

ECE4893A/CS4803MPG:
**MULTICORE AND GPU
PROGRAMMING
FOR VIDEO GAMES**



**Introduction to XNA;
Game Loops**



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**Part 1:
Introduction to XNA**



Dungeon Quest

- Developed in 4 days at the 2007 GDC at the XNA contest
- By Benjamin Nitschke and Christoph Rienaeker



Screenshot from
exdream.no-ip.info/blog/2007/07/31/DungeonQuestUpdatedWithSourceCodeNow.aspx

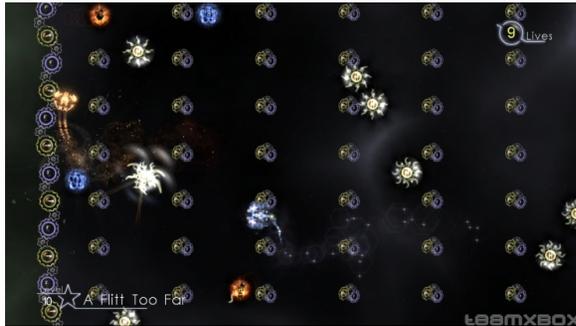


Health
Next Level 3
Points: 175
Time: 01:30

Skills (0 left)
Defence (2)
Speed (0)
Attack (0)



Torpex's "Schizoid" (on Xbox Live Arcade)



Screenshot from <http://screenshots.teamxbox.com/screen/68599/Schizoid/>

<http://www.gametrailers.com/player/28542.html>

XNA GS Framework

- Built on Microsoft's .NET
 - Makes MS comfortable with letting “ordinary folks” program on the Xbox 360
- C# is standard language for XNA development
 - But in theory could use Managed C++, VB.NET, etc. on the PC

Is managed code too slow for games?

- Vertigo Software ported Quake II to Managed C++, got 85% performance of the original C code
 - Should expect to do better if you have the .NET Common Language Runtime in mind from the beginning
- Xbox 360
 - GPU: 337 million transistors
 - CPU: 165 million transistors

Xbox 360 uses .NET Compact Framework

- Some stuff available in .NET on the PC is missing
- Garbage collector on 360 isn't as smart as on the PC
- Caused the Schizoid team some trouble, as well as one semester of CS4455

XNA 4.0 requirements

- Windows XP/Vista/7
 - I will be running Windows 7
 - Windows Phone development only works under Windows 7 (not relevant for this class)
- Graphics card supporting at least DirectX 9.0c and Shader Model 2.0
 - Docs say Shader Model 1.1, but that's iffy
 - HiDef Profiles & Windows Phone development "need" a card supporting at least DirectX 10

From msdn.microsoft.com/en-us/library/bb203925.aspx



XNA 4.0 graphics profiles (1)

- Profiles specify a common set of graphics capabilities
- Reach Profile:
 - PC, Xbox 360, Phone
 - DirectX 9 and Shader Model 2.0
- HiDef Profile:
 - PC, Xbox 360
 - DirectX 10 and Shader Model 3.0
 - Some advanced DX 9 cards may luck out



XNA 4.0 graphics profiles (2)

- Reach is a strict subset of HiDef
- Careful: different profiles use different content pipelines
- Can query to see what profiles the user's hardware supports
 - Only useful on Windows; you know Xbox 360 can handle HiDef and phones can only handle Reach



XNA GS graphics

- XNA is built on top of DirectX 9
 - Not built on MDX or Managed DirectX
 - Specification of DX10 hardware ensures rich feature set, but DX10 API isn't used!
- DirectX 9 has a fixed function pipeline, but XNA doesn't!
 - Everything done with shaders
 - XNA has a BasicEffect to get you started



Why no fixed-function pipeline? (1)

In Microsoft's own words (paraphrased):

- Programmable pipeline is the future
 - Neither Direct3D 10/11 or Xbox 360 have fixed-function pipeline
- Early adopters and customers said cross-platform goal more important than fixed-function pipeline

From XNA Team Blog, "What is the XNA Framework," blogs.msdn.com/xna/archive/2006/08/25/724607.aspx



Why no fixed-function pipeline? (2)

In Microsoft's own words (paraphrased):

- Fear is someone would start and finish their game using the fixed-function APIs, and then get dozens of errors when they tried to compile it on the Xbox 360
- Better to know your code works on both right from the beginning

From XNA Team Blog, "What is the XNA Framework," blogs.msdn.com/xna/archive/2006/08/25/724607.aspx



Some convenient things about XNA

- Don't need to mess with Win32-ish boilerplate (opening a window, etc.)
- Easy interfacing with the Xbox 360 controller (for both Windows and Xbox 360)
- Storage ("saved games") unified between Windows and Xbox 360
 - On Xbox 360, have to associate data with a user profile, put on hard drive or memory card, etc.
 - XNA "emulates" this on Windows

From XNA Team Blog, "What is the XNA Framework," blogs.msdn.com/xna/archive/2006/08/25/724607.aspx



