Category:XNA

This page contains articles related to the Windows Phone XNA development framework. See Category:MonoGame for XNA development targeting Windows Phone 8 and later.

XNA and Windows Phone 8 (Recently Edited)

XNA applications compiled for Windows Phone 7.5 will run on Windows Phone 8.0 (there is no Windows Phone 8.0 XNA target in the Windows Phone 8.0 SDK). The wiki has a number of articles about running Windows Phone 7.5 XNA apps on Windows Phone 8.0, porting to Windows Phone 8, and using Monogame.

- Capturing Gestures with TouchPanel in Windows Phone . . somnathbanik
- Splatting 2D blood in games built with MonoGame NEW . . pavan.pareta
- MonoGame on Windows Phone – A Tutorial on Building Levels for 3D games . . pavan.pareta
- Onscreen Controller for XNA and MonoGame Games . . this_is_ridiculous
- Sharing Cinemagraphs in your Windows Phone 8 App . . chintandave_er
- Fullscreen XNA games on Windows Phone 8 devices . . to_pe
- Windows Phone 8 Games - Migrating from XNA to DirectX . . DanColasanti
- MonoGame on Windows Phone 8 Post-Processing Your Game . . Vaishali Rawat
- MonoGame on Windows Phone 8 Lighting and Normal Mapping Your Game . . chintandave_er
- Flickr: Authentication using Hammock & finding own's and others Info . . pavan.pareta
- Advanced MessageBox for Windows Phone . . Vaishali Rawat

The rest of this portal contains Windows Phone articles that are not categorised as "relevant to Windows Phone 8".

Recently Edited

- Windows Phone development - useful links . . influencer
- How to play audio sounds in silverlight using XNA library . . pooja_1650
- Use Camera with XNA . . chintandave_er
- How to play a streamed mp3 on Windows Phone 7 . . sreerajvr
- Techniques for memory analysis of Windows Phone apps . . hamishwillee
- Snake game in Windows Phone 7 . . pasi.manninen

Most Viewed

- Windows Phone development - useful links
- Techniques for memory analysis of Windows Phone apps
- Snake game in Windows Phone 7
- Use Camera with XNA
- How to play audio sounds in silverlight using XNA library
- How to play a streamed mp3 on Windows Phone 7

All Articles (with Categories)

- Windows Phone development - useful links . . Categories: General Programming | Getting Started | Windows Phone | Windows Phone 7.5 | XAML | **XNA**
- How to play audio sounds in silverlight using XNA library . . Categories: Audio | Code Snippet | Windows Phone | Windows Phone 7.5 | XAML | **XNA**
- Use Camera with XNA . . Categories: Camera | Code Examples | Windows Phone | Windows Phone 7.5 | XAML | **XNA**
- How to play a streamed mp3 on Windows Phone 7 . . Categories: Audio | Code Snippet | Windows Phone | Windows Phone 7.5 | **XNA**
- Techniques for memory analysis of Windows Phone apps . . Categories: Coding4Fun Toolkit | Debugging | Optimization | Windows Phone | Windows Phone 7.5 | XAML | **XNA**
- Snake game in Windows Phone 7 . . Categories: Code Examples | Games | Windows Phone | Windows Phone 7.5 | **XNA**

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