
XBOX.COM XML FEEDS

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Summary:

The purpose of the XML feeds described in this document is to enable external developers to build online applications around Xbox LIVE data.

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Gamercard & Games Played Feed

Overview:

The *Gamercard and Games Played* XML feed provides XCDP developers with

1. all the key data points found in the Gamercard for the specified user, and
2. summary level information of the last sixteen games the user has played

URL: <http://feeds.xbox.com/publicgamercardfeed.ashx?gamertag=<insertgamertaghere>>

Replace “<insertgamertaghere>” with the actual gamertag of the user.

The default culture for the data returned is en-us (United States – English). This determines the language used for strings that can be localized, and modifies the URLs to point to the matching culture. To get data for a different culture, either specify the desired ISO culture code in the HTTP **Accept-Language** header, or add an additional query string parameter named “culture” and set it to the desired culture. For example, &culture=ja-jp. The supported cultures are listed on xbox.com at <http://www.xbox.com/en-us/ChangeLocale.htm>.

Details:

One caveat to understand about this xml feed is the impact that the privacy and family settings will have on data availability. If these settings are set to either blocked or friends only, no data will be available. This is to uphold the privacy of the gamer given the lack of authentication in retrieving the data.

You should also be able to handle the case where new elements or attributes are added to the XML feed to support future needs, ignoring any elements or attributes that you do not know how to handle.

There are two top level elements in the *Gamercard and Games Played* XML feed.

1. <GamerInfo> – This node encapsulates the entire data feed and also includes all the gamer card attributes.
2. <RecentGames> – This node encapsulates the most recent 16 games that a given gamer has played.

GamerInfo Node

Attribute	Type	Description & Details	Example
gamertag	String	Users Xbox Live gamertag. Maximum character length = 15	Tonic
profileUrl	URL	Link to the users 'me view' gamer profile page on Xbox.com. Note that only the users themselves, after signing into Xbox.com can view this page.	http://live.xbox.com/member/Tonic
tileUrl	URL	Link to retrieve the users gamer picture. JPG format, 64x64 pixels.	http://tiles.xbox.com/tiles/N8/7R/0mdsb2JhbC9FCgUABk0AGABZL3RpbGUvMC8yODAwMQAAAAAAD9-s4X.jpg
reputation	Number	Range is 0-100 and represents a users reputation.	85.44308
reputationBucket	Number	Range is 0-20 (21 buckets) and represents a users reputation in terms of the segment of stars to be presented on their gamer card.	17
reputationUrl	URL	This is the URL to use for retrieving the correct image to display the users reputation on the gamer card.	http://live.xbox.com/xweb/lib/images/gc_repstars_external_17.gif
score	Number	0-Int32.MaxValue are acceptable here.	5725
zone	String	There are 4 possibilities, Pro, Underground, Family, and Recreation, but these values will be localized depending on the specified culture.	Pro
tier	Number	6 = Xbox Live Gold account 3 = Xbox Live Silver account 0 = Xbox.com account	6

Example:

```
<?xml version="1.0" encoding="utf-8" ?>
```

```
= <GamerInfo gamertag="Tonic" profileUrl="http://live.xbox.com/member/Tonic"
tileUrl="http://tiles.xbox.com/tiles/N8/7R/0mdsb2JhbC9FCgUABk0AGABZL3RpbGUvMC8yODAwMQAAAAAAD9-s4X.jpg"
reputation="85.44308" reputationBucket="17"
reputationUrl="http://live.xbox.com/xweb/lib/images/gc_repstars_external_17.gif"
score="5725" zone="Pro" tier="6">
```

Recent Games Node

Contains 0 or more <Game> elements which have the following attributes.

Attribute	Type	Description & Details	Example
Game name	String	Name of the game.	PGR3
lastPlayed	Date	Date, in GMT, that this user last played the game. If the user played the game offline and synchronized later, there is no known last played date and “Mon, 01 Jan 1753 00:00:00 GMT” will be returned	Sun, 01 Jan 2006 04:47:19 GMT
Achievements	Number	Number of achievements completed by the gamer.	17
Gamerscore	Number	Number of gamerscore earned by the gamer.	740
totalAchievements	Number	Number of total achievements available in the game.	20
totalGamerscore	Number	Number of total gamerscore available from this game.	900
tile64Url	URL	The 64x64 pixel game tile for the game name in jpg format.	http://tiles.xbox.com/tiles/ou/TB/1mdsb2Jhbc9ECgR8GgMfWStSL2ljb24vMC84MDAwAAAAAAAAAPnu5LO=.jpg
Tile32Url	URL	The 32x32 pixel game tile for the game name in jpg format.	http://tiles.xbox.com/tiles/zU/r1/0Wdsb2JgbA9ECgR8GgMfWStSL2ljb24vMC84MDAwIAABAAAAAP7aStI=.jpg
achievementDetailsUrl	URL	This url will direct the user to Xbox.com and automatically bring them to the 'Compare Games' page.	http://live.xbox.com/en-US/profile/Achievements/ViewAchievementDetails.aspx?compareTo=Tonic&t=%09%5d%3a%15%18*iAs%01
tid	String	Game title ID	%09%5d%3a%15%18*iN%0a%02