Hello bluescreen

From XNA Team Blog, "What is the XNA Framework," blogs.msdn.com/xna/archive/2006/08/25/724607.aspx

```
public class SampleGame : Game {
    private GraphicsComponent graphics;

    public SampleGame() {
        this.graphics = new GraphicsComponent();
        this.GameComponents.Add(graphics);
    }

    protected override void Update() { }

    protected override void Draw() {
        this.graphics.GraphicsDevice.Clear(Color.Blue);
        this.graphics.GraphicsDevice.Present();
    }

    static void Main(string[] args) {
        using (SampleGame game = new SampleGame()) {
            game.Run();
        }
    }
}
```



Careful if you're on Windows x64

- XNA normally targets “AnyCPU”
- Will break when you try to run on x64 machines, since x64 versions XNA framework dlls don't exist (and probably never will)
- Workaround: Change target to x86

Caveats about Xbox 360 development

- Many TVs cutoff 5-10% of the pixels around the edge
 - Keep text & important info away from there
- Xbox 360 handles post processing and render targets a little differently than the PC

Info from Alistair Wallis, "Microsoft XNA: A Primer," interview with Benjamin Nitschke
www.gamecareerguide.com/features/328/microsofts_xna_a_php?page=4

Contests

- See <http://www.dreambuildplay.com> and <http://www.imaginecup.com>
- 2011's contests are already over...
- ...but keep on the lookout for the 2012 Dream Build Play & Imagine Cup contests!

XNA Indie Games

- See <http://create.msdn.com>
- Join the XNA App Hub (formerly Creator's Club)
 - The XNA App Hub memberships students get free from DreamSpark will let you run games on the 360, but may not let you take part in Indie Games
- Upload your game, rate content (violence, etc.)
- Peer review: confirm content ratings, check quality
- Can sell your game to Xbox 360 users!
 - 150 MB limit
 - 80, 240, or 400 Microsoft Points (\$1, \$3, or \$5)
- Can sell XNA PC Windows games on Steam...
 - ...if Valve gives it a thumbs up

Example: A Fading Melody



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XNA CG sales (March 31, 2009)

Find Teddy	1-Feb-09	2,181	70	3.2%	400	\$338.80	\$237.16
Remote Masseuse	11-Feb-09	55,000	3,500	6.4%	200	\$8,470.00	\$5,929.00
Exhaust	14-Feb-09	27,256	990	3.6%	400	\$4,791.60	\$3,354.12
Trajectory	20-Feb-09	1,928	59	3.1%	200	\$142.78	\$99.95
Tomato Blaster	22-Feb-09	704	25	3.6%	400	\$121.00	\$84.70
ZoomaRoom	25-Feb-09	4,703	398	8.5%	200	\$963.16	\$674.21
Alchemist	27-Feb-09	1,356	101	7.4%	200	\$244.42	\$171.09
ZP2K9	28-Feb-09	19,628	3,386	17.3%	200	\$8,194.12	\$5,735.88
Snake360 Lite	10-Mar-09	4,798	376	7.8%	200	\$909.92	\$636.94
Solar	20-Mar-09	8,000	1,466	18.3%	200	\$3,547.72	\$2,483.40
Clock 24-7	21-Mar-09	4,865	249	5.1%	200	\$602.58	\$421.81
Totals		350,433	25,049	9.2%		\$69,550.80	\$48,685.56

From from http://www.gamasutra.com/php-bin/news_index.php?story=22970

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Part 2: Game Loops

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Credit to where it is due

- Koen Witters
 - Thinking about game loops
- Shawn Hargreaves
 - Details about XNA's game loop
- Side note: next few slides on game loops contain rough *pseudocode*

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Simplest game loop (1)

```
running = true;

while(running) {
    update();
    draw();
}
```

- Draw() has things like `bad_guy.x += 1;`
- What could possibly go wrong?

<http://dewitters.koonsolo.com/gameloop.html>



Simplest game loop (2)

- Game runs faster on faster hardware, slower on slower hardware
- Less of a problem if hardware is well-defined; Apple II+, Commodore 64, game console
- Try an original Mac game on a Mac II: too fast!
- Big problem on PCs/Macs with varying speed
- Can still be a problem if update time varies from iteration to iteration (i.e. varying number of bad guys)
 - See Defender and Robotron: 2084

<http://dewitters.koonsolo.com/gameloop.html>



FPS dependent on constant GS (1)

```
running = true;
seconds_per_frame = 1/60;

while(running) {
    update();
    draw();
    if (seconds_per_frame_not_elapsed_yet)
        wait(remaining_time);
    else {
        oooops! We are running behind!
    }
}
```

- What could possibly go wrong?

<http://dewitters.koonsolo.com/gameloop.html>



FPS dependent on constant GS (2)

- Slow hardware:
 - If fast enough to keep up with FPS no problem
 - If not: game will run slower
 - Worst case: some times runs normally, sometimes slower – can make unplayable

<http://dewitters.koonsolo.com/gameloop.html>



FPS dependent on constant GS (3)

- Fast hardware:
 - Wasting cycles on desktops - higher FPS gives smoother experience, why not give that to the user?
 - Maybe not so bad philosophy on mobile devices – save battery life!
 - Also may not be bad if user is wants to run other processes

<http://dewitters.koonsolo.com/gameloop.html>



GS dependent on variable FPS (1)

```
running = true;

while(running) {
    update(time_elapsed);
    draw();
}
```

- Use time_elapsed in your state update computations:


```
bad_guy.x += time_elapsed * bad_guy.velocity_x;
```
- What could possibly go wrong?

