a project, select ‘XNA Game Studio’ from the Project Type list on the left and select ‘Project Upgrade Wizard (2.0)’ from the Templates area (Figure 1).

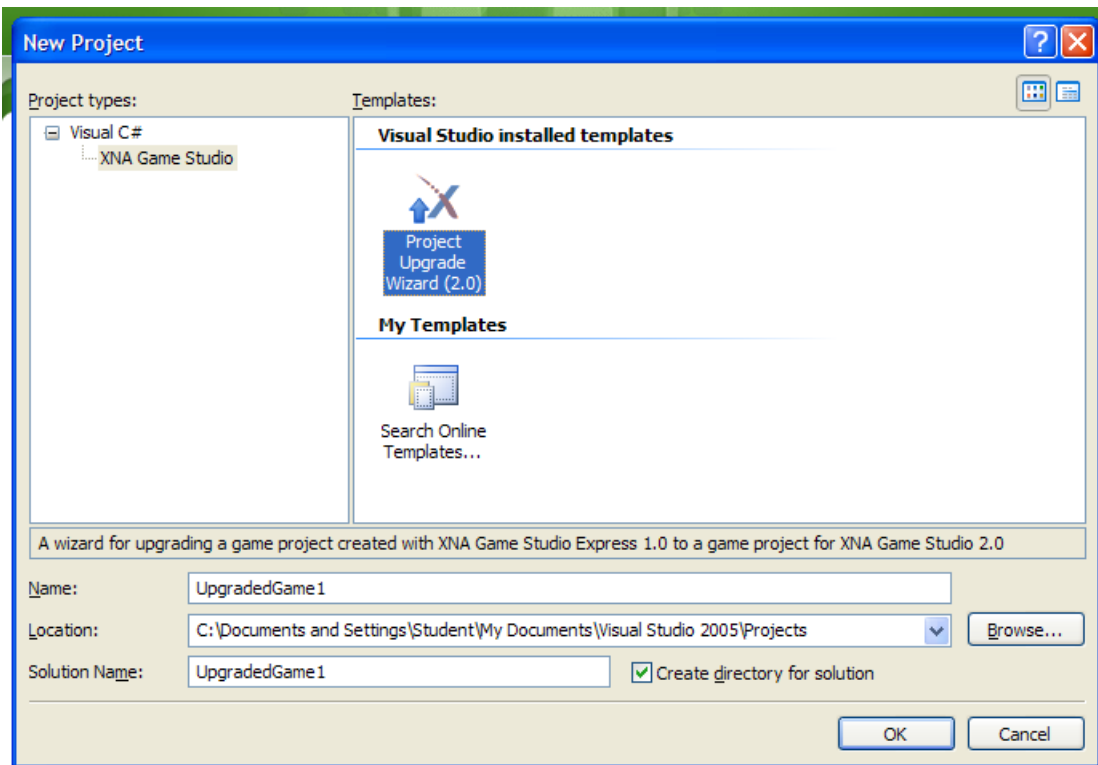
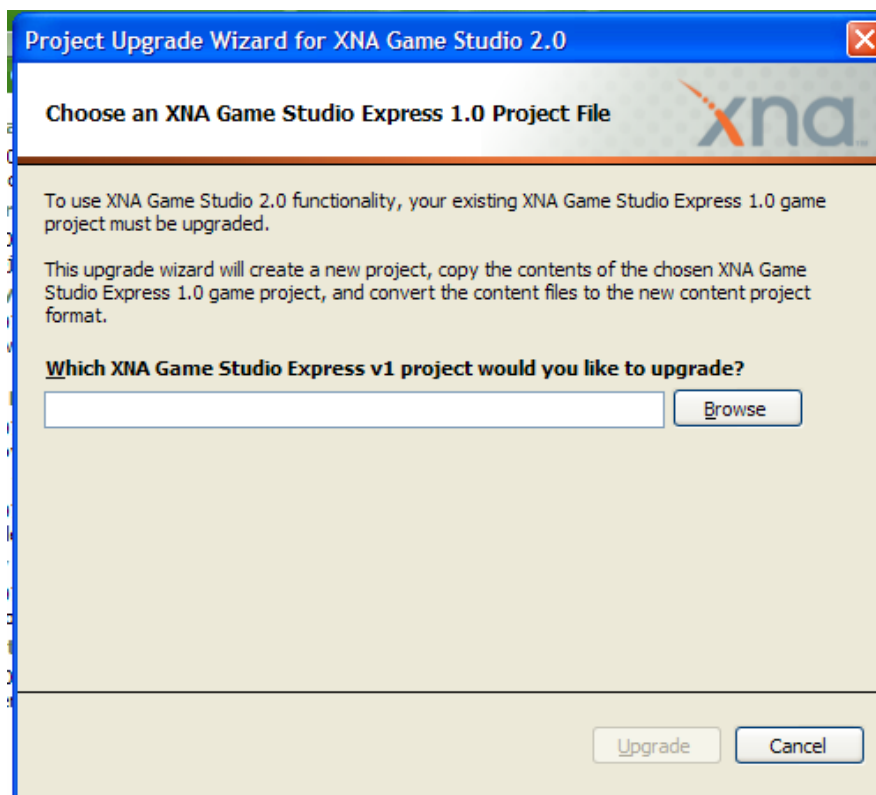


