SimpleAuthService Sample

This sample is compatible with the November 2014 Xbox One ADK.

# Description

This sample demonstrates how to set up a simple website to test with your Xbox One application configuration.

# Using the Sample

After you have configured your server and verified that IIS is set up properly, you can set up the sample and compile it to run on your web server. To learn more about setting up a simple web server, follow the steps for the [Xbox One Web Server QuickStart Guide](https://developer.xboxlive.com/en-us/apps/development/documentation/adk/Pages/XBLWS_webserver_QS_guide_feb15.aspx) on GDNP.

1. Ensure that you have Visual Studio 2012 installed.
2. Download the Xbox One Relying Party SDK from the software downloads page on GDN.
3. Open the SimpleAuthService project in Visual Studio.
4. Install the [IdentityModel for handling JSON Web Tokens (JWT)](https://www.nuget.org/packages/Microsoft.IdentityModel.Tokens.JWT).
5. Right-click the SimpleAuthService project and select Add Reference.
6. Select Browse and target the Microsoft.XboxLive.Auth.dll that was unpacked from the Relying Party SDK.
7. Select OK.
8. Open the Web.config file and find the audienceUris node.
9. Change <http://Your_Relying_Party.com/> to reflect your publisher or service's Relying Party name. **Note:** This is just the Relying Party name and not the actual domain or URL where the service will be hosted. They could be the same but this is directly related to the Relying Party lookup.
10. For testing to make sure the website is active, enable directory browsing temporarily in the Web.config file by changing the directoryBrowse setting to true. The default value for this setting is false: *directoryBrowse enabled=?false?*
11. Compile the solution to verify that it succeeds. If it does, you are now ready to publish the service.
12. Right-click the SimpleAuthService project and select Publish.
13. From the drop-down list, select <New Profile...>.
14. Name your publish profile SimpleAuthService and click Next.
15. On the Connection page, select File System from the drop-down list.
16. Set the target location to a new folder on your development computer and click Next.
17. Select Debug for the configuration so that you can debug the site later if needed, then click Publish.
18. Copy the resulting files in your output folder from Step 16 to the C:\SampleService\ folder on your server.

Once your server has been configured, test the web service in the browser: <http://localhost/RESTService.svc/messageoftheday>. If the web service is working properly a json file will download. Sample content: {"MessageOfTheDay":"No users attached to this token :( Today is Friday. Have a nice day!"}

**Note:** replace localhost if necessary with the directory on your server where the SimpleAuthService files reside.

Your website is now set up to run the SimpleAuthService sample. For more information on using the sample service with the Xbox One, please review the [Xbox One Web Server QuickStart Guide](https://developer.xboxlive.com/en-us/apps/development/documentation/adk/Pages/XBLWS_webserver_QS_guide_feb15.aspx). Testing this service with the Xbox One will require the [Single Sign On](https://developer.xboxlive.com/_layouts/xna/download.ashx?file=ADKLiveAuth110.zip&folder=mediaapps\ADK\samples\feb2015adk) Sample available on GDNP.

# Required Components

* **IIS 7.5 or later**: Required for testing and client access to your service. Ensure to install all IIS components that VS2012 requires. More information on IIS configuration is available on the [Xbox One Web Server QuickStart](https://developer.xboxlive.com/en-us/apps/development/documentation/adk/Pages/XBLWS_webserver_QS_guide_feb15.aspx#ID4EHPAC) Guide page on GDNP.
* **Microsoft .NET 4.5 or later**
* [**Xbox Relying Party SDK**](https://developer.xboxlive.com/_layouts/xna/download.ashx?file=Microsoft_Services_and_Relying_Party_SDK_Beta.zip&folder=mediaapps\relying_party): Required for Microsoft.XboxLive.Auth library reference. Provides access to Xbox LIVE tokens meant for your service and the contained claims.
* **JSON Web Token Handler For the Microsoft .Net Framework 4.5**: Required by Microsoft.XboxLive.Auth library. Provides JSON Web Token Handler. Available through NuGet or http://nuget.org/packages/Microsoft.IdentityModel.Tokens.JWT/
* [**Xbox LIVE signing certificate**](https://developer.xboxlive.com/_layouts/xna/download.ashx?file=xsts.auth.xboxlive.com.cer.zip&folder=mediaapps\relying_party): Required to verify signature of authentication tokens from LIVE. Install this certificate in the Local Computer/Personal store and the Local Computer/Trusted People store. This certificate is valid from January 27, 2015 until December 30, 2016.
* **Relying Party encryption certificate**: Required to decrypt authentication tokens from Xbox LIVE that are meant for your service. Work with your Developer Account Manager to obtain and configure this certificate. More information on this certificate is available on the [Xbox One Web Server QuickStart](https://developer.xboxlive.com/en-us/apps/development/documentation/adk/Pages/XBLWS_webserver_QS_guide_feb15.aspx#ID4EHPAC) Guide page on GDNP. Install this certificate in the Local Computer/Personal store.

# Known Issues

Be aware that directly pasting a certificate thumbprint into the web.config from the MMC may cause an extra invisible Unicode character. For more information on this issue and how to fix it, please see [Certificate thumbprint displayed in MMC certificate snap-in has extra invisible unicode character](http://support.microsoft.com/kb/2023835?wa=wsignin1.0).