

Installing Applications

In order to install an application onto your Zune HD, you need to download and install a few programs onto your computer. I will warn you that this may take a while, but after you have done this work, putting applications on your Zune very easy.

Tutorial Summary

- Download and Install: Microsoft C# 2008 Express Edition
- Download and Install: Microsoft XNA Studio 3.1
- Download and Install: Microsoft XNA Extensions for Zune HD
- Deploy the application file to your Zune

Part 1: Installing the Prerequisite Programs

In order to install an application to a Zune HD, these three programs must be installed in this order. All of the programs are free, and available off the Microsoft website.

1. Microsoft C# 2008 Express Edition

Visit <http://www.microsoft.com/express/vcsharp/Default.aspx#webInstall>, select your language of choice, and then click Download. Run the program, and install it to your computer. Once this is complete, continue to number 2.

2. Microsoft XNA Studio 3.1

Visit <http://www.microsoft.com/downloads/details.aspx?FamilyID=80782277-d584-42d2-8024-893fcd9d3e82&displaylang=en>, download the XNA Studio Software, and install it to your computer. Once this is complete, you must set up your Zune HD with the computer. In the Start Menu, go to All Programs -> Microsoft XNA Studio 3.1 -> XNA Game Studio Device Center. Connect your Zune to the computer, and use the Device Center to add your device (Note: the icon for the Zune HD will not be correct; it will be for a older Zune device. Don't worry, this won't affect anything.).

3. Microsoft XNA Extensions for Zune HD

Lastly, visit <http://www.microsoft.com/downloads/details.aspx?FamilyID=48f7ba37-8ba7-4d16-8873-0b7f83ef77f9&displaylang=en> and download and install the XNA Zune Extensions. This software enables certain features of the Zune for applications, such as Multitouch and the Accelerometer.

Part 2: Deploying an Application to a Zune HD



This is the easy part. When you download a Zune game, it has the ".ccgame" filename extension (example: an app could be called 'myzunegame.ccgame'). Provided the three items above are installed, just double click the application file and click Unpack. In order for this to work, the Zune software must be closed while unpacking to the Zune HD.