Example:

- <RecentGames>

```
<Game name="PGR3" lastPlayed="Sun, 01 Jan 2006 04:47:19 GMT" achievements="17"
gamerscore="740" totalAchievements="20" totalGamerscore="900"
tile64Url="http://tiles.xbox.com/tiles/ou/TB/1mdsb2JhbC9ECgR8GgMfWStSL2ljb24vM
C84MDAwAAAAAAAAAPnu5L0=.jpg"
tile32Url="http://tiles.xbox.com/tiles/zU/r1/0Wdsb2JgbA9ECgR8GgMfWStSL2ljb24vMC
84MDAwIAABAAAAAP7aStI=.jpg" achievementDetailsUrl="http://live.xbox.com/en-
US/profile/Achievements/ViewAchievementDetails.aspx?compareTo=Tonic&t=%09%5
d%3a%15%18*iAs%01" />
```

```
<Game name="NBA 2K6" lastPlayed="Sat, 31 Dec 2005 22:42:55 GMT" achievements="5"
gamerscore="1000" totalAchievements="5" totalGamerscore="1000"
tile64Url="http://tiles.xbox.com/tiles/6p/z2/1Gdsb2JhbC9ECgUMGgQfWSpRL2ljb24vM
C84MDAwAAAAAAAAAPvZnPU=.jpg"
tile32Url="http://tiles.xbox.com/tiles/hT/LC/02dsb2JgbA9ECgUMGgQfWSpRL2ljb24vM
C84MDAwIAABAAAAAPztMpo=.jpg" achievementDetailsUrl="http://live.xbox.com/en-
US/profile/Achievements/ViewAchievementDetails.aspx?compareTo=Tonic&t=%09%5
d%3bdh-o0%02%04" />
```

</RecentGames>

</GamerInfo>

Presence Feed

You can request *Presence* information for a gamertag by using the following URL

<http://feeds.xbox.com/publicpresencefeed.ashx?gamertag=<insertgamertaghere>>

Presence Feed Details

In order to avoid overloading this feed we do have throttles in place so we suggest a 5-10 minute cache time for requesting *Presence*. When the cap is reached you'll get a null return.

GamerPresence Node

Attribute	Type	Description & Details	Example
gamertag	String	Users Xbox Live gamertag. Maximum character length = 15	SheBites
info	String	Verbose player's presence	
info2	String	Verbose player's rich presence	
lastSeen	Timestamp	Most recent Xbox LIVE login	Wed, 10 Sep 2008 03:04:56 GMT
online	Integer	Currently online (0=offline/1=online)	
status	Integer	0 = Online 1 = Offline 2 = Away 3 = Busy 4 = Unknown	
StatusText	String	Verbose status of the gamertag	
tid	String	Title ID	%09%5d%3bhe-n%3c%0e%05
Title	String	Title name	
gameType	Integer	the type of media being played (full game, demo, trial)	
joinable	Binaryr	denotes the gamertag is in a joinable state	
playing	Binary	currently playing the title	

Example:

```
<?xml version="1.0" encoding="utf-8" ?>
```

```
<GamerPresence gamertag="SheBites" info="Last seen 19 hours ago playing Windows Media  
Center" info2="" lastSeen="Wed, 10 Sep 2008 03:04:56 GMT" online="0" status="1"  
StatusText="Offline" tid="%09%5d%3bhe-n%3c%0e%05" title="Windows Media  
Center" gameType="2" />
```

Games Catalog Feed

Overview:

The *Games Catalog* XML feed exposes metadata about game titles from the Xbox LIVE Games Catalog (<http://www.xbox.com/games/catalog.aspx>). Note this is a public feed not restricted to XCDP users only.

URL: <http://feeds.xbox.com/productinfofeed.ashx?tid=<GameTitleID>>

Replace “<GameTitleID>” with the actual tid of the game.

