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1 Prologue

When I have started to work with Xamarin (October 2014), I had spent a lot of time to find an entry to work with Xamarin, as I don't have found any information's like this document ☺.

I had to query the Internet for days and find out the most myself by try-and-error over the time.

Therefore, I have wrote this document - to hopefully make the startup easier for you.

➤ If I had found such a document by my start, I could have saved a lot of time (weeks over the time).

I also have wrote this document, to make a contribution to the Xamarin-community.

Since I work with Xamarin.Forms, I have received a lot of help - especially to detailed problems - from the Xamarin-community, **and ... one should not only take but also give.**

I am **not** a Xamarin / Xamarin.Forms-specialist, as I don't work for a long time with it.

Maybe my start was especially strong, as I am (was ☺) a VS-VB-Windows developer in the fifties:

- first touch with c#
- first touch with MAC
- first touch with mobile-development
- first touch with iOS / Android / Windows Phone

The good news are, that I was able to find an entry and create my first (not so trivial) business app (with Xamarin.forms) within about five months.

I see me still as newbie with little experience in Xamarin / XF.

My native language is German. I hope you understand this document nevertheless and... if you find some "English-bug's" (or others), you can keep it for free... ☺ ☺

So I hope this document helps you and... thanks for reading it...

It further would be nice, if you would give me some feedback in the thread, if it was/is useful for you ☺

2 To this document

This document was created **in March 2015** - so any information's are related to **this date** and may be old/wrong depending of when you read it ☺

The information's in this document are based **on my personal findings (without any help/review from Xamarin / others)** and therefore **also can be wrong**.

The whole environment is very, very, very complex (as you can seen in the chapter "Overview (greatly simplified)":

- The information's are from **my practical view** and should help you to find an easier entry in the "Xamarin universe" (than I had)
- This description is **not** a description, how to develop with Xamarin, this description is a description, **how to start work in the "Xamarin universe".**

To the theme "how to develop" with Xamarin, there are a few good descriptions. You can find a few links in the chapter "Useful links".

- **If you are a VS-developer that want to start with Xamarin(.Forms), this document should be 100% useful for you.**
- **If not, I hope (think) you will find nevertheless some useful information's.**

There are a lot of further important information's...

But I have decided to post the document as soon as possible, to help other users **as soon as possible...** ☺

Maybe - depending of the feedback I receive to the document - I will update/enhance it later...

If I do this, I will post a short message in the thread to this document and also will add a chapter "History" to this document.

3 Version-History

Version	Date	Changes
1.0	March 2015	Initial Version
1.1	July 2015	<ul style="list-style-type: none">Added some new Information's - you can see it in the Table of contentChanged some Information's in the chapters <p>In the future, I will mark the changed information's to the last version (actually 1.0) in this manner (first remove the "old" marks and then mark the new/changed information's to the last version)</p>

4 My personal experience / opinion to Xamarin(.Forms)

If I have started to develop with Xamarin, I would have been interested to hear the opinion from other developers - maybe you also...?

The following information's reflects **my personal opinion (snapshot March 2015)**.

We have an existing public web-portal (based on Ajax) that - unfortunately - don't support mobile-devices ☺.

Therefore, I have searched a solution for creating mobile app's to enhance our existing portal with full (native-like) mobile-support for at least iOS and Android, but also WP (if possible).

I think, the web-based "all-in-one"-solutions with javascript are on a good way to become a "jack of all trades" in the future (in a few years). So... I will keep also an eye on this.

For now, I am landed by Xamarin.**Forms**, as Xamarin promise a "native experience" and high amount of reusable **code** (create **one** app and run it native-like on iOS, Android and Windows Phone).

To access the data of our existing web-portal (stored on a MS-SQL-Server), we have created a JSON-web-service, embedded in oWin, embedded in a Windows-Service. The portal run's on an IIS on a Windows-Server and the JSON-web-service run's on the same Windows-Server (as Windows-Service) on a special port.

- **This works like a charm ☺**

I don't have used Xamarin.iOS / Xamarin.Android or Xamarin.MAC. I only have used Xamarin.**Forms**

My personal opinion to Xamarin.**Forms**:

- **Pro's:**
 - If you have taken the first hurdles, you can develop fast and really have a very high amount of reusable code
 - If needed, you also can relatively easy include platform-specific code
 - There is a huge XF-community, where you can receive help from and also examples, "how to do this..." and "how to do that..."
 - The app's really looks native-like (depending of your implementation ☺)
 - With some swabs (see con's) - you really can create one App and run in on iOS, Android and WP
- **Once, it is done**, (see cons) **this can become the "holy grail" for any app-developer**
- **Update July 2015:**
 - In the meantime:
 - the WP-Platform (**8.0**) has become usable
 - there are **two new project-types** to the XF-win-platform added (WP 8.1 and **Windows**):
 - with "WP 8.1", the "old" implementation for windows phone (that I use right now) should be replaced
 - with "Windows", the app also should run **on windows-desktop-computers**
 - I don't have used it yet, as they are already in beta-state (and some functions are still missing)
 - **I was able to ship my app to all three store (iOS, Android and Windows Phone) - my app is alive now in the shops ☺**
 - The way to ship the app's was extremely stony, but - I think (hope) - that I don't have this problems with the updates / next new app
 - See also chapter "How to ship an (XF-) app to the (all) stores...?" (with link to the detail-information's)

- **Con's:**

- Although, XF is sold as product, it is - **for me** - still under development:
 - there is a lot of functionality missing in the standard XF (but the functionality is enhanced constantly)
 - you can install add-ons (like XLabs or others) to enhance the functionality of XF or you can enhance it by your own code
 - there are a lot of bug's in XF, but they are fixed (since 2015) on a fast pace:
 - the problem is, that - with the new releases - there are often also breaking-changes (fix of an bug / change in the base , causes a negative side-effect / new bug, that can break your app)
- ~~The Windows Phone XF implementation (base is still WP 8.0) has still some major bugs / design issues and is extremely slow (depending on what you do in your app) and - I think - is not usable for a productive app right now~~
 - ~~But it seems, as the most developers don't use it right now (what also may be the reason, that WP seems to have a low priority for Xamarin)~~
 - ~~Further, Xamarin is working on a 8.1 version and also a Windows Version , that should then run as standard Windows App (what will be a massive enhancement for the XF Platform, once done)~~

- **Update July 2015:**

- In the meantime, the WP-Platform (**8.0**) has been enhanced by Xamarin and now is really usable. The performance now is comparable with the other platforms and also some important bugs are fixed now (**see also pro's**).
- The app's are huger as native app's and takes more time to startup (but this is not really important for me)
- I think, Xamarin is overrun (right now) from the demand to XF (as Xamarin now can be used from Visual Studio, thanks the cooperation with Microsoft):
 - Although Xamarin.iOS and Xamarin.Android exists since **much longer** time (than Xamarin.Forms), the content to the Xamarin.Forms-Forum will overhaul the other Forums (iOS and Android) in no time
 - Also the daily new posted messages (and concurrent active users in the Forums) are showing a clear picture...
 - **So...Xamarin has to enhance their staff (for development, but also customer-service/-support and documentation) and also infrastructure to meet this demand (what hopefully happens in the near time)**

There are further general problems right now with the Visual Studio debugger together with iOS and Android, that makes it very painful to debug the apps (whereby this seems to depend on the environment as not all users have the / the same problems. This is also true for Xamarin.iOS and Xamarin.Android (not only for Xamarin.Forms)

The (my) bottom-line:

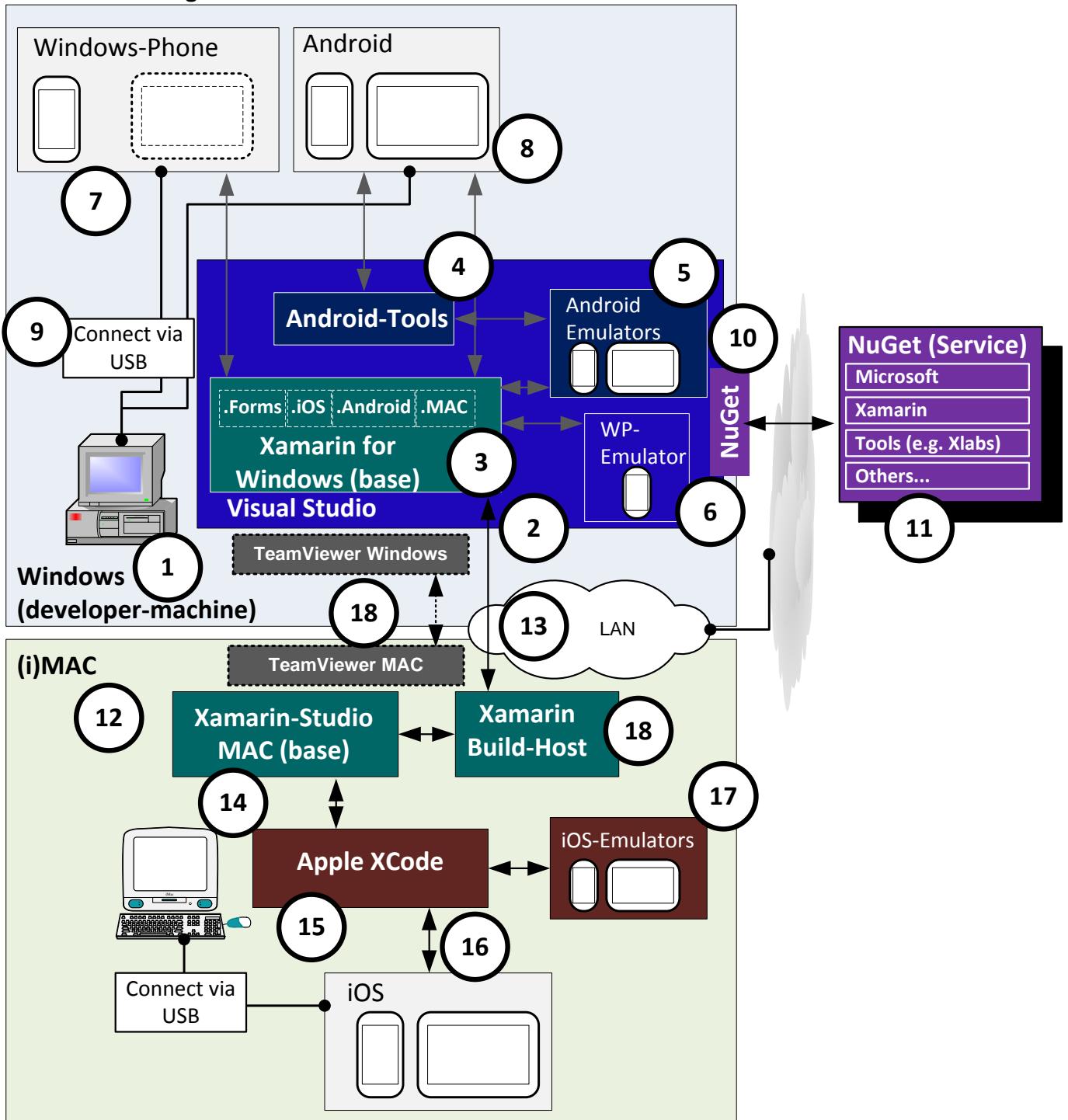
- Xamarin.Forms will be a **real great product, once it is finished**
 - I really hope (and bet on it), that this will be soon
- My App is almost finished (there are some bugs, that have to be fixed in XF from Xamarin):
 - If this bugs are fixed (what hopefully will be the case in no time ☺), I think we can go productive with the app for iOS and Android
 - **Update July 2015:**
 - Since a few weeks, my app is shipped to all platforms (including WP 8.0)
 - I don't see, that we can go productive with the Windows Phone App (**right now** at March, 26, 2015), as it is too slow and there are some major design-problems with the navigation (what Xamarin has to change), that makes it unusable for production:
 - Here, I hope for a new version (major update to the WP Implementation) of XF
 - A few days ago, Xamarin has released a new (alpha-)package **"Xamarin.Forms.Windows"**
 - With this package, it is possible, to add a Windows Phone 8.1- and a Windows project to the solution (additionally to the already existing iOS, Android and Windows 8.0 projects)
 - I don't had the time to have a look at it, bit hope, that it will make also WP really usable...
 - Later (after the alpha-stage), the new project types should be included in Xamarin.Forms, so that - if you create a new solution - the new project types should be created automatically
 - I have no experience to building app's with Xamarin.iOS and/or Xamarin.Android, but I think that this products are "finished"
 - So, if XF don't will be become fully usable in the near time (what hopefully not will be the case), I would give Xamarin.IOS / .Android a try.

If you only have to target **one** platform (iOS / Android), I would suggest you to go with Xamarin.iOS / Xamarin.Android.

5 The “Xamarin environment”

5.1 Overview (greatly simplified)

Note: The information's in this chapter are my personal findings (no review to Xamarin) **and therefore also can be wrong**.