<http://dewitters.koonsolo.com/gameloop.html>



GS dependent on variable FPS (2)

- Slow hardware:
 - Game sometimes bogs down, i.e. when lots of stuff is on the screen
 - Slows down player and AI reaction time
 - If time step is too big:
 - Physics simulations may become unstable
 - “Tunneling” (need “swept collision detection”)

<http://dewitters.koonsolo.com/gameloop.html>



GS dependent on variable FPS (3)

- Fast hardware:
 - Shouldn't be a problem, right?
 - What could possibly go wrong?

<http://dewitters.koonsolo.com/gameloop.html>



GS dependent on variable FPS (4)

- Fast hardware:
 - More calculations per second for some quantity, more round off errors can accumulate
 - Multiplayer game: players with systems with different speeds will have game states drifting apart
 - Good example:
 - www.nuclex.org/articles/xna-game-loop-basics

<http://dewitters.koonsolo.com/gameloop.html>



Balancing act

- Want fast update rate...
- ...but still be able to run on slow hardware
- Many more possibilities



Photo by Aaron Sneddon; under the Creative Commons Attribution 3.0 Unported license

<http://dewitters.koonsolo.com/gameloop.html>



Tasks with different granularity

- Run often:
 - Physics engine location & orientation updates
 - 3-D character display
- Run less often:
 - Collision detection
 - Player input
 - Head-up display
- Run even less often:
 - “immediate A.I.”, networking
- Careful: A.I. might be unstable with larger time steps – not just physics!



Example: MotoGP

- Main game logic: 60 updates per second
 - “input, sound, user interface logic, camera movement, rider animations, AI, and graphical effects”
- Physics: 120 updates per second
- Networking: 4 to 30 updates per second, depending on number of players – more players results in less often updates to conserve bandwidth

<http://blogs.msdn.com/shawnhar/archive/2007/07/25/understanding-gametime.aspx>



XNA game loop: fixed step

- `Game.IsFixedTimeStep = true;` (default)
- XNA calls `Update()` every “`TargetElapsedTime`” (defaults to 1/60 seconds)
 - Repeat call as many times as needed to catch up with current frame (in XNA ≥ 2.0)
- XNA hopefully calls `Draw()`, then waits for next update
- If `Update+Draw time < TargetElapsedTime`, we get
 - Update
 - Draw
 - Hang out for rest of time (nice on Windows so other processes can run)

<http://blogs.msdn.com/shawnhar/archive/2007/11/23/game-timing-in-xna-game-studio-2-0.aspx>



XNA may get behind (1)

- Why would `Update+Draw time > TargetElapsedTime`?
 - Computer slightly too slow
 - Computer way too slow
 - Computer mostly fast enough, but may have too much stuff on screen, big texture load, or garbage collection
 - Paused program in debugger

<http://blogs.msdn.com/shawnhar/archive/2007/07/25/understanding-gametime.aspx>



XNA may get behind (2)

- What happens if `Update+Draw time > TargetElapsedTime`?
 - Set `GameTime.IsRunningSlowly = true;`
 - Keep calling `Update` (without `Draw`) until caught up
 - Makes sure game is in right state with `Draw` finally happens
 - If too far behind... punt

<http://blogs.msdn.com/shawnhar/archive/2007/07/25/understanding-gametime.aspx>



When XNA gets behind (1)

- If computer slightly too slow: If can't handle `Update+Draw` in one frame, can probably handle `Update+Update+Draw` in two frames
 - May look jerky but should play OK
- If computer way too slow (i.e. `Update` alone doesn't fit in a single frame): we are doomed
- In both above cases, a clever program could see that `GameTime.IsRunningSlowly == true` and reduce level of detail
 - Most games don't bother

<http://blogs.msdn.com/shawnhar/archive/2007/07/25/understanding-gametime.aspx>



When XNA gets behind (2)

- If particular frame took too long: call update extra times to catch up, then continue as normal
 - Player may notice slight glitch
- If paused in debugger: XNA will get way behind and give up, but will continue running OK when debugger resumed

<http://blogs.msdn.com/shawnhar/archive/2007/07/25/understanding-gametime.aspx>



“Heisenberg Uncertainty Principle”

- If you put in breakpoints, may notice Update being called more often than Draw, since the breakpoint makes you late
- Examining the timing of a system changes the timing!

<http://blogs.msdn.com/shawnhar/archive/2007/07/25/understanding-gametime.aspx>



XNA game loop: Variable Step

- `Game.IsFixedTimeStep = false;`
 - Update
 - Draw
 - Repeat
 - (more or less)
- Update should use elapsed time information

<http://blogs.msdn.com/shawnhar/archive/2007/07/25/understanding-gametime.aspx>