The default culture for the data returned is en-us (United States – English). This determines the language used for strings that can be localized, and modifies the URLs to point to the matching culture. To get data for a different culture, either specify the desired ISO culture code in the HTTP **Accept-Language** header, or add an additional query string parameter named “culture” and set it to the desired culture. For example, &culture=ja-jp. The supported cultures are listed on xbox.com at <http://www.xbox.com/en-us/ChangeLocale.htm>.

Note that title IDs usually map to the same game across locales, but in some instances they don’t. Also, the content for this feed is generated independently for each culture, so data might not be available for every locale.

Details:

The data in this feed is cached for 24 hours by Xbox.com. Since the content won’t be changing frequently, the recommended guideline to re-query the feed is around 72 hours.

There are three top level elements in the *Games Catalog* XML feed.

1. *<ProductInfo>* – This node encapsulates the entire data feed and also includes the general game title attributes.
2. *<SupportedDevices>* – This node encapsulates flags for each console type supported.
3. *<Assets>* – This node encapsulates URLs for all available media assets related to the game title: **BoxArt**, **Screenshots** (Thumbnail and full-size), and **Videos** (Thumbnail, High resolution and Low resolution).

ProductInfo Node

Attribute	Type	Description & Details	Example
Title	String	Name of the game.	Gears of War 2™
Description	String	Full description of the game.	
ShortDescription	String	Summary description of the game.	
Developer	String	Name of the developer.	Epic Games, Inc.
DeveloperURL	URL	Link to developer website	http://www.epicgames.com/
Publisher	String	Name of the Publisher.	Microsoft Game Studios
PublisherURL	URL	Link to Publisher website	http://www.microsoft.com/games/
Manufacturer	String	Name of the Manufacturer.	
ManufacturerURL	URL	Link to Manufacturer website	

MarketplaceURL	URL	Link to Xbox Marketplace page for this title	http://marketplace.xbox.com/en-CA/games/media/66acd000-77fe-1000-9115-d8024d53082d/
Rating	String	Code based on the appropriate rating system (ESRB, PEGI, etc)	M (Mature)
RatingDescription	String	Verbose rating description	Blood and Gore, Intense Violence, Strong Language
ReleaseDate	Date	Game release date.	07/11/2008
Category	String	Action Adventures Compilations Family Fighting Music Platform Racing RPG Shooting Simulations Sports Strategy Xbox Originals Xbox LIVE Arcade	Shooter
UPCCode	String	Universal Product Code	882224691635
Price	Currency	MSRP in local currency	59.99
MSPoints	Integer	Value in Microsoft Points	
BuyNowURL	URL	<Deprecated. Do not use.>	
PlatinumHit	Binary		
XboxExclusive	Binary		
Xbox360Exclusive	Binary		
Camera	Binary		
CoOp	Binary		
CustomSoundtrack	Binary		
Dolby51	Binary		
HardDriveRequired	Binary		
LiveAware	Binary		
LiveCoOp	Binary		
LiveDownloads	Binary		
LiveFriends	Binary		
LiveMessaging	Binary		
LiveMultiplayer	Binary		
LiveScoreboard	Binary		

LiveStats	Binary		
LiveTournaments	Binary		
LiveVoice	Binary		
LiveVoiceMessaging	Binary		
MemoryUnit	Binary		
MultiplayerVersus	Binary		
PlayersCoOpOffline	Binary		
PlayersCoOpOnline	Binary		
PlayersLive	Binary		
PlayersOffline	Binary		
PlayersSystemLink	Binary		
SystemLink	Binary		
UserCreatableContent	Binary		

SupportedDevices Node

Attribute	Type	Description & Details	Example
Xbox	Binary	Original Xbox console support	
Xbox360	Binary	Xbox 360 console support	

Assets Node

Attribute	Type	Description & Details	Example
BaseUrl	URL	Initial part of the assets URL	http://www.xbox.com
BoxArt >Jpg	String	Relative location for BoxArt JPEG image	/NR/rdonlyres/8B804457-94B4-4535-B8BB-AD3B37D5971F/0/boxgearsOfWar2.jpg
Screenshots >Screenshot >>ThumbnailUrl	String	Relative location for thumbnail screenshot image	/NR/rdonlyres/8BCB4FF1-5C8A-43D9-A97E-2F0D7320BC75/0/stngow2e30800.jpg
Screenshots >Screenshot >>ImageUrl	String	Relative location for full-size screenshot image	/NR/rdonlyres/C63A83BA-1C63-4297-AB3D-AF6C0446FA60/0/simgow2e30800.jpg