5.1.1 Description

- On your Windows developer-machine (1), you have Visual Studio (2) installed
- To use Xamarin, you have to install Xamarin for Windows (3) (as Xamarin “base SW”)
 - You have to download and install this software from Xamarin for the first installation (later you can update this software over ad Xamarin-Tool, that showed in the windows taskbar and note you, if a new version is available -> seen blow for further details)

- Depending on what you want to develop (cross-platform with Xamarin.Forms, only iOS, Only Android or something between (pcl-project), you have to install the NuGet-packages “on top” in your project. If you create a new project using a project-template, this is done automatically for you. But you have to update the packages, if you want to update to a new version (what will be in no time ☺). You can do this on an easy way with the included NuGet-Manger
 - For further details, see NuGet.... below...
- There are also a lot of Android-Tools (**4**) installed, which have **a lot of functionality** (including start Emulators (**5**), connect to real device (**8**), inspect various details and also **take screenshots** from device
 - For further details, see “Android Tools” below...
- You also can use a **Windows-Phone Emulator (6)**
 - Therefore you have to have Hyper-V compatible Hardware and enable the Hyper-V-Feature on your windows-system
- You have to connect the “real devices” (HW) for **Windows Phone (7)** and **Android (8)** via USB (**9**) to the windows machine:
 - Therefore, I suggest you to buy an **active** USB-Hub (with power) so that also bigger devices (like Android table) can be loaded while connected to the Hub
 - Before you can use a “real-device” to developing you have to take various hurdles:
 - For Android-devices (easiest), you have to enable the developer-options on the Android device (how to do this, depends of the hardware)
 - For Windows-Phones, you have to enable the phone (phone have to connected while doing this) with a windows-plugin (you also have to connect first to your MS-Account)
 - For iOS, you have to add every Device to your Apple developer account, before you can use it
 - Further information's see below
- With the **NuGet-Manager (10)** (you should have install it, if you already works with VS), you have an easy access to the **NuGet-Service (11)** over the Internet where you can easily install / de-install / updates packages from
 - NuGet is not exclusively related to Xamarin, Xamarin use it for package management (what is a good idea, as NuGet is a cool tool)
 - Note: As I wrote, you should have installed NuGet-Manager already, if you work with VS.
But you have to update to the latest version, to have no problems with the Xamarin packages!
 - For further details, see “NuGet-Manager” below...
- To be able to develop iOS-App's, **you “have to have” a MAC (12)** (no way to do it without a MAC). This is a limitation form Apple, not from Xamarin
 - I have bought an IMac but you also can buy another Apple-HW.
- Connect the MAC via LAN/WLAN (**13**) and **give it a fix IP-Address** (if not, you will have problems later and.. you will have enough other problems, so you don't' need this additionally “house-made”-problems ☺)
- On the MAC, you have to install **Xamarin Studio for MAC (14)** and also **XCode from Apple (15)**. With Xamarin-Studio for the MAC, there also is a Software, named “**Build-Host**” (**18**) installed. This “Build-Host” then has to be “**paired**” (**connected**) with Xamarin/Visual Studio on the Windows machine and is used, as soon as you “tap” the iOS-project from your solution (therefore: **give your MAC a fix IP-Address!**)
- The iOS-Devices (**iPhone and iPad**) (**16**) have to be **connected via USB to the MAC (not to the windows-machine ☺)**.
- In **Apples XCode (15)**, there are some **Emulators (17)** included, which can be used **on the MAC**

- To have an easy access to the iMAC, I have installed further (remote-support) software named “**TeamViewer**” (18)
 - As there is a Windows- and a MAC-Version for TeamViewer, I have installed both and now be able to **serve the iMAC from TeamViewer completely from my Windows machine** (including run Emulators on MAC and **take Emulator-Screenshots from my windows machine**)
 - There is also a free TeamViewer-Version (for “private use”)
 - There also should be possible to use a (I think free) RPC-Software (from Apple) instead of TeamViewer
 - As this is very comfortable, works fine and allow also to place the MAC everywhere you want (until you want to debug to the real device connected to the MAC), **I suggest you to do the same...**

There are also further variants (install windows on a virtual machine in the MAC or other Hacks). But, I personally don't like such hacks, as they will bite you additionally, if you have problems with the connection to the MAC (and you **will** have problems...)

So:

- as soon as you load an iOS-project (also if you do nothing with it) from your **Visual studio (3)**, a connection to the **Xamarin Build-Host (18)** is established, the **Build-Host (18)** talks with the Xamarin Studio MAC (14) and the XS talks with Xcode (15)
 - And this, slightly as soon as you open the iOS-project (background-communication) and massive, as soon as you compiles your project, debug your project or use the iOS-Emulator
 - Very nice....

5.1.2 More details, some help...

5.1.2.1 ... to the MAC-installation

As my start with Xamarin was my first touch with a MAC, I had first to search for the very basic things to serve the MAC.

Following some important Key-strokes

You can find more (on German ☺) under the following link:

http://www.tippscout.de/mac-tastatur-zeichen_tipp_6283.html

or you simply do your own Google-Search ☺

Note: the following is correct for an **IMac** with **German-Keyboard** (and can be wrong for your MAC).

Special-chars:

- \: shift-alt-7
- @: alt-g
- #: alt-3
- ¡: alt-7

Start File-Manager:

- Type „File“ in the search-field on the MAC
- Run **Spotlight** with CMD + Space

Change between running programs:

- CMD + Tab

Copy-Paste:

- Taste CMD + C und CMD + V

Reboot machine:

- CMD + CTRL + Eject

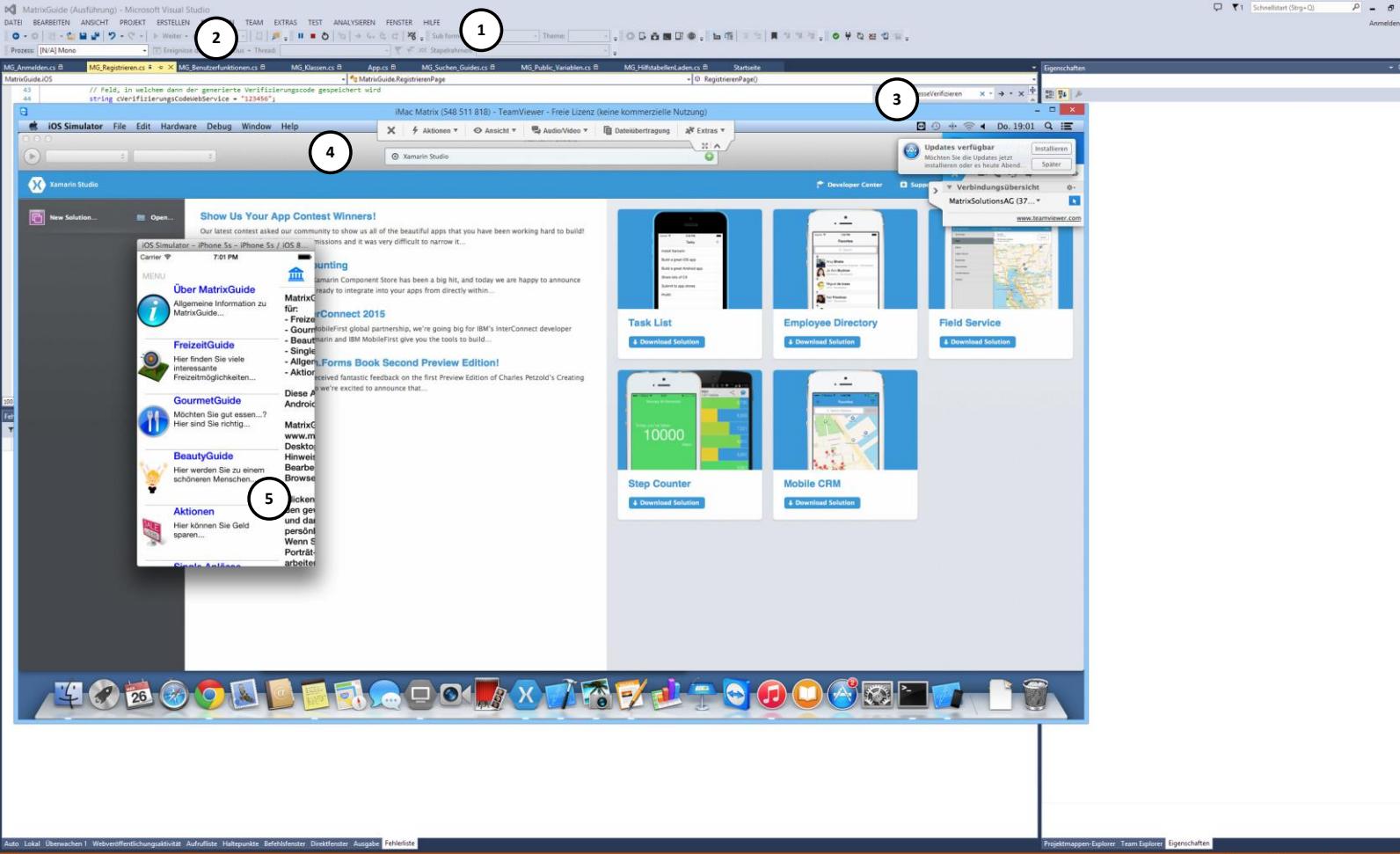
Close program:

- CTRL + Q

Take a screenshot:

- CMD + Shift + 3

5.1.2.2 ... to TeamViewer



On the Screenshot, you can see Visual Studio in the background (1). In VS, I have started a debug-session (2). In TeamViewer (3) you can see the MAC-Desktop (4) and on the MAC-Desktop, you can see my App (5) in the Apple-iOS-Simulator (for iPhone 5s). I can debug the App, simulate my App on various simulators and fully serve the MAC from my Windows-machine - I think, that's really nice ☺ (and yes, I have a laaaaarge screen...)

Link to TeamViewer: <http://www.teamviewer.com/de/index.aspx>

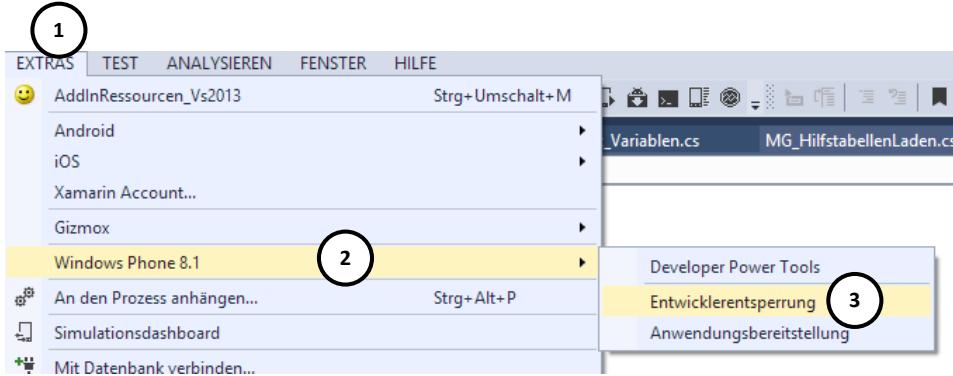
5.1.2.3 ... to connect the (HW)-devices

For iOS:

- you have to register the device in your Apple developer-account (over the internet)
- you further have to “trust” the MAC from the iPhone/Ipad

For Windows-Phone:

- you have to log in your MS-Account and register the Device from VS



- select Extras (Tools) from VS-Menu (1), select Windows Phone 8.1 (2) and “Developer unlock” (3) and follow the instructions

For Android:

- you have to configure the device in the developer-options **on the device**
 - especially, you have to enable the USB-debug options
- Notes:
 - You have to find out yourself, how to access the developer-options on your device:
 - On some device you will find an option “Developer options” in the standard-options-settings, on some device you have to do some special things (like tapping 10 times on a special item or similar, to free the developer-options... that's google ☺)
 - **So.. if you don't find an option “Developer options”, google <your device> + “developer options” and you will find, how to free the developer options for your specific device**

5.1.2.4 ... to the iOS-emulators

First you have to enable the emulators in **XCode on the MAC**.

After that, if you click the small arrow (1) to the debug-button (2):

- you can see the **to the MAC** connected HW-devices (3), if there are some
- you can see all available iOS-Emulators (4), which are included **in XCode**
- You then simply can select one device (HW / Emulator) and click the run-button (2)

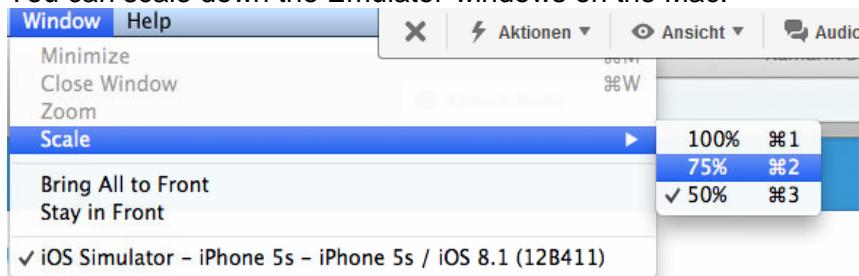
Notes:

- For me, it's a good idea to use the simulators, as the debugging is faster as with a HW-device and - with TeamViewer - I can take screenshots directly from the MAC-Emulators
- Further, you can further devices (that you don't have as Hardware-device)



Unfortunately, there is a problem on the MAC (for me a bug), so that you are not able to see the full screen of an Emulator, if the resolution is too high (what is the case e.g. for the iPhone 6 Plus Emulator).

