XNA – Getting started

Installing

Unfortunately, XNA requires some installation before we can jump into writing code. As of writing this, the current version of XNA Game Studio is 2.0, and these are the instructions on how to install it:

First, make sure you are running either Windows XP or Window Vista. In the case of Window XP, you will also need Service Pack 2, DirectX 9.0c and the .NET Framework 2.0. Chances are good you already have those installed, but if not they can be obtained through Windows Update. If you are running Vista, you are set.

The next step is to get Visual Studio. You can either get Visual Studio 2005 C# Express, which is a free, lightweight version of Visual Studio targeted at students and hobbyists, or you can use any of the non-free editions of Visual Studio 2005. Visual Studio 2008 is currently not supported by XNA.

For Visual Studio 2005 C# Express, you'll need Visual Studio 2005 C# Express Service Pack 1. The file to download is named **VS80sp1-KB926749-X86-INTL.exe**. If you are running Vista, it is recommended that you also get the Vista Update 1 for the service pack.

For the professional versions, you'll need Visual Studio 2005 Team Suite Service Pack 1.

Finally, you need to get XNA Game Studio 2.0.

For more information about getting started with XNA 2.0, go to
http://creators.xna.com/Education/GettingStarted.aspx.