Videos >Video >>ThumbnailUrl	String	Relative location for thumbnail JPEG image of the video.	/NR/rdonlyres/F773F02D-3FD4-4744-9B12-4B60C36EC37C/0/vtngdcgow2001.jpg
Videos >Video >>HiResUrl	String	Relative location for high- resolution video file	/NR/rdonlyres/07353742-615E-4A2E-8131-E138F1CD16B6/0/vidgdcgow2001hi.asx
Videos >Video >>LoResUrl	String	Relative location for low- resolution video file	/NR/rdonlyres/C168A2E9-D1D9-4455-95CB-2DDEA0B15297/0/vidgdcgow2001lo.asx

Example:

```
< ?xml version="1.0" encoding="utf-8" ?>
```

```
- <ProductInfo>
```

```
  <Title>Gears of War 2™</Title>
```

```
  <Description>&lt;p&gt;&lt;em&gt; Gears of War&#174; 2&lt;/em&gt; is the eagerly
    anticipated sequel to the 4.5 million selling blockbuster third-person tactical action
    game that became one of the most popular Xbox 360 games in history. This time,
    Marcus Fexis and Delta Squad are poised to deliver a bigger, badder, and more
    intense experience.&lt;/p&gt;&lt;ul&gt;&lt;li&gt;&lt;strong&gt;Epic
    saga:&lt;/strong&gt; &lt;em&gt;Gears of War 2&lt;/em&gt; continues the story of
    Marcus Fenix and Delta Squad, locked in an increasingly desperate battle against
    the nightmarish Locust Horde for the survival of humanity. &lt;em&gt;Gears of War
    2&lt;/em&gt; is an epic saga of survival, loss, and
    retribution.&lt;/li&gt;&lt;li&gt;&lt;strong&gt;Technological
    advances:&lt;/strong&gt; &lt;em&gt;&lt;a href=&quot;/en-
    US/games/g/gearsofwar/&quot;&gt;Gears of War&lt;/a&gt;&lt;/em&gt; set the
    standard for high-definition visuals and became the game to which all others are
    compared. &lt;em&gt;Gears of War 2&lt;/em&gt; raises the bar even further with
    the amazing technological advances of Unreal Engine
    3.&lt;/li&gt;&lt;li&gt;&lt;strong&gt;Xbox 360 exclusive:&lt;/strong&gt;
    &lt;em&gt;Gears of War 2&lt;/em&gt; is developed by Epic Games for Microsoft
    Game Studios and joins a growing list of must-have Xbox 360&#174; exclusives.
    Look for &lt;em&gt;Gears of War 2&lt;/em&gt; when it storms onto retail shelves
    this November.&lt;/li&gt;&lt;/ul&gt;</Description>
```

```
  <ShortDescription>The Xbox 360 exclusive Gears of War 2 continues the story of Marcus
    Fenix and Delta Squad, locked in an increasingly desperate battle against the
    nightmarish Locust Horde.</ShortDescription>
```

```
  <Developer>Epic Games, Inc.</Developer>
```

```
  <DeveloperUrl>http://www.epicgames.com/</DeveloperUrl>
```

```
  <Publisher>Microsoft Game Studios</Publisher>
```

```
  <PublisherUrl>http://www.microsoft.com/games/</PublisherUrl>
```

```
  <Manufacturer />
```

```
  <ManufacturerUrl />
```

```
  <MarketplaceUrl>http://marketplace.xbox.com/en-CA/games/media/66acd000-77fe-
    1000-9115-d8024d53082d/</MarketplaceUrl>
```

```
  <Rating>M (Mature)</Rating>
```

```
  <RatingDescription>Blood and Gore, Intense Violence, Strong
    Language</RatingDescription>
```

```
  <ReleaseDate>07/11/2008</ReleaseDate>
```

```
  <Category>Action</Category>
```

```
  <UPCCode>882224691635<UPCCode/>
```

```
  <Price>59.99</Price>
```

```
<MSPoints>0</MSPoints>
<BuyNowUrl />
<PlatinumHit>0</PlatinumHit>