You can scale down the Emulator-windows on the Mac:



but also 50% is too less to see the full screen.

I hope Apple will change that in the future (apply also 20%, 10% or scale down the emulator automatically, so that it fits every case in the MAC-desktop).

Note, there is a trick, that you can scale down more than 50%, but the quality is then no more usable for taking screenshots....

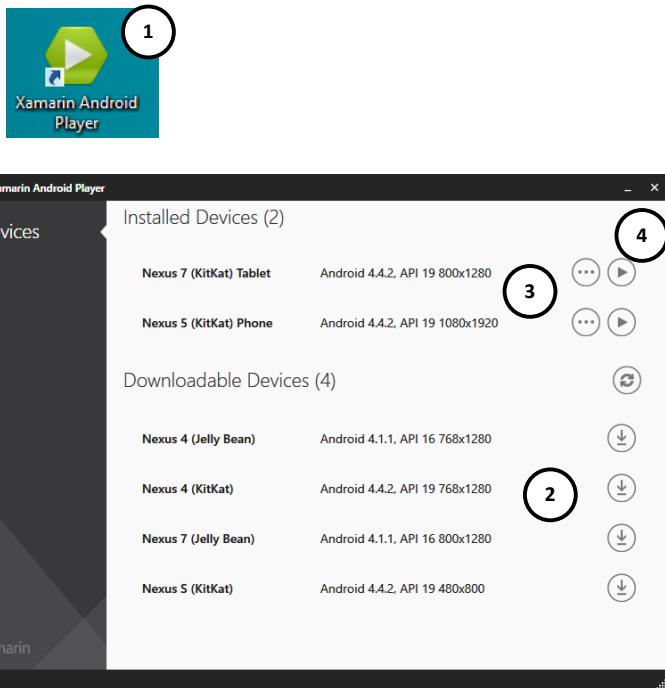
5.1.2.5 ... to the Android-emulators

There are some Android-emulators included automatically, after you have installed the Xamarin-Software and packages. But you have to configure it and they are not really nice (so I never have used id).

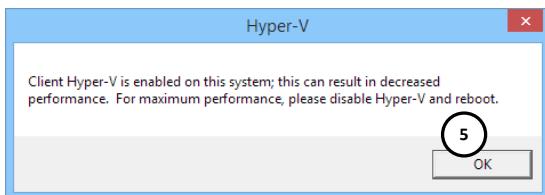
But there is an Android-Emulator (named Android-player) available from Xamarin (Beta).

Link: <https://xamarin.com/android-player>

If you want to use it, you have to install it and **also additional Software for virtualization**. Then you have to start it (over a shortcut out of VS (1)).



- You first have to download the devices, you later want to use (2)
- Then you have to “install” the devices you want to use (3)
- After doing that, you will be able to start an Emulator (4)

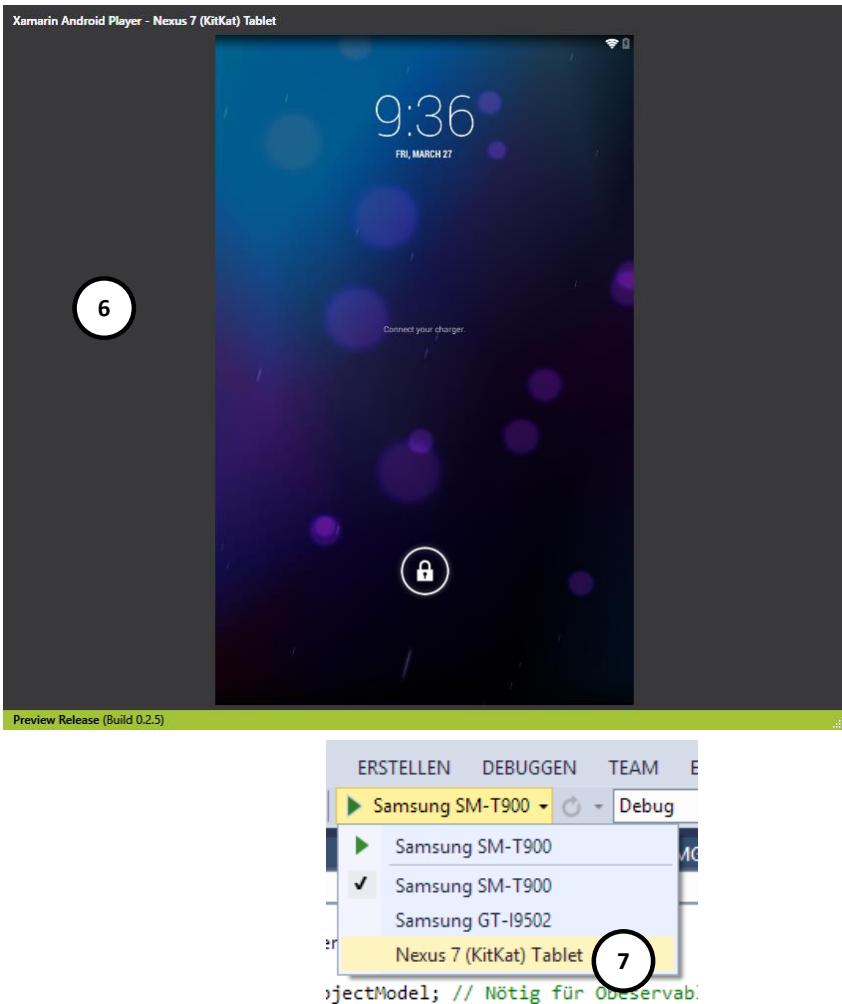


As I also want to develop for Windows-Phone, I also use the Windows-Phone emulator (which works fine b.t.w.). Unfortunately, the Xamarin-player “bite” with the Hyper-V (that have to be activated for the WP-Emulator).

- Therefore the message (5) appears by ever start of the Xamarin-player, what is not nice 😞

But it works nevertheless...

See next page...



- After confirm the message (5), the “Android-Player” is started in a further window (6)
- As soon as the player is started (6), you can select it behind the “debug-start-Button” (7)

By my tests, had some problem with it (not sure if the reason was, that I also use the Hyper-V-WP-Emulator or if that where bugs....).

However.... **there also is an Android-Emulator from Microsoft**, which - according to MS - should **not** have any problems with Hyper-V (as is also should base on it ☺) and further really looks good and have - it seems - more/better functionality as the Xamarin-Player.

Link: <https://www.visualstudio.com/en-us/msft-android-emulator-vs.aspx>

Unfortunately - to use it - you have to installed at least VS - Update 4.

As I have installed Update 2 and don't want to update right now, I was not able to try it out...

But I will do this later, as it really looks good (and don't bite with the WP-Emulator)

Note: If you install VS2015 (preview or later final), the MS-Android-Emulator should be installed automatically....

5.1.2.6 ... to the Android-tools

After a while working with Xamarin, I have noted that there are special Android-Tools available in the toolbar on top (1):



These tools have **a lot of** functionality for Android-devices...

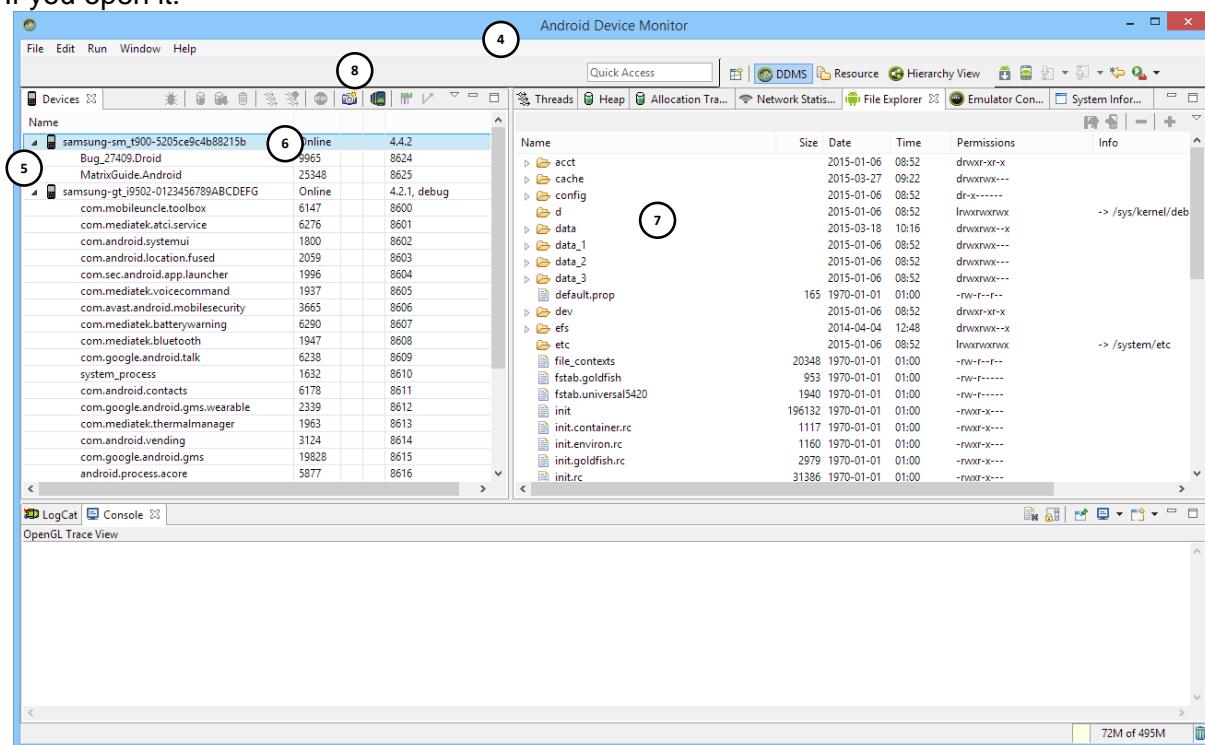
I don't had the time to inspect it fully, but specially the “**Android Device Monitor**” (2) is very useful.

If you click on it (2):

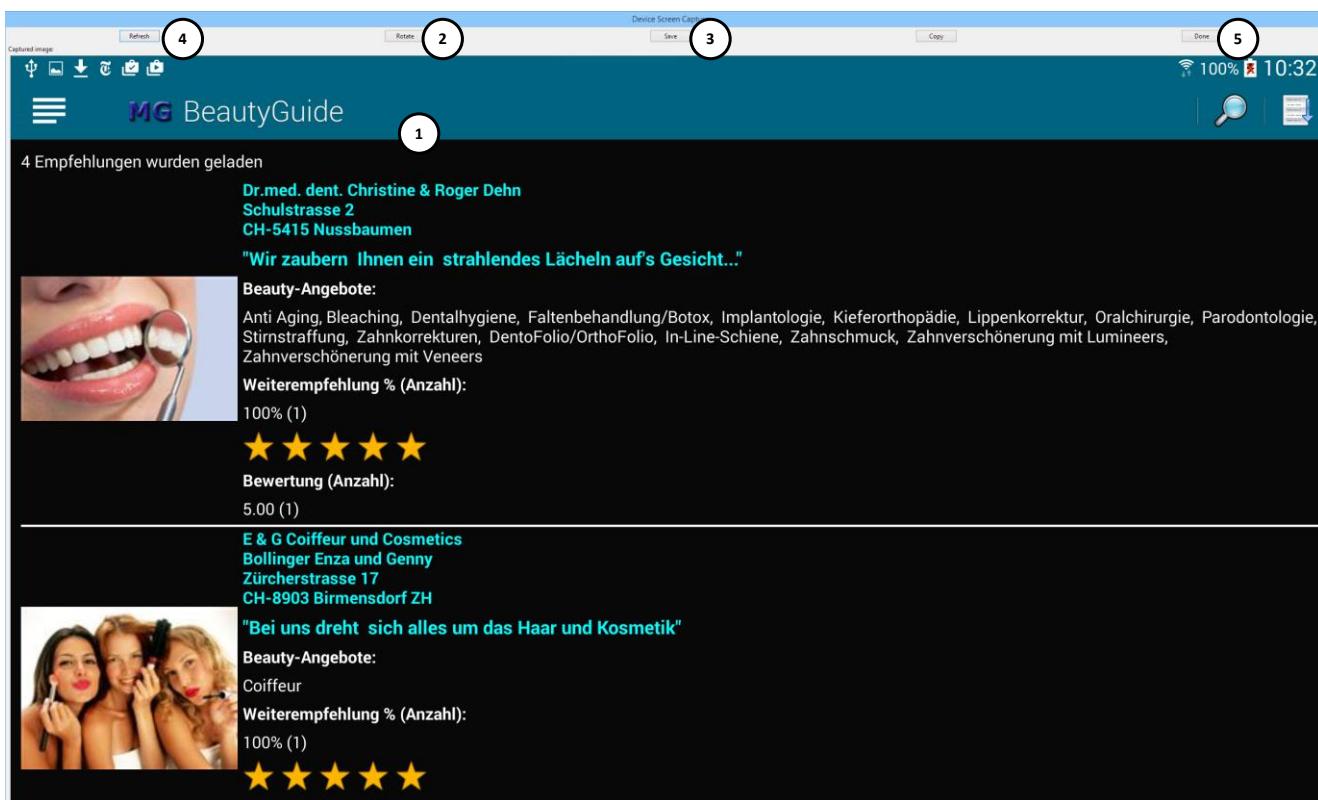
- An additional process is started and showed in the taskbar (3):



