

Forum:[Hack Forums](#)

Thread: [\[Discontinued\] XNA Framework Game Creation made easier](#)

Barret - September 23, 2017, 6:42 pm

A work in progress, XNA framework for making an easy approach for game development.

For now i'm writing all the basic building blocks (game objects) from scratch that become the core elements.

Github: -removed-

Suggestions welcome :)

Haters Ganna Hate - September 23, 2017, 7:53 pm

According to Wikipedia, XNA is discontinued? https://en.wikipedia.org/wiki/Microsoft_XNA

Barret - September 26, 2017, 8:21 am

Github link added, currently doing the GUI

Ninja - September 26, 2017, 8:43 am

Good ol' Hackforums, where skidded crypters are praised and stuff like this gets no attention.

Nikola ?esla - September 26, 2017, 9:02 am

(Sep 26, 2017 08:43 AM)Ninja Wrote: [\[CITE\]](#) Good ol' Hackforums, where skidded crypters are praised and stuff like this gets no attention.

true this guy has released quality stuff here which is very underrated.

Dofeus - September 26, 2017, 9:10 am

Excellent op. Didn't know there is a part of this in vb.net

(Sep 26, 2017 08:43 AM)Ninja Wrote: [\[CITE\]](#) Good ol' Hackforums, where skidded crypters are praised and stuff like this gets no attention.

As i lurk around here, it is true af. This guy really got a knowledge.

DeadKube - September 26, 2017, 11:47 am

Convert to MonoGame. XNA is discontinued.

Barret - September 26, 2017, 1:00 pm

(Sep 26, 2017 11:47 AM)DeadKube Wrote: [\[CITE\]](#) Convert to MonoGame. XNA is discontinued.

Sure is, but since when is "discontinued" a new name for "dont use" ???

I asked for suggestions, not these silly and useless replies.

DeadKube - September 26, 2017, 3:01 pm

(Sep 26, 2017 01:00 PM)Barret Wrote: [\[CITE\]](#) Sure is, but since when is "discontinued" a new name

for "dont use" ???

I asked for suggestions, not these silly and useless replies.

Do you still use Windows XP? That's also discontinued.

That comment you just made instantly made me want to avoid you and makes you look ridiculous. At least use Unity instead.

XNA is not considered a viable framework for developing games. If you really want me to give you reasons: Vulkan support?

DirectX 12 support? No lol. Locked to an outdated DirectX 9 (LOL, way to go back in time)

Very, very poor Windows 10 support (basically non-existent)

NO one, and I mean NO one is going to hire you for your XNA knowledge except for the developer of Fez but who cares about him anyway.

NO one, and I mean NO reasonable developer will USE what you're making because XNA is no longer being USED! This has no economical or real life value, at all.

But I mean, sure. Go back to the good old days if that's what you want and need. LOL. Maybe, just maybe this had some kind of use back in 2012. Honestly why do I even have to write this all out to such an 'advanced' programmer like yourself ? ??

If you cannot live with a viable suggestion to NOT use something that's fucking old and for reasons mentioned above, I wish you all the best but I want nothing to do with that. It's a suggestion. Deal with it. Do what you want, either way I don't care. Could it be that maybe you're the physical manifestation of [The Way Back Machine](#)?

Barret - September 26, 2017, 4:23 pm

(Sep 26, 2017 03:01 PM)DeadKube Wrote: [\[CITE\]](#) ...That comment you just made instantly made me want to avoid you and makes you look ridiculous....

I really don't care what you think or want kiddo, now shoo-shoo, go play outside with the others kids. ?

DBots - September 27, 2017, 12:27 am

Wait, how does this help fud/hack/encrypt/watch porn? Useless stuff.

(Sep 26, 2017 08:43 AM)Ninja Wrote: [\[CITE\]](#) Good ol' Hackforums, where skidded crypters are praised and stuff like this gets no attention.

All jokes aside, you create the most interesting projects around this section IMO.

Hope you expand it enough to have a user base. More users, more ideas, better project.

Good luck!

Cecilia - September 27, 2017, 2:16 am

(Sep 26, 2017 03:01 PM)DeadKube Wrote: [\[CITE\]](#) XNA is not considered a viable framework for developing games. If you really want me to give you reasons: NO one, and I mean NO one is going to hire you for your XNA knowledge except for the developer of Fez but who cares about him anyway.