Figure 1 - Project Upgrade Wizard Template

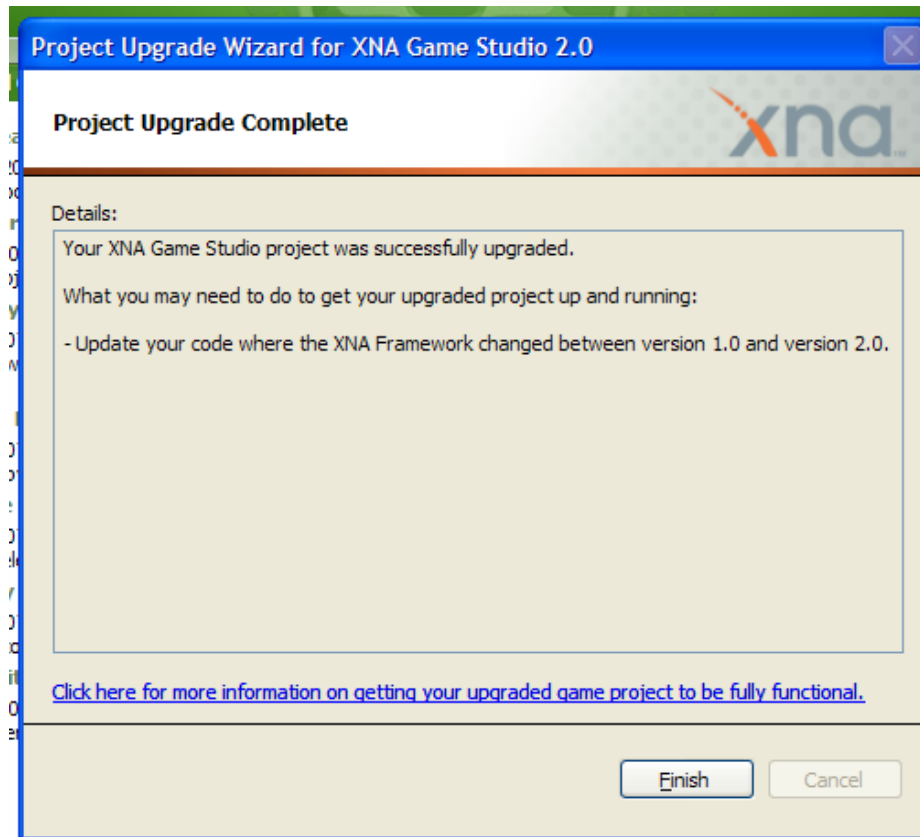
As with any project, you can change the name, location, and solution name as you see fit. One note, make sure you don't name the project the same and store it in the same directory as the original. For simplicity, this tutorial will leave it named 'UpgradedGame1' though it's suggested you change the name (UpgradedGame1 isn't a very appealing game title!). Click OK and you should get the following screen:



This screen, you'll know just by glancing at it, asks for the project you want updated. Using the Browse button, navigate to the directory of your project's .CSPROJ file. Using default values, the UpgradeProject I've created is located at:

C:\Documents and Settings\Student\My Documents\Visual Studio 2005\Projects\UpgradeProject\UpgradeProject

Yours will probably resemble the same with changes in the bolded sections of the above. Select the file and click Upgrade. If all goes well, you should receive a message resembling the following:



Click finish and the wizard should open your newly upgraded project.

## CONTENT FOLDER CHANGES

The demo project used in this tutorial contained a folder named Content with two subfolders, Models and Sprites. XNA Project Upgrade Wizard moved that whole directory structure into the newly made Content Root Directory folder which is new in XNA 2.0. Hopefully, if your project was coded decently, you should be able to do a quick build and run the solution and it should work fine. If you receive errors you'll simply need to debug the project to see what changed since XNA Upgraded the project.