If you open it:



- the window to the *Android Device Monitor* (4) is showed and:
 - you have **direct access** to all devices, that are connected via USB (5)
 - you than can select a device (6) and have various functions to the device on the right side (7)
 - and **you further are able to take screenshots directly from the device** with the camera-button (8)
 - so... start the app o the device (**without emulator**), navigate to the page in the app you want to take a screenshot from and click on the camera button (8)
 - See next page



- You now have a realtime-screenshot of the loaded app on the device (**1**)
- Now, you can take a “screenshot from the screenshot” with a screenshot-too like snagit (like I have done in this example), you can **rotate** the image (**2**), **save** it as image (**3**) or navigate to another page in the app and press “**Refresh**” (**4**) to take a further image.
- When you have finished, you click the “**Done**”-Button (**5**)

In the example, you can see a screenshot from my App on a Samsung SM-T900 tablet, that was connected via USB to my developer-machine as I have took the screenshot.

- **Very nice and useful, as you don't have to do a screenshot in the device, save it somewhere, load the image wherever and then do what you want with it....**

5.1.2.7 ... to NuGet

I have wrote already a documentation "How to install, setup and use XLabs?"

You can find it here:

<http://forums.xamarin.com/discussion/35991/how-to-install-setup-and-use-xlabs#latest>

or (direct link to my web-space, if the link above don't work for some reasons):

http://www.matrixguide.ch/Datenablage/diverse/How_to_Install_and_Setup_XLabs.pdf

XLabs is an add-on to Xamarin.Forms that include some additionally functionality, which is missing in the standard-packages of Xamarin. I use it in my projects

Especially the (unfortunately not yet documented) included PopUp-Control have helped me a lot.

Therefore I also have created a documentation, especially to the PopUp-Control. You can find it here:

<https://forums.xamarin.com/discussion/33587/how-to-use-a-listview-in-a-scrollview-with-xlabs-popup-control#latest>

or (direct link to my web-space, if the link above don't work for some reasons):

http://www.matrixguide.ch/Datenablage/diverse/How_to_Implement_XLabs_PopUp_Control.pdf

I suggest you, to check out, the XLabs-Package as it contains real good functions and will save you additional time...

As I have documented the NuGet-functionality already in the documentation "How to install, setup and use XLabs?", I have overtaken the existing information's to XLabs in the following.

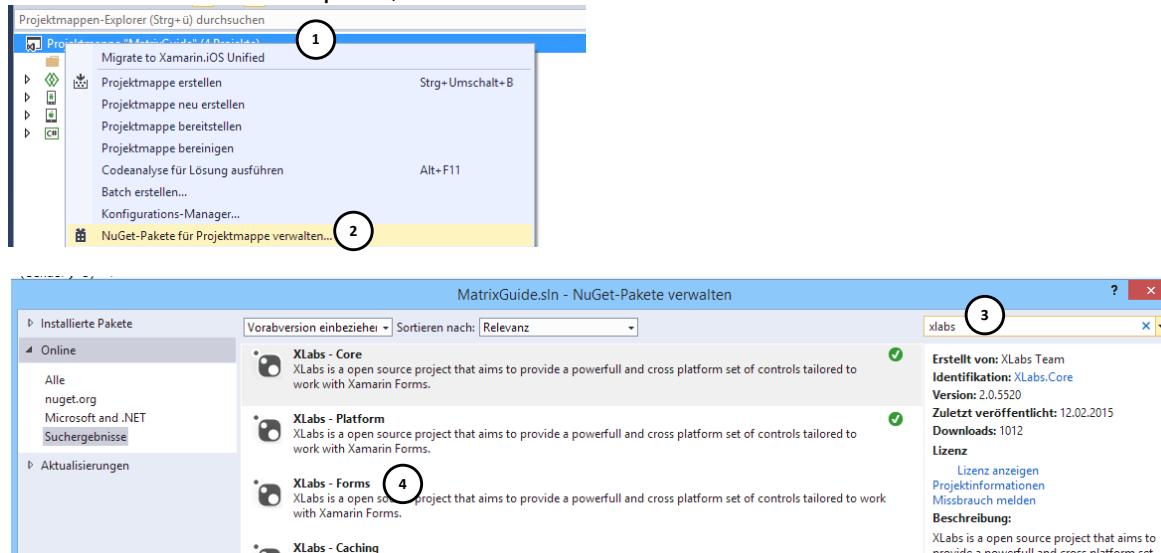
But, it is also true for any other packages, like e.g Xamarin.Forms, Xamarin.Forms.Maps. So... if you read it, you should also able to serve any other package over NuGet ☺

5.1.2.7.1 Add XLabs to project (VS2013 - Update 2)

5.1.2.7.1.1 Initial installation

My XF-project is based on the template "Blank App (Xamarin.Forms Shared)".

Note: I was on XF 1.3.4-pre-x, when I have installed XLabs the first time.



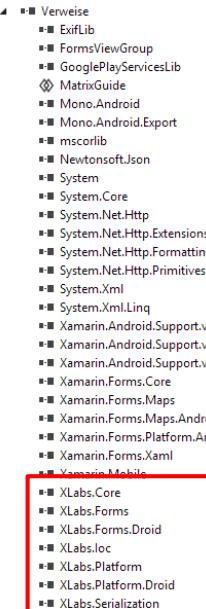
- Select your root-project in the solution-manager (1) and call the NuGet-Manager (2)
- Type "XLabs" in the search-bar (3) and select "XLabs - Forms" (4) to install
 - Note: All depending packages then are installed automatically.

Note: There were some problems with dependencies between Xamarin.Forms and XLabs (the dependency of XLabs had to target exactly the installed XF-Version for WP-projects).

This problem has been gone since XF-version 1.4 (as Xamarin has changed the WP-Implementation in XF)

- So... if you have installed a XF-Version >= 1.4, your don't should have problems ☺

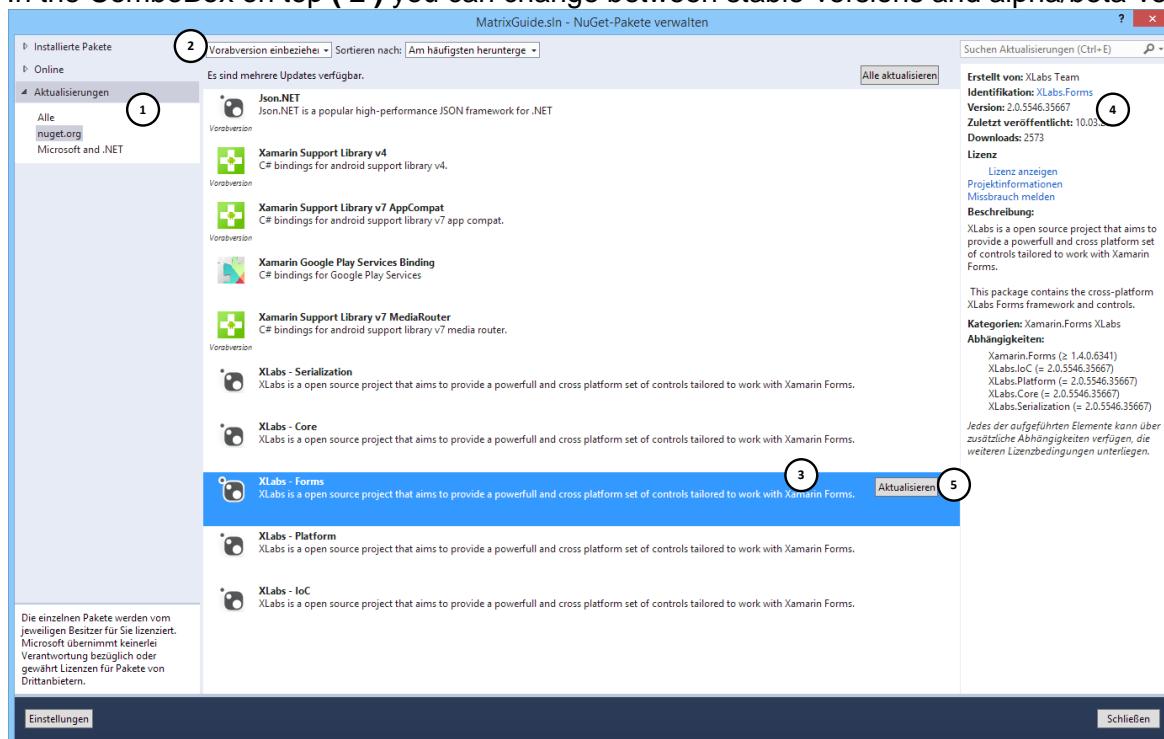
- Further possible problems (especially with iOS) see chapter “Important notes”
- And also all references in all sub-projects (iOS, Android and WP) are added automatically (5)



- Done... the XLabs-packages are now ready to use.
- The XLabs-controls (like the PopUp) can now be used by simple add a using on the page:
`using XLabs.Forms.Controls;`

5.1.2.7.1.2 Installing updates automatically

- If you start the NuGet-Manager, you can click the Tab “Aktualisierungen” (“updates”) (1) and then can see **updates** to all **already** installed packages.
- In the ComboBox on top (2) you can change between stable-versions and alpha/beta-versions:



- In the example, you can see, that there is an update to XLabs available (3).
- If you select an Item (3), you can see the version-information's on the right side (4)
- To update the package, just click on “Aktualisieren” (Update)-Button (5)

- Note: If you select the XLabs - **Forms** package, **all** XLabs-Packages should be updated **automatically**, as there are dependencies set
- This is the fastest and easiest way to update...
- But... maybe you have to install a specific-version, that is not showed under updates...?
- In this case, you have to install the package over the NuGet-Console (see next page)

5.1.2.7.2 Installing specific versions over the NuGet-Console

Note: This short-description can be used for every NuGet-Package (not only XLabs), e.g also for Xamarin.Forms itself.

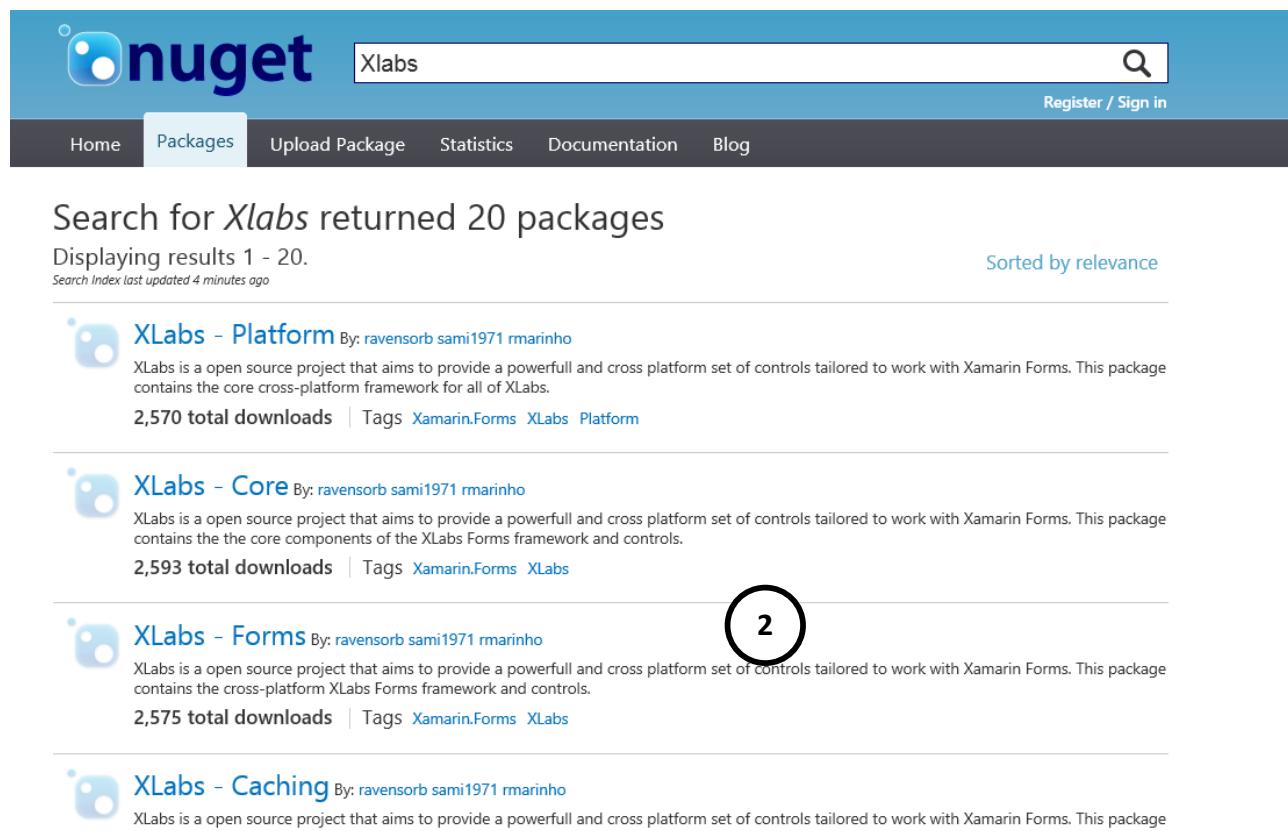
First, you should have a look, which versions are available and how to install them.