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Barret makes these for a hobby only. He has no intention of making money or getting a good job/resume off it.

Barret makes these for a hobby only. He has no intention of making money or getting a good job/resume off it. Barret makes things for himself/own enjoyment. He doesn't mind if people don't use it :)

Brighten up a bit, eh?

I still use Mono.Cecil 0.9.4 (heavily modded mind you).

I see no reason to update, my shit still kicks ass.

DBots - September 27, 2017, 3:00 am

(Sep 26, 2017 03:01 PM)DeadKube Wrote: [\[CITE\]](#) Do you still use Windows XP? That's also discontinued.

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Not everyone programs for the same reason. To make money, or because it's a trend. Discontinued doesn't mean it wasn't the best thing around at some point.

In fact, some of the oldest programming languages have been around since the beginning of what we do now, like C. For you to come down and judge so hard on what this man is doing with his free time is awfully selfish and totally Nazi. I had to capitalize Nazi. How about fuck off and don't be Hitler

and let the man type into his IDE. Who gives if he makes money with it or not?

Ninja - September 27, 2017, 7:08 am

(Sep 27, 2017 03:00 AM)DBots Wrote: [\[CITE\]](#) In fact, some of the oldest programming languages have been around since the beginning of what we do now, like C.

This analogy is incorrect though, since C still very much serves a purpose. So do other old languages like Cobol. But since XNA is discontinued it won't get updates, and people will probably switch to newer or 'better' frameworks so its good to follow the trend.

DeadKube - September 27, 2017, 7:14 am

(Sep 27, 2017 07:08 AM)Ninja Wrote: [\[CITE\]](#) This analogy is incorrect though, since C still very much serves a purpose. So do other old languages like Cobol. But since XNA is discontinued it won't get updates, and people will probably switch to newer or 'better' frameworks so its good to follow the trend.

Thank you Ninja for having common sense. Why would you want to be stuck to DX9 anyway. I don't see the logic in that. Not even for hobby projects. But whatever, it's his project. I'm done messing around here. He knows, I know, we all know.

Ps. People have been switching over to other frameworks since 2013. It's almost 2018 now and guess what, Unity seems to be the clear winner in terms of alternative frameworks.

But like I said before. I'm all for best practices and will continue making suggestions on said basis. If that's not too your liking that's fine by me but at least I did my due diligence. I honesty don't know what's wrong with people around here who can't seem to cope with proper suggestions and they're all like oh I'm just gonna do it my way anyway..

DBots - September 27, 2017, 7:33 am

To correct you both, XNA may not get any updates by the original developers, doesn't mean that no one will come and use it or update it just the right way where it can be par to par with the next best thing out there.

Just because it doesn't meet your standards, which are apparently very high, doesn't mean that it should not be used, even as a hobby.

Respond bitch.

Rhez - September 27, 2017, 7:59 am

(Sep 26, 2017 03:01 PM)DeadKube Wrote: [\[CITE\]](#) Do you still use Windows XP? That's also discontinued.

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So much explanation bro. He's just doing this for someone who wants to try this with ease, not for commercial use, just for an experience.

DeadKube - September 27, 2017, 9:07 am

(Sep 27, 2017 07:59 AM)Rhez Wrote: [\[CITE\]](#) So much explanation bro. He's just doing this for someone who wants to try this with ease, not for commercial use, just for an experience.

I'm sorry okay. I'm a mental patient. Programming has made me mentally fucked up. Yes, my standards are quite high. They appear to become even higher as time goes on and my programming knowledge increases.

Ninja - September 27, 2017, 9:42 am

(Sep 27, 2017 07:33 AM)DBots Wrote: [\[CITE\]](#) To correct you both, XNA may not get any updates by the original developers, doesn't mean that no one will come and use it or update it just the right way where it can be par to par with the next best thing out there.

Just because it doesn't meet your standards, which are apparently very high, doesn't mean that it should not be used, even as a hobby.

Respond bitch.

I never hated on XNA, I just stated a few of my thoughts. I was merely correcting someone but I see how one can misinterpret it as me hopping on the bandwagon DeadKube is on.

Barret - September 30, 2017, 7:48 am

New update and change of name (Frost), its bit more cleaned up, tweaked and looks better :P