Category:Windows Phone 8

This category is for all Windows Phone articles that are valid for Windows Phone 8 (as WP is backwards compatible, this will contain many WP 7.5 articles). Note that the presence of this category indicates that an article is valid, but its absence may simply indicate that the article has not been categorised.

The lists below present just articles related to technologies that are **new** in Windows Phone 8 (it omits topics with Category:Windows Phone 7.5). All Windows Phone 8 are listed in the section at the bottom: Pages in category "Windows Phone 8"

What's new in Windows Phone 8 (31 Oct 2012): Find out in the comprehensive What's new in Windows Phone 8 article.

Windows Phone SDK 8.0 now available (31 Oct 2012): Get the new WP SDK 8.0 here. You'll need Windows 8 to run it (Pro version in order to use the Emulator).

Recently Edited

- How to detect if an app is running in Kid's Corner . . saramgsilva
- Implementing advert in Windows Phone app using Nokia NAX with CSharp NEW . . Amol Darekar
- Creating a Real-World, GPS-enabled WP8 Tag Game . . matthewthepc
- C++ support from Windows Phone 8 . . Mansewiz
- Writing interfaces that can be implemented by both Native and Managed classes . . Mansewiz
- How to create a Bluetooth connection that can be used across your Windows Phone app NEW . . ceriboo
- How to use SQLite in Windows Phone . . mfabiop
- Simple home automation project with a Windows Phone 8 an Arduino and a TV . . mfabiop
- Windows Phone 8 communicating with Arduino using Bluetooth . . mfabiop
- Windows Phone 8 SDK on a Virtual Machine with Working Emulator . . ltomuta
- How to create a DirectX texture with a picture . . yan_
- Real-time camera viewfinder filters in Native code . . Mansewiz
- Sharing Cinemagraphs in your Windows Phone 8 App . . chintandave_er
- Designing Uri Scheme handlers . . Amol Darekar
- Getting started with the Camera APIs for native code . . bintk

Most Viewed

- Windows Phone 8 SDK on a Virtual Machine with Working Emulator
- Use NFC tags with Windows Phone 8
- Live Tile Templates in Windows Phone 8
- What's new in Windows Phone 8
- Dynamic Lock Screen for Windows Phone 8
- How to use SQLite in Windows Phone
- Introduction to Bluetooth support on Windows Phone 8
- C++ support from Windows Phone 8
- Asynchronous Programming For Windows Phone 8
- XNA Games On Windows Phone 8 with Monogame
- Windows Phone 8 Games - Migrating from XNA to DirectX
- Porting Cocos2d-x Games for Windows Phone 8
- DirectX on Windows Phone: 2D Game Example using DirectX Toolkit
- Windows Phone 8 communicating with Arduino using Bluetooth
- Sharing Cinemagraphs in your Windows Phone 8 App

Code Examples

There are 50 Code Example (Articles with downloadable source code packages).

A

- A Windows Phone 8 Run Tracking App in 100 Lines of Code!
- Asynchronous Programming For Windows Phone 8

C

- Create a multi-player game using NFC, bluetooth, Text to Speech and Speech recognition
- Creating a Lens application that uses HLSL effects for filters
- Creating a Real-World, GPS-enabled WP8 Tag Game
- Creating a Voice-Controlled Windows Phone 8 Music Information app with the Nokia Music API
- Creating a state machine to handle speech recognition feature
- Creating an app which shares your position on FaceBook

D

- DirectX Developers - DirectX in Windows Phone
- DirectX on Windows Phone: 2D Game Example using DirectX Toolkit
- Dynamic Lock Screen for Windows Phone 8

G cont.

- Getting started with the Camera APIs for native code

H

- How to Acquire and Publish Content from / to NFC Tags and Proximity Peers
- How to create a Bluetooth connection that can be used across your Windows Phone app
- How to create a DirectX texture with a picture
- How to create a PasswordBox with numeric Input Scope on Windows Phone
- How to detect if an app is running in Kid's Corner
- How to launch apps available in the store using NFC LaunchApp tag
- How to set up in-app purchases and use the Wallet to store and transfer a virtual currency
- How to use SQLite in Windows Phone

I

- Implementing advert in Windows Phone app using Nokia NAX with CSharp
- Increase your revenue with In-App Purchase on Windows Phone 8

R cont.