Therefore you load the NuGet-Portal:

- Link: <https://www.nuget.org/>



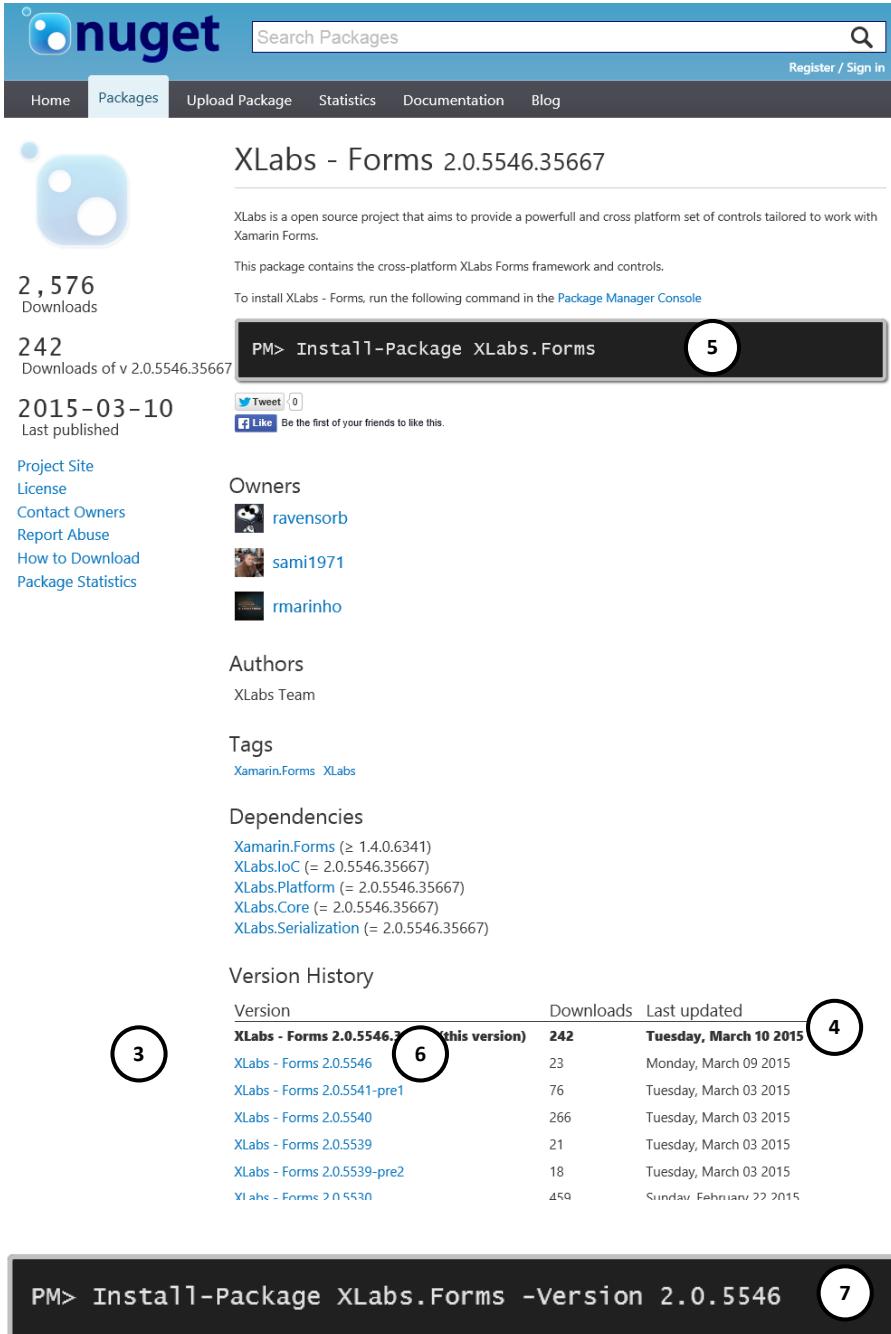
The screenshot shows the NuGet.org homepage. At the top, there is a search bar with the text "Xlabs" and a circled "1" indicating results. Below the search bar is a navigation bar with links for Home, Packages, Upload Package, Statistics, Documentation, and Blog. The main content area is currently empty, suggesting no results are displayed.



The screenshot shows the search results for "Xlabs" on NuGet.org. The results page displays 20 packages. The first three packages listed are:

- XLabs - Platform** By: ravensorb sami1971 rmarinho
 XLabs is a open source project that aims to provide a powerfull and cross platform set of controls tailored to work with Xamarin Forms. This package contains the core cross-platform framework for all of XLabs.
 2,570 total downloads | Tags Xamarin.Forms XLabs Platform
- XLabs - Core** By: ravensorb sami1971 rmarinho
 XLabs is a open source project that aims to provide a powerful and cross platform set of controls tailored to work with Xamarin Forms. This package contains the the core components of the XLabs Forms framework and controls.
 2,593 total downloads | Tags Xamarin.Forms XLabs
- XLabs - Forms** By: ravensorb sami1971 rmarinho
 XLabs is a open source project that aims to provide a powerfull and cross platform set of controls tailored to work with Xamarin Forms. This package contains the cross-platform XLabs Forms framework and controls.
 2,575 total downloads | Tags Xamarin.Forms XLabs

- Type in the name of the package, you want to install (1)
- In the result, click on a package (in the example, the XLabs - Forms - package (2) was selected)



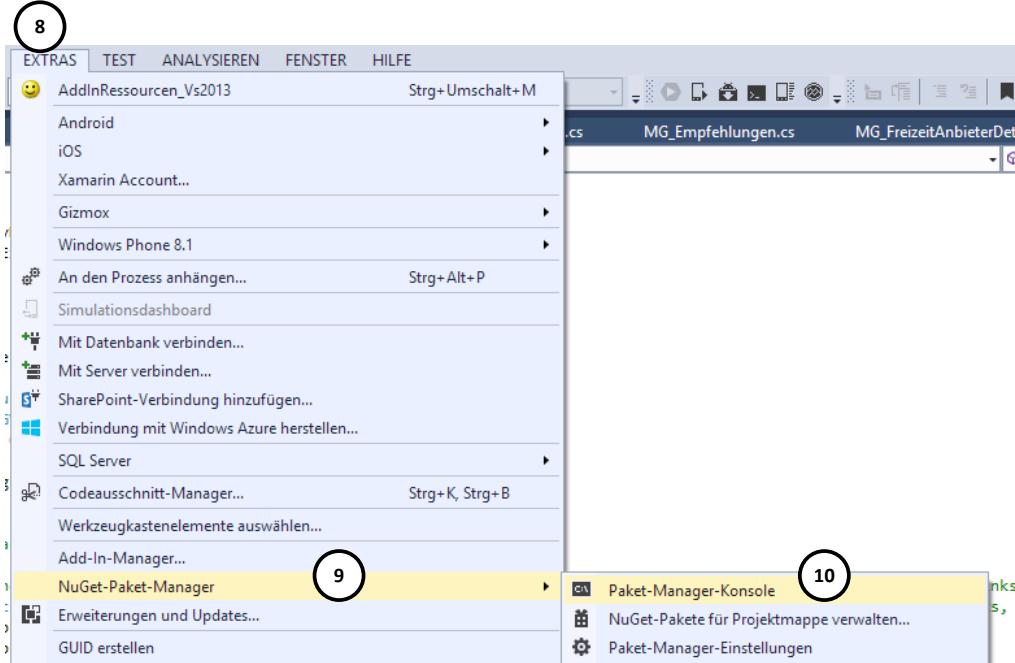
The screenshot shows the NuGet package page for **XLabs - Forms** version 2.0.5546.35667. Key elements include:

- Downloads:** 2,576
- Last published:** 2015-03-10
- Install Package Command:** PM> Install-Package XLabs.Forms (circled as 5)
- Dependencies:**
 - Xamarin.Forms (≥ 1.4.0.6341)
 - XLabs.IoC (= 2.0.5546.35667)
 - XLabs.Platform (= 2.0.5546.35667)
 - XLabs.Core (= 2.0.5546.35667)
 - XLabs.Serialization (= 2.0.5546.35667)
- Version History:**

Version	Downloads	Last updated
XLabs - Forms 2.0.5546.35667 (this version)	242	Tuesday, March 10 2015
XLabs - Forms 2.0.5546	23	Monday, March 09 2015
XLabs - Forms 2.0.5541-pre1	76	Tuesday, March 03 2015
XLabs - Forms 2.0.5540	266	Tuesday, March 03 2015
XLabs - Forms 2.0.5539	21	Tuesday, March 03 2015
XLabs - Forms 2.0.5539-pre2	18	Tuesday, March 03 2015
XLabs - Forms 2.0.5539	459	Sunday, February 22 2015
- Tags:** Xamarin.Forms XLabs
- Authors:** XLabs Team
- Owners:** ravensorb, sami1971, rmarinho
- Install Package Command:** PM> Install-Package XLabs.Forms -Version 2.0.5546 (circled as 7)

- Now, NuGet shows you all available **version's** to the package (3)
- In the box on top, you can see the command (5), that has to be used to install the selected package (4) in the **NuGet-Console** (see next page)
- If you change the selection to another version (6), also the **command is changed automatically** (7)

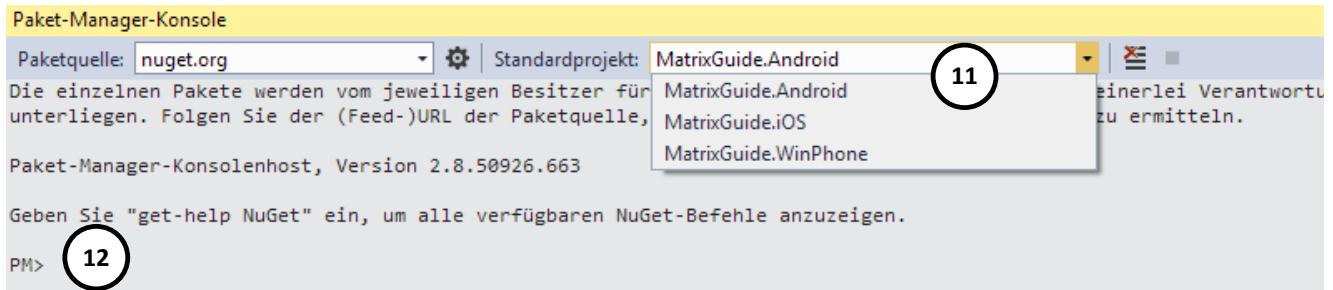
- To install the package, call “**Extras (Tools)**” (8) - “**NuGet-Paket-Manager**” (8) - “**Paket-Manager-Konsole**” (10) from the VS-Menu:



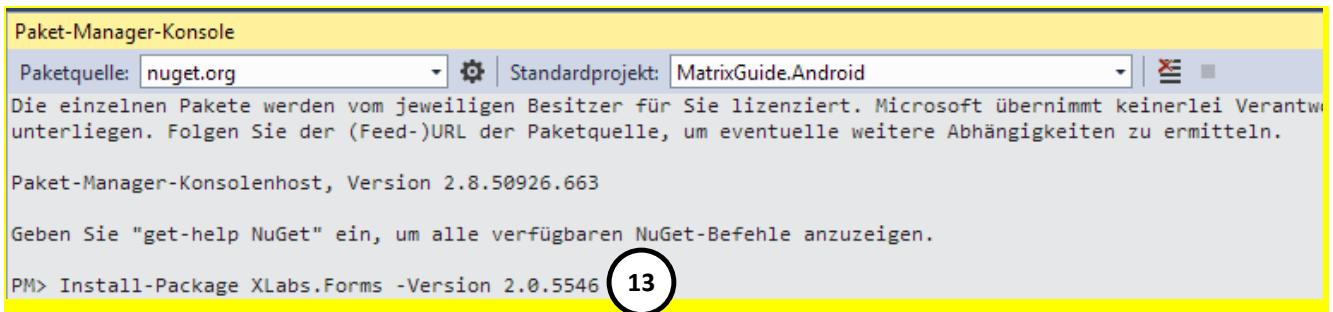
Then, the Paket-Manager-Konsole ist loaded:

Notes:

- You have to select the target-project in the ComboBox (11)
- You have to install the package for every project (in the example for the .Android, the .iOS and the .WinPhone-project)



- Now just paste the command from NuGet (see (5) / (7)) to the command prompt (12)



- ...and finally press **Enter** (13)
- ... done ☺

5.2 How to ship an (XF-) app to the (all) stores...?

In the meantime, I was able to ship my XF-App to all three stores.

