

POST-CLASS LEARNING AND PRACTICE 2.2: CHOOSE AN OUTPUT DEVICE

Lesson Objective 2.2:

Choose an output device. Topics: screen, television, hand-held devices, sound (local speakers, surround sound systems).

Additional learning resources:

MSDN®:

Petzold, Charles. **Programming Windows Phone 7:**

http://blogs.msdn.com/b/microsoft_press/archive/2010/10/28/free-ebook-programming-windows-phone-7-by-charles-petzold.aspx

XNA® Game Studio: <http://msdn.microsoft.com/en-us/library/cc178930.aspx>

Other resources (books, e-reference):

Computer Dictionary Online: <http://www.computer-dictionary-online.org/?q=~a>

Wikispaces in Education Tutorial: <http://www.slideshare.net/cliotech/wikispaces-tutorial-306220>

It's Time to Take Mobile Gaming Seriously: <http://www.thetechlabs.com/tech-news/its-time-to-take-mobile-gaming-seriously/>

Resources, software, and additional files if needed for this lesson:

1. Internet connectivity.

Student activity:

Directions to the student:

Read the following scenario and report your findings.

Scenario:

Marc knows that XNA Game Studio is a rich environment of classes and methods for game developers. The XNA Framework GamePad Class allows retrieval of user interaction with an Xbox 360® Controller and setting of controller vibration motors. He discovered additional information about all of the classes and methods on line at: http://msdn.microsoft.com/en-us/library/microsoft.xna.framework.input.gamepad_members.aspx. This is a perfect site for Marc to learn more about XNA Game Studio!

Content:

1. Visit http://msdn.microsoft.com/en-us/library/microsoft.xna.framework.input.gamepad_members.aspx to learn more about members of the GamePad Class.
2. Click each of the following methods on the web page.

3. Complete the chart.

<i>Method</i>	<i>Namespace</i>	<i>Syntax</i>
<i>GetCapabilities</i>		
<i>GetState</i>		
<i>SetVibration</i>		

KEY 2.2: CHOOSE AN OUTPUT DEVICE

Content:

<i>Method</i>	<i>Namespace</i>	<i>Syntax</i>
<i>GetCapabilities</i>	Microsoft.Xna.Framework.Input	<pre>public static GamePadCapabilities GetCapabilities (PlayerIndex playerIndex)</pre>
<i>GetState</i>	Microsoft.Xna.Framework.Input	<pre>public static GamePadState GetState (PlayerIndex playerIndex) public static GamePadState GetState (PlayerIndex playerIndex, GamePadDeadZone deadZoneMode)</pre>
<i>SetVibration</i>	Microsoft.Xna.Framework.Input	<pre>public static bool SetVibration (PlayerIndex playerIndex, float leftMotor, float rightMotor)</pre>