<XboxExclusive>0</XboxExclusive>
<Xbox360Exclusive>1</Xbox360Exclusive>
<Camera>0</Camera>
<CoOp>0</CoOp>
<CustomSoundtrack>0</CustomSoundtrack>
<Dolby51>0</Dolby51>
<HardDriveRequired>0</HardDriveRequired>
<LiveAware>0</LiveAware>
<LiveCoOp>0</LiveCoOp>
<LiveDownloads>0</LiveDownloads>
<LiveFriends>0</LiveFriends>
<LiveMessaging>0</LiveMessaging>
<LiveMultiplayer>0</LiveMultiplayer>
<LiveScoreboard>0</LiveScoreboard>
<LiveStats>0</LiveStats>
<LiveTournaments>0</LiveTournaments>
<LiveVoice>0</LiveVoice>
<LiveVoiceMessaging>0</LiveVoiceMessaging>
<MemoryUnit>0</MemoryUnit>
<MultiplayerVersus>0</MultiplayerVersus>
<PlayersCoOpOffline>0</PlayersCoOpOffline>
<PlayersCoOpOnline>0</PlayersCoOpOnline>
<PlayersLive>0</PlayersLive>
<PlayersOffline>0</PlayersOffline>
<PlayersSystemLink>0</PlayersSystemLink>
<SystemLink>0</SystemLink>
<UserCreatableContent>0</UserCreatableContent>
- <SupportedDevices>
  <Xbox>0</Xbox>
  <Xbox360>1</Xbox360>
</SupportedDevices>
- <Assets baseUrl="http://www.xbox.com">
  - <BoxArt>
    <Jpg>/NR/rdonlyres/8B804457-94B4-4535-B8BB-
      AD3B37D5971F/0/boxgearsOfWar2.jpg</Jpg>
    </BoxArt>
  - <Screenshots>
    - <Screenshot>
      <ThumbnailUrl>/NR/rdonlyres/8BCB4FF1-5C8A-43D9-A97E-
        2F0D7320BC75/0/stngow2e30800.jpg</ThumbnailUrl>
      <ImageUrl>/NR/rdonlyres/C63A83BA-1C63-4297-AB3D-
        AF6C0446FA60/0/simgow2e30800.jpg</ImageUrl>
    </Screenshot>
    - <Screenshot>
      <ThumbnailUrl>/NR/rdonlyres/130B9110-71F0-4964-9939-
        E84EE5C894AE/0/stngow2e30801.jpg</ThumbnailUrl>
      <ImageUrl>/NR/rdonlyres/7C36CCBC-C528-4561-B2A3-
        060343FF120F/0/simgow2e30801.jpg</ImageUrl>
    </Screenshot>
    - <Screenshot>
      <ThumbnailUrl>/NR/rdonlyres/AF4433C9-2D84-49DB-9621-
        278B6D1D5620/0/stngow2e30802.jpg</ThumbnailUrl>
      <ImageUrl>/NR/rdonlyres/C802FB2F-1B03-4F80-AF9E-
        C7F4B6F4E0B5/0/simgow2e30802.jpg</ImageUrl>
    </Screenshot>
```

```

</Screenshots>
- <Videos>
  - <Video>
    <ThumbnailUrl>/NR/rdonlyres/F773F02D-3FD4-4744-9B12-
      4B60C36EC37C/0/vtngdcgow2001.jpg</ThumbnailUrl>
    <HiResUrl>/NR/rdonlyres/07353742-615E-4A2E-8131-
      E138F1CD16B6/0/vidgdcgow2001hi.asx</HiResUrl>
    <LoResUrl>/NR/rdonlyres/C168A2E9-D1D9-4455-95CB-
      2DDEA0B15297/0/vidgdcgow2001lo.asx</LoResUrl>
  </Video>
  - <Video>
    <ThumbnailUrl>/NR/rdonlyres/FFBC24F5-AAD3-49FD-B4F2-
      2BF79001F5D5/0/vtnGOW2_GDC2008_UnrealDemos.jpg</ThumbnailUrl>
    <HiResUrl>/NR/rdonlyres/FC3AEEA7-568B-4848-9445-
      B142A2FCB355/0/vidGOW2_GDC2008_UnrealDemoshi.asx</HiResUrl>
    <LoResUrl>/NR/rdonlyres/85D2195A-A664-4695-BC8D-
      D36A524A8223/0/vidGOW2_GDC2008_UnrealDemoslo.asx</LoResUrl>
  </Video>
  - <Video>
    <ThumbnailUrl>/NR/rdonlyres/BD83E83B-886B-4C0E-BF79-
      DF7687033640/0/vtngears2_CombustibleMapPack.jpg</ThumbnailUrl>
    <HiResUrl>/NR/rdonlyres/6EE3F74F-A7EC-4A6B-9E06-
      8A2C6143E8A6/0/vidgears2_CombustibleMapPackhi.asx</HiResUrl>
    <LoResUrl>/NR/rdonlyres/1C533B56-BE6A-4183-89B6-
      DE513E83B707/0/vidgears2_CombustibleMapPacklo.asx</LoResUrl>
  </Video>
</Videos>
</Assets>
</ProductInfo>

```

Notes:

For questions or comments about this documentation, email xcdp@microsoft.com.