My app is now productive and public... (works fine, no issues)

But... to be able to ship the app to the stores, I had various (incredible) problems.

Therefore, I have posted my findings to help other users.

You can find the Xamarin - thread here:

<http://forums.xamarin.com/discussion/45593/how-to-ship-a-xf-app-to-the-stores-ios-android-wp#latest>

6 Pre-requisites

6.1 Microsoft (Windows Phone)

- You have to have a Microsoft Live Account and a developer-account from Microsoft (free).
- Further you have to configure your VS for the developer-account and renew your key every month (all free)
- If your key is not more valid, VS shows you a message by start of VS and you have to renew your key (therefore, you have to login I your Live account from VS)
- But this is no problem...
- Further you have to register your device in VS (see information's under "... to connect the (HW-)devices")

6.2 Apple (iOS)

- You have to have an Apple developer-Account:
 - This cost about **\$ 99.-- / year and will take some time**, as Apple controls your identity on a secure way (**in my case this has took 1-2 weeks**)
- Further you have to register your device in VS (see information's under "... to connect the (HW-)devices")

6.3 Google (Android)

- You have to have an Google developer-Account (free)
- Further you have to register your device in VS (see information's under "... to connect the (HW-)devices")

7 Support / the Xamarin community

7.1 Support-Mailbox Xamarin

As soon as you have a Xamarin-account, you can send a mail to the Xamarin-support:
support@xamarin.com

The quality of the help will highly depend of the person, that takes your case on the Xamarin-side ☺.
Unfortunately, I don't have received real help by my tries... but your experience may be much better ☺☺☺

7.2 Support from Xamarin community

For me, clearly the very best possibility to receive help for any problem!

There are many developers out there that have a huge know-how.

After a time, you will know the specific users and can mention specific users directly.

But you should use the forum correct and also give back what can be:

- help other users (as soon as you are able to ☺)
- post some of your code in the forum, that may help other users
 - this document is a give-back form me ☺
- say thanks, post some positive comment to the thread and Like the posting that have helped you!
 - See also "Like what you like" in the forum-description below

So... you can receive much help from the Xamarin-Community and also in some other portals like Stackoverflow.

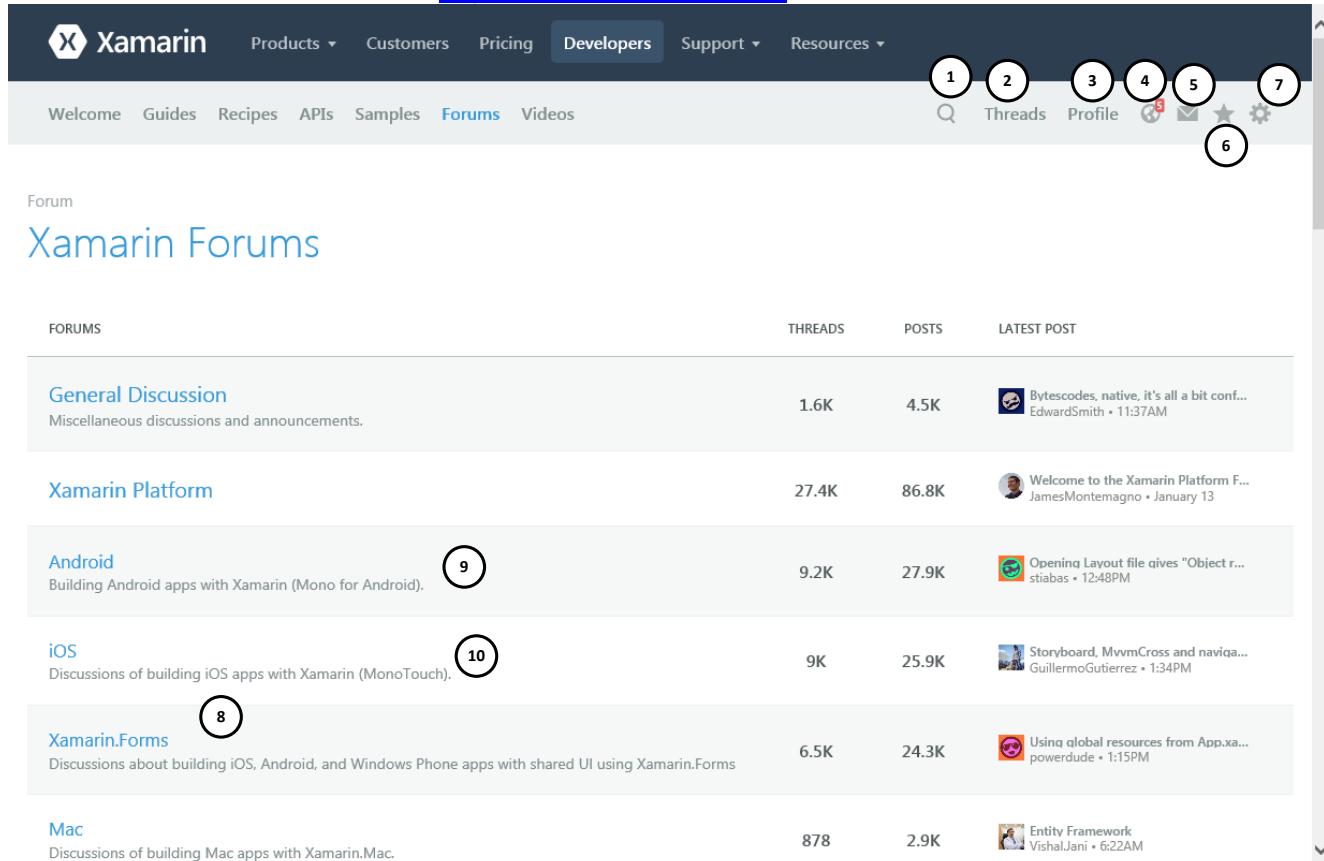
If you read the chapter "How to use the Forum", you should be able to have a fast start for your own postings...

8 How to use the forum...?

Unfortunately, I don't have found any meaningful description to "how to use the Xamarin-Forum", so I had to find-out every piece myself (**so.. some information's also may be wrong**).
 In the following, I post my personal findings for you...

8.1 Overview

You start the forum over the link: <http://forums.xamarin.com/>



The screenshot shows the Xamarin Forums homepage. At the top, there is a navigation bar with links for Products, Customers, Pricing, Developers (which is the active tab), Support, and Resources. Below the navigation bar is a secondary menu with links for Welcome, Guides, Recipes, APIs, Samples, Forums (which is the active tab), and Videos. To the right of these links is a search icon and a series of numbered circular icons (1 through 7) representing different forum features: Threads, Profile, Mail, Star, and Settings.

The main content area is titled "Xamarin Forums". Below the title is a table listing forum categories. The columns are FORUMS, THREADS, POSTS, and LATEST POST. The forums listed are:

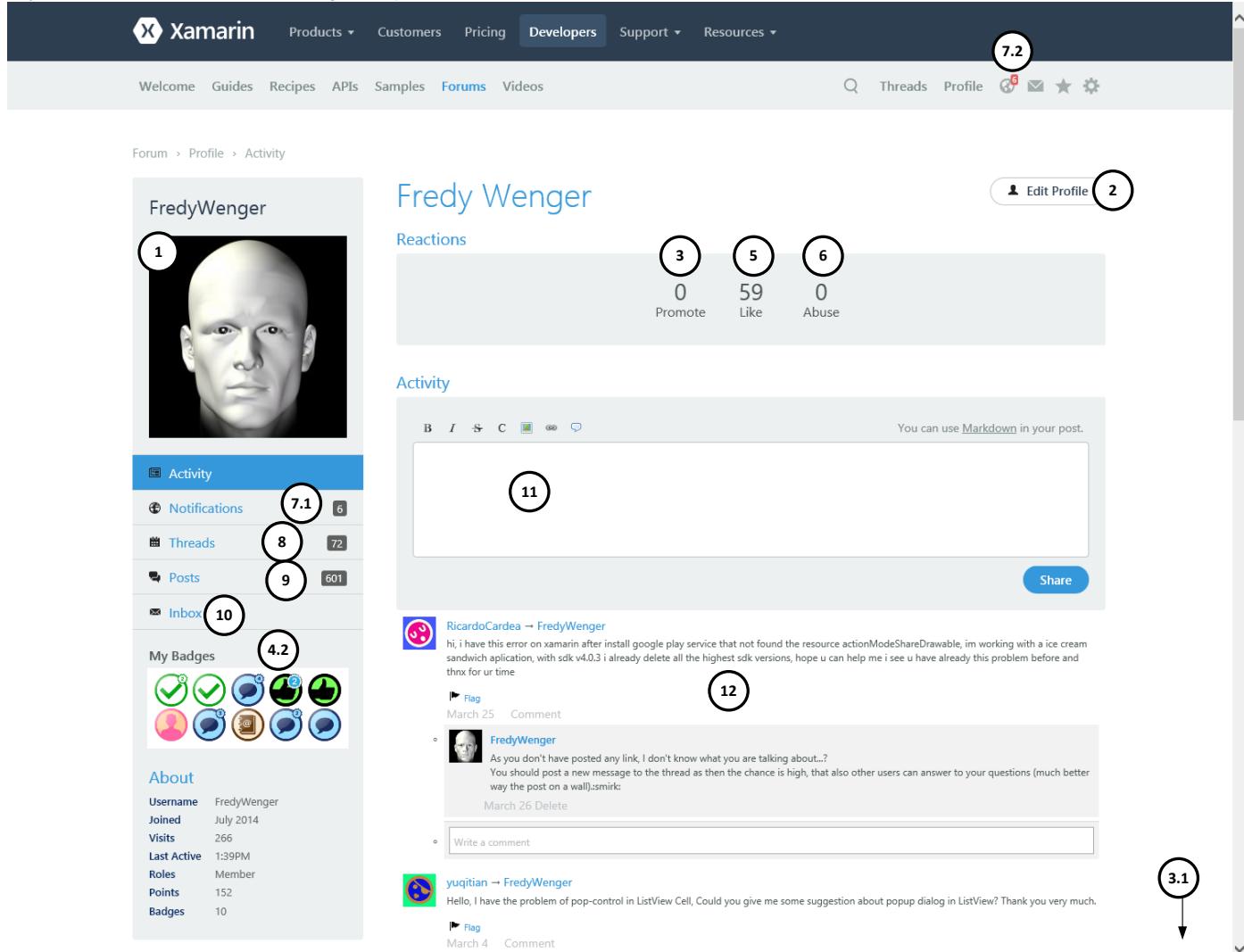
FORUMS	THREADS	POSTS	LATEST POST
General Discussion Miscellaneous discussions and announcements.	1.6K	4.5K	 Bytescodes, native, it's all a bit conf... EdwardSmith • 11:37AM
Xamarin Platform	27.4K	86.8K	 Welcome to the Xamarin Platform F... JamesMontemagno • January 13
Android Building Android apps with Xamarin (Mono for Android).	9.2K	27.9K	 Opening Layout file gives "Object r... stiabas • 12:48PM
iOS Discussions of building iOS apps with Xamarin (MonoTouch).	9K	25.9K	 Storyboard, MvvmCross and naviq... GuillermoGutierrez • 1:34PM
Xamarin.Forms Discussions about building iOS, Android, and Windows Phone apps with shared UI using Xamarin.Forms	6.5K	24.3K	 Using global resources from App.xa... powerdude • 1:15PM
Mac Discussions of building Mac apps with Xamarin.Mac.	878	2.9K	 Entity Framework VishalJani • 6:22AM

On the start-screen you will find:

- A **search-Icon** (to search the forum) (1)
 - As I suggest you, to use the google search instead (see below) I don't describe the search here.
- A **"Threads"-Link** (2)
 - Under this link, some threads are showed (I don't have find out the meaning of this in find it nit useful)
- A **"Profile"-Link** (3)
 - Behind this link, you can see your account (see below)
- A **"World-Icon"-Link** (4)
 - Here you can see, if there are some new postings to threads, you have marked or some other things that targets directly you (e.g. if your are mentioned from another user)
- A **"Mail-Icon"-Link** (5)
 - Here you can see, if there are new private-mails for you
- A **"Star-Icon"-Link** (6)
 - Here you can see, all threads, that you have bookmarked (useful -> see below)
- A **"Settings-Icon"-Link** (7)
 - Here you can do settings to your account and sign-out
 - If you are a Xamarin.Forms-developer, you will use the XF-Forum (10), for Android-only -> Android (9), for iOS-only -> iOS (10)
 - Further interesting (not on screenshot) may be the Visual-Studio or the Xamarin-Studio-Forum

8.2 Your account

If you click the **Profile-link**, your profile will be showed:



The screenshot shows the Xamarin developer portal's profile page for a user named 'Freddy Wenger'. The top navigation bar includes links for Products, Customers, Pricing, Developers (selected), Support, and Resources. A search bar and a notifications icon are also present. The main content area displays the user's profile picture, name, and activity feed.

