

Figure 1: Choose References for each project in your solution.

You must install XNA 3.0 before attempting to compile these projects. After XNA is installed add a new project reference to the XNA assemblies. You must do this for each project in your solution. First select references as shown in Figure 1.

Then select all the XNA assemblies as shown in Figure 2.

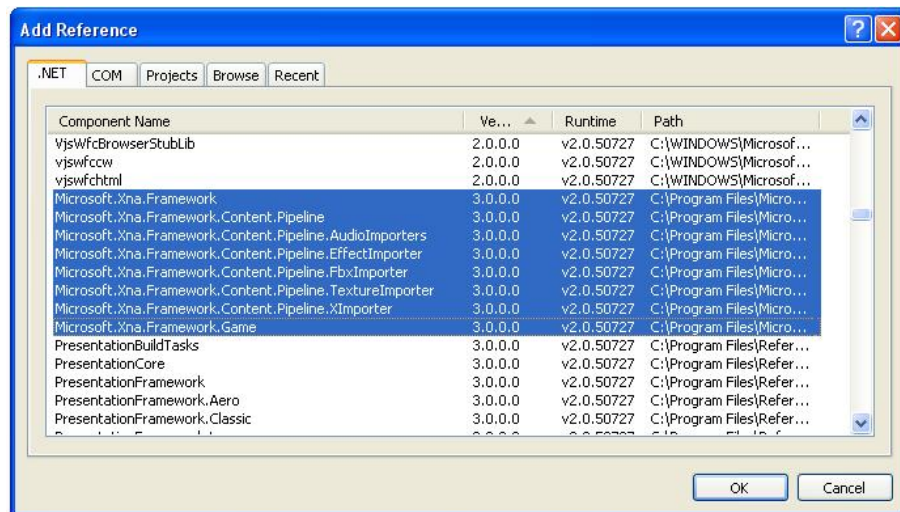


Figure 2: Adding XNA references to your project