- Real-time rotation of the Windows Phone 8 Map Control

S

- Sharing Cinemagraphs in your Windows Phone 8 App
- Simple home automation project with a Windows Phone 8 an Arduino and a TV
- Speech Enabled Calculator For Windows Phone 8
- Splash Screen and Extended Splash Screen wp8

U

- URI associations for Windows Phone 8
- Use NFC tags with Windows Phone 8
- Using SSML for advanced text-to-speech on Windows Phone 8

V

- Voice Commands in Windows Phone 8
- Voice-Command Home Electronic Appliances via Bluetooth and NFC on Windows Phone 8

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E

- Enabling wallet payment by face recognition
- Extending the Windows Phone 8 Camera App with Lenses
- External styles in Windows Phone

F

- Flicker Dynamic Lock screen application for Windows Phone 8

G

- Get Phone Location with Windows Phone 8
- Getting started with Buddy services: Create your own location based social app

L

- Live Tile Templates in Windows Phone 8

M

- Map with directions in Windows Phone 8
- MonoGame on Windows Phone 8 Lighting and Normal Mapping Your Game
- MonoGame on Windows Phone 8 Post-Processing Your Game

P

- Portable Local Data Storage with Lex.DB for Windows Phone 8 and Windows Store Apps

R

- Real-time camera viewfinder filters in Native code

W

- WP8 NFC Tutorial: Voice Messages on NFC Tags
- Windows Phone 8 Games - Migrating from XNA to DirectX
- Windows Phone 8 communicating with Arduino using Bluetooth
- Windows Phone 8: Treasure Hunt Application Example using NFC and Nokia Maps API
- Windows Phone Direct3D XAML Application Introduction
- Writing interfaces that can be implemented by both Native and Managed classes

Articles

There are 38 Articles (without downloadable source code packages.)

B

- Best practice tips for delivering apps for the Lumia 520

C

- C++ support from Windows Phone 8
- Cordova (PhoneGap) and Windows Phone 8
- Creating Interactive Custom User Controls with Silverlight
- Creating a New Cocos2d-x Project for Windows Phone 8

D

- Designing Uri Scheme handlers
- Draggable markers with Windows Phone maps API
- Drawing shapes with Windows Phone maps API

E

- Enabling quick resume for Windows Phone apps

F

- Face Recognition using 2D Fast Fourier Transform
- Fitting content into the view with Windows Phone maps API

G

- Generating Live tiles for Windows Phone from Live Data
- Getting Started with Unity 3D on Windows Phone

H

- How to Create Cross-Platform LaunchApp NFC Tags
- How to Launch Apps via Proximity APIs (NFC)
- How to Store Application Data on NFC Tags

I

- Implementing a loyalty program using Windows Phone 8 Wallet
- Introduction to Bluetooth support on Windows Phone 8
- Introduction to Enterprise support in Windows Phone
- Introduction to code re-usability for Windows Phone
- Introduction to multiple-resolution support on Windows Phone 8 apps

J

- Jogging - Calorie Calculator: Demonstrating Real World usecase of WP8 features

L

- Link2SMS - a protocol handling example

N

- Nokia City Lens
- Nokia Music app-to-app protocol for Windows Phone 8

P

- Porting Cocos2d-x Games for Windows Phone 8

P cont.

- Preparing windows phone 8 apps for international markets

S

- Sencha Touch and Windows Phone 8
- Showing/Hiding map content with Windows Phone maps API
- Stegafoto: a lens which embeds audio and text inside images

W

- What's new in Windows Phone 8
- Windows Phone 8 Emulator in a Windows 8 VHD
- Windows Phone 8 SDK on a Virtual Machine with Working Emulator
- Windows Phone 8 Wiki Competition 2012Q4
- Windows Phone Native C++ and DirectX - First Direct3D App, setting up Touch and Sensors
- Writing a 3D DirectX maze that's navigable with speech commands

X

- XNA Games On Windows Phone 8 with Monogame
- Xamarin Mobile and Windows Phone 8

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