Profile Information:

- Avatar (1):** A placeholder image of a bald man's face.
- Reactions (2):** Buttons for Promote (3), Like (59), and Abuse (6).
- Activity (3.1):** A scrollable feed of posts and comments.
- Notifications (7.1):** 6 notifications.
- Threads (8):** 72 threads.
- Posts (9):** 601 posts.
- Inbox (10):** 10 messages.
- My Badges (4.2):** A grid of 8 badge icons.
- About:**
 - Username:** FredyWenger
 - Joined:** July 2014
 - Visits:** 266
 - Last Active:** 1:39PM
 - Roles:** Member
 - Points:** 152
 - Badges:** 10

Activity Feed:

- Post by RicardoCardea:** "hi, i have this error on xamarin after install google play service that not found the resource actionModeShareDrawable, im working with a ice cream sandwich application, with sdk v4.0.3 i already delete all the highest sdk versions, hope u can help me i see u have already this problem before and thnx for ur time" (11). Includes a reply from FredyWenger.
- Comment by FredyWenger:** "As you don't have posted any link, I don't know what you are talking about...? You should post a new message to the thread as then the chance is high, that also other users can answer to your questions (much better way the post on a wall):smirk:" (12).
- Post by yuqitian:** "Hello, I have the problem of pop-control in ListView Cell. Could you give me some suggestion about popup dialog in ListView? Thank you very much." (3.1).

- **Your Avatar (1):**
 - After register, you will receive a random graphic, you can a own, if you click “Edit profile” (2)
- Your “Reactions”:
 - **Promote (3):** I don't have find out the meaning of this. It seems as this “Promote” only can be set from Xamarin in special cases.
 - There is another “Promote” that you will receive **automatically**, after you have received a specific amount of Likes or after you have posted a specific amount of Posts, or...
 - You can see this, if you scroll-down the (my) page (3.1)
 - **See next page...**

- Promote to Level 2 (**3.2**) and Level 3 (**3.3**)
- Further, you will receive some “badges” **automatically**, depending on your activity in the forum. E.G.:
 - If you post your first message (**4.1**) or if you have posted more than 100 comments and so one...



You earned the **500 Comments** badge.

Settled in, saw the sights, learned the territory, and most importantly: gave back.

March 3 Comment



FredyWenger was promoted to Level 3. **3.3**

February 26 Comment



You earned the **25 Likes** badge.

You received 25 Likes. You're posting some good content. Great!

January 14 Comment



FredyWenger was promoted to Level 2. **3.2**

October 2014 Comment



You and JonCanning earned the **5 Likes** badge.

You received 5 Likes. We like that.

October 2014 Comment



You changed Your profile picture.



October 2014 Comment



You earned the **100 Comments** badge. **4.2**

Getting this far requires gumption, something you have in spades.

September 2014 Comment



You, ro, EricLu, NhatNguyen.7954, JoshuaFenemore and 22 others earned the **First Comment** badge.

Commenting is the best way to get involved. Jump in the fray!

- Your received badges then are showed together to your profile (**4.2**)
- Under **Like (5)** you can see, how many likes you have received from other users:
 - If you click on Like, you can see to which postings from which users you have received the Likes
- Under **Abuse (6)** you can see, if some of your postings was **marked as abuse** (hopefully ever on zero 😊)
- Under **Notifications (7.1)** you can see your (not yet seen) notifications (the same you can see to the “world-icon” (**7.2**)
- Under **Threads (8)** you can see **your** created threads and also have a quick-access to it via link
- Under **Posts (9)** you can see **your** posts (to whatever threads) and also have a quick-access to it via link
- With **Inbox (10)** you can open your **personal mailbox**:
 - You can send receive “private mails” so / from every other Xamarin-User, you also can send private mails to more than one user (see below)
 - The meaning of **Activity (11)**, I don’t know not yet used (maybe, this should be used as personal calendar or similar...?)
 - You also have a **Personal wall (12)**, where other users or you self can post some messages:
 - I don’t find this use- / meaningful and don’t really the meaning of that... as it take space away and other users only can see it, if they take a look at your profile
 - In the settings to your profile (**2**) you also can set a password (maybe to prevent other users to see your profile or to prevent them to post something on your wall -> not yet used/tested)

8.3 Create a thread / post a message

8.3.1 Important general information's

8.3.1.1 Search, before you post...!

There are **very much already posted** information's in the forum...

So... please search the forum and also the Internet, before you post a question!

- **You can find some tips in the chapter "Searching for information's" below - please read it...**

8.3.1.2 How to access my draft's...?

If you are writing a posting, the forum **automatically saves drafts** in the background from time to time.

In the last few months, the forum was overloaded a few times, what can led then to a crash. Futher - maybe your browser can crash for whatever reason while you are typing in your (long ☺) text. You have access to this drafts, the problem is, that "nobody" knows that and there is no link in the forum yet (I have suggested Xamarin to add a direct link, but.. nothing has happened yet). So... if you click the link below, you will see all your saved drafts and will also be able **to restore it**.
<http://forums.xamarin.com/drafts>

Forum

My Drafts

This is a normal text...

To apply **bold** text, you can use two * or you also can use the markup, where I have noted, that, in some cases (like use it in enumeration's) only the marku...

x
[connection to Xamarin.ios Build host failed](#) 
Have you tried all my suggestions... and also had a look to my starter-guide...?
According to your screenshot, it maybe a problem with your BH on the MAC

How to scroll to last item in ListView

But I pass directly the List-item as first parameter and you do a cast to the ItemsSource...

Have you tried it directly with the List/collection?

Forums suggestion

You can

- On the screenshot above, you can see, that there are more then one draft is stored to my account.
- To restore one, just click on the link (1)

8.3.1.3 “New Discussion” vs “Ask a Question”



- To post some information's in the forum, you principally can start a “**New Discussion**” (1) or “**Ask a Question**” (2)
- **New Discussion (1):**
 - This can be used for all arts of information's (information's, suggestions, questions,)
 - The big advantage of Discussion is, ...that it works fully (including change between edit an preview)
- **Ask a Question (2):**
 - Ask a Question should only be used, if you **have a clear** question
 - You **then have to** mark (at least) one of the messages you receive (if so ☺) **as answer**
 - The **advantage** is, that your message then will be showed in the forum as “Question” and - if you mark a message from a user as answer - this user will receive some points to his account and also will receive some “**badges**” if he has received a specific amount of accepted (e.g. 5 / 25 / 50 / ...) answers
 - Therefore, the chance, that you receive more attention and answer(s) will be a bit higher, if you post a Question instead of Discussion
 - The **disadvantages are, that:**
 - you are not able to switch between edit - and preview (like by discussions) (what is a bug for me I the forum SW)
 - So.. if you create your posting, click “Preview” and see some typos / errors, you are nit able to change to edit-mode and correct it ☺
 - you have to accept an answer from a user, else you receive notifications I the forum, that you have answers to your question until you have accepted an answer
 - The problem is, you are not able to post an own (“solution”-)message and mark it as answer ☺

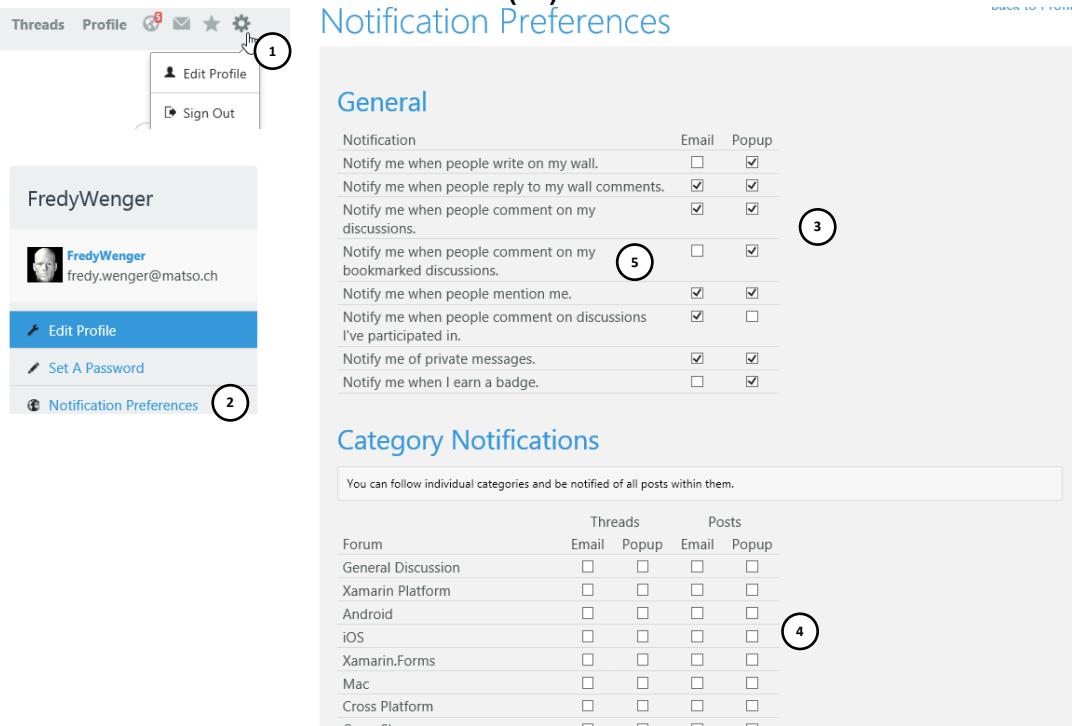
➤ See also “**Description how to post a message**” (below)

8.3.1.4 How to set notification...?

The forum allows you, to set the notification-level you (this is a real good feature).

To set your preferences:

- on the main-taskbar on top) click “Edit Profile”(1)
- and select “Notification Preferences” (2)



The screenshot shows a forum profile page for 'FreddyWenger'. At the top, there's a navigation bar with 'Threads', 'Profile', and other icons. A dropdown menu is open at the top right, with 'Edit Profile' highlighted (marked with a circled '1'). Below the profile picture, the user's name 'FreddyWenger' and email 'freddy.wenger@matso.ch' are displayed. Underneath, there are three buttons: 'Edit Profile' (circled '2'), 'Set A Password', and 'Notification Preferences' (circled '2'). The 'Notification Preferences' link leads to the 'Notification Preferences' page.

Notification Preferences

General

Notification	Email	Popup
Notify me when people write on my wall.	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Notify me when people reply to my wall comments.	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Notify me when people comment on my discussions.	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Notify me when people comment on my bookmarked discussions.	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Notify me when people mention me.	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Notify me when people comment on discussions I've participated in.	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Notify me of private messages.	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Notify me when I earn a badge.	<input type="checkbox"/>	<input checked="" type="checkbox"/>

Category Notifications

You can follow individual categories and be notified of all posts within them.

Forum	Threads		Posts	
	Email	Popup	Email	Popup
General Discussion	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Xamarin Platform	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Android	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
iOS	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Xamarin.Forms	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mac	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Cross Platform	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

- Then, you are able to set exactly the options you want (3) and (4)
- If you are the “owner” of a thread (or have posted a message to a thread), you can do the settings, so that your are notified via email Popup in the Forum or both.
- A special-case is, if you want to be notified to a “foreign” thread where our are not the owner and also don’t have posted messages to, but want to be informed nevertheless, I a new message has been posted.
- Therefore check also (5) and bookmark the threads you want to notified to (see next chapter)

8.3.1.5 How to bookmark (register / unregister to) a thread..?

Xamarin.Forms and Windows Universal Apps



Xamarin.Forms and Windows Universal Apps



- If you want ne notified to a “foreign” thread, you have to “**bookmark**” it.
 - Therefore load the thread and simply click on the greyed star on top right (6)
 - The greyed star than becomes yellow (7)
 - To “un-bookmark” it, simply click once again the yellow start (7)
- If you have set the option (5) (see last chapter) correct, you will be notified automatically...

Forum > Xamarin Platform > Xamarin.Forms

Xamarin.Forms and Windows Universal Apps



Forum > Xamarin Platform > Xamarin.Forms

Xamarin.Forms and Windows Universal Apps



8.3.1.6 How to mark a message (“Like” / “Flag as Abuse”)..?

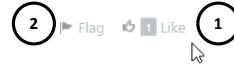
Xamarin.Forms and Windows Universal Apps



GutembergRibeiro

June 2014 in Xamarin.Forms

Hello!



- To every **message** in a thread, there are two icons on the top right corner, that - unfortunately - **are invisible per default (what I don't understand)**
- The Icons becomes visible, if you drive your mouse **to the top right corner** to the **message (1)**, the icons becomes visible
 - **With the “Like”-Icon (1), you say “thanks” to the user, that has posted a message, that:**
 - **has helped you**
 - **you like (as it also match your mindset)**
 - **This costs you only a mouse-click and is a motivation for the user to post further meaningful content**
 - **So please... Like every message that was usefull for you**
 - **See also chapter “You Like what you like”**
- Every Like is counted to the “Likes” of the posting user, add points to his point-count (what both upper his reputation in the community) **and will make him happy generally**
- With the “Flag”-Icon (2), you can set a “**Abuse**” **Flag**
 - With the Abuse-Flag, the message pop's up by the Xamarin stuff and also uppers the “Abuse-Counter” to the user, that has posted the message
 - **Set this flag only, if:**
 - the message is clearly spam (e.g. plain advertising, not related to Xamarin)
 - if the message is **clearly** under the waistline and contains **clear** insults
 - Note: It is legal, that a user can have a different mindset than you, but clear insults should be marked

8.3.2 Description how to post a message

Unfortunately, I don't have found any meaningful description, how to post a "clean" message, my first message therefor have looked accordingly ☺).

If I have a look at the posted messages, I think, **a lot of users** don't know, how to post a proper message. Therefore I have added this chapter.

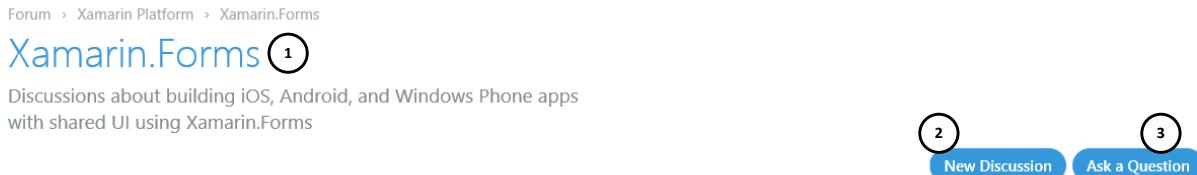
- **Fist be sure**, that you have selected the **correct forum** for your question (1) :

Forum > Xamarin Platform > Xamarin.Forms

Xamarin.Forms (1)

Discussions about building iOS, Android, and Windows Phone apps with shared UI using Xamarin.Forms

(2) **New Discussion** (3) **Ask a Question**



- Then decide, if you want to create an "**New Discussion**" (2) or "**Ask a Question**" (3):

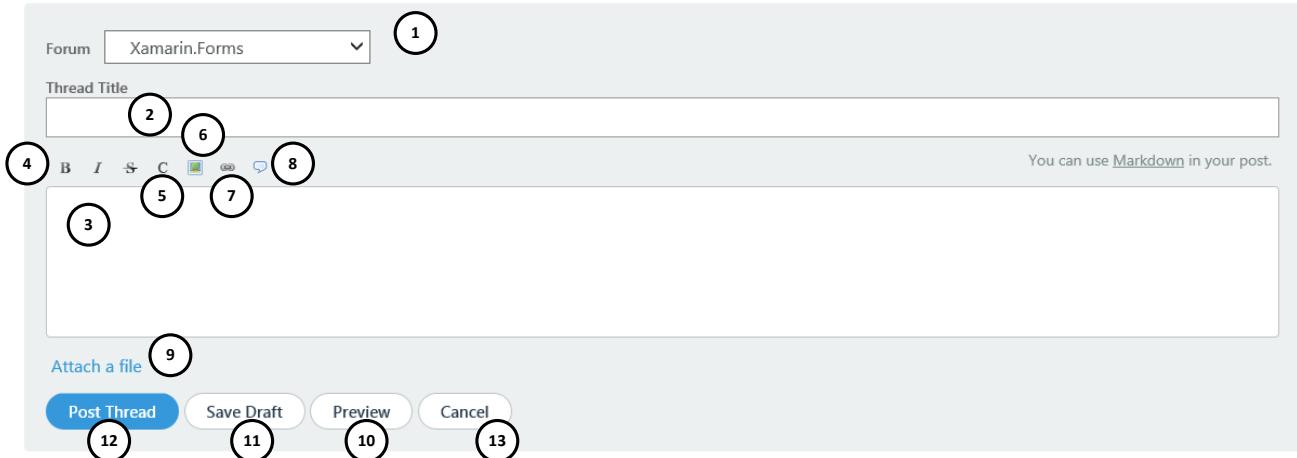
- If you create a "**New Discussion**"
 - A standard-thread is created...
- If you "**Ask a Question**" (3):



- Your thread will be marked as "**Question**" first (3.1)
- As soon as you have received postings from other users, it is marked as "**Answered**" (3.2)
- And as soon as **you** (as owner of the question) **have accepted** an answer, it is marked as "**Answered**" with check (3.3)
- A question - maybe - will receive a bit more notice by the other users:
 - As soon as you have other postings, you will receive a message the portal (that you have answers to your questions and should accept/deny the answers)
 - The problem is, that you cannot accept an own posting as answer:
 - So... if you receive any meaningful postings.. no problem - you mark the best as answer
 - If not, you can't close the Question as answered (what is not nice, as you then receive the portal-messages by every start for *the rest of your life...*) ☺

In the example (see below) , I create a **New Discussion...**

New Discussion



- First, control, that you have selected the **correct forum (1)**
- Add a **meaningful title (2)**:
 - Think about what other users think, if they read your title. Does it really address your problem correct and the right users will have a look at it?
- With the Buttons “**B**” (bold) “**I**” (italic) and “**S**” (strike-thru) you can format your message.
- With “**C**”, you can **format part of your message as “Code”** what the looks like:

```
<MasterDetailPage
  xmlns="http://xamarin.com/schemas/2014/forms"
  xmlns:x="http://schemas.microsoft.com/winfx/2009/xaml"
  xmlns:local="clr-namespace:xxx;assembly=xxx"
  x:Class="xxx.Views.MainPage"
  Title="{local:StringResources PageTitleDashboard}">
```

- With the “**Balloon-Button**” (8), you can **quote** a text, what then looks like:

Only issue so far is that the requirement to target Windows Phone 8.1 (as oppose the the previous Phone Silverlight 8) breaks other NuGet Xamarin packages such as XLabs; I can no longer install XLabs in the upgraded PCL libraries

- You can use this e.g., if you want to post a message with a part of a message from another user (e.g. to ask something)
- In this case, just copy the part from the other message in your posting, select it and mark it with the “**Balloon-Button**” (8)
- With the “**Image-Button**” (6), you can add an Image
- With the “**Link-Button**” (7), you can add a hyper-link
- With the Link “**Attach a file**” (9) you can add an attachment:
 - Note: Two times now, a from me uploaded attachment was deleted for whatever-reason, what is not nice (for the other users)
 - Therefore, I now post links to my own web-space...
- With the Button “**Post Thread**” (12), you can post the thread
- With the Button “**Save Draft**” (11), you can save a first draft of your posting (what should be done automatically also in the background)
- With the Button “**Preview**” (10), you can have a look at your posting, **before** you Post it
- With the Button “**Cancel**” (11), you cancel the posting

Best practice (note: that's my best practice you may find a better)

A few times, I had problems by composing a longer thread (IE has crashed or forum was not responding):

- If you post a longer message (that hurt you, if it is lost), I suggest you, you copy paste the already typed message from time to time in a word-document or whatever, so that you don't lose a lot of text (work), if something negative happens...
- Always press the Button "Preview" and check out how your message really looks (!WYSIWYG):
 - There are various hurdles to take, to post a proper message (see tips below)
 - If I look at the postings, there are many users, that don't know the hurdles

Tips:

- As the buttons for Bold, Italic and strike-thru don't work in any case, I suggest you to not use it:
 - Instead, use **Markdown** or paste directly html-code
 - Markdown-example:
`*italic*, **bold**,
`monospace`, ~~strikethrough~~`

In the editor (as plain text)

```
*italic*, **bold**,  

`monospace`, ~~strikethrough~~
```

Then looks (in the preview):

```
italic, bold,  

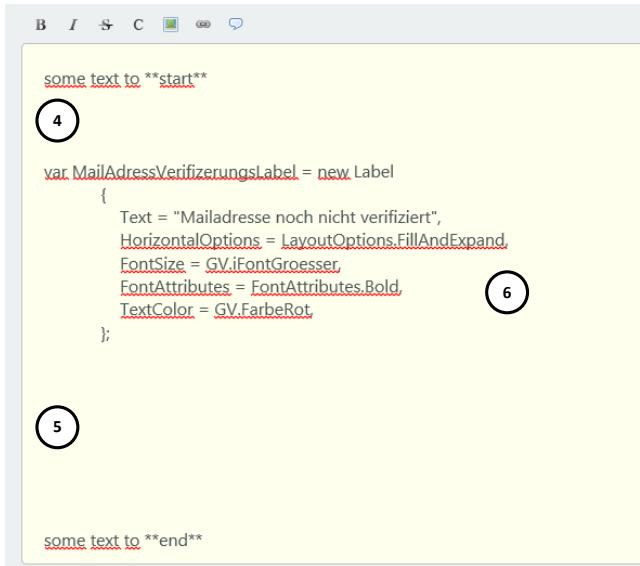
monospace , strikethrough
```

- So.. simply add Markdown chars to format your text (and be sure that you don't add markdown characters as error ☺)
- If you want to make a hard CR-LW, simply **type in two spaces** and **then** press enter (else there will not be a CR-LF, where **you** want ☺)
- If you want to select a part as code:
 - paste your code in the message
 - make sure, that there are **two space-lines before and after** your code
 - then select the code + one space line before and after with the mouse
 - **then** press the code-button

Step by step:



- We have typed "Some text to **start*** and "Some text to **end***" in the editor (1) as we want to have a hard linebreak after start, we have typed in **two spaces and Enter (2)** before the second line, what then looks like (3)



some text to **start**

4

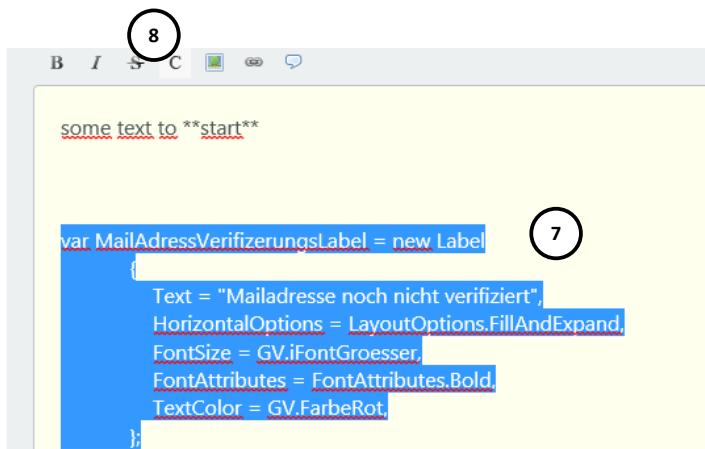
```
var MailAdressVerifizierungsLabel = new Label
{
    Text = "Mailadresse noch nicht verifiziert",
    HorizontalOptions = LayoutOptions.FillAndExpand,
    FontSize = GV.iFontGroesser,
    FontAttributes = FontAttributes.Bold,
    TextColor = GV.FarbeRot
};
```

5

some text to **end**

6

- Now, we want to paste some code **between** the two lines:
 - therefore we add **at least 4 space-lines (or more)** between the two lines (4) and (5)
 - then, **we paste the code (6)**



some text to **start**

8

```
var MailAdressVerifizierungsLabel = new Label
{
    Text = "Mailadresse noch nicht verifiziert",
    HorizontalOptions = LayoutOptions.FillAndExpand,
    FontSize = GV.iFontGroesser,
    FontAttributes = FontAttributes.Bold,
    TextColor = GV.FarbeRot
};
```

7

some text to end

- Then we select the code and at least one of the space-lines on top and bottom with the mouse (7) where the space-lines are not showed as marked
- Then we click on the **Code-Button (8)** (7) where the space-lines are not showed as marked
- And... what a beautiful result (9):**



some text to start

```
var MailAdressVerifizierungsLabel = new Label
{
    Text = "Mailadresse noch nicht verifiziert",
    HorizontalOptions = LayoutOptions.FillAndExpand,
    FontSize = GV.iFontGroesser,
    FontAttributes = FontAttributes.Bold,
    TextColor = GV.FarbeRot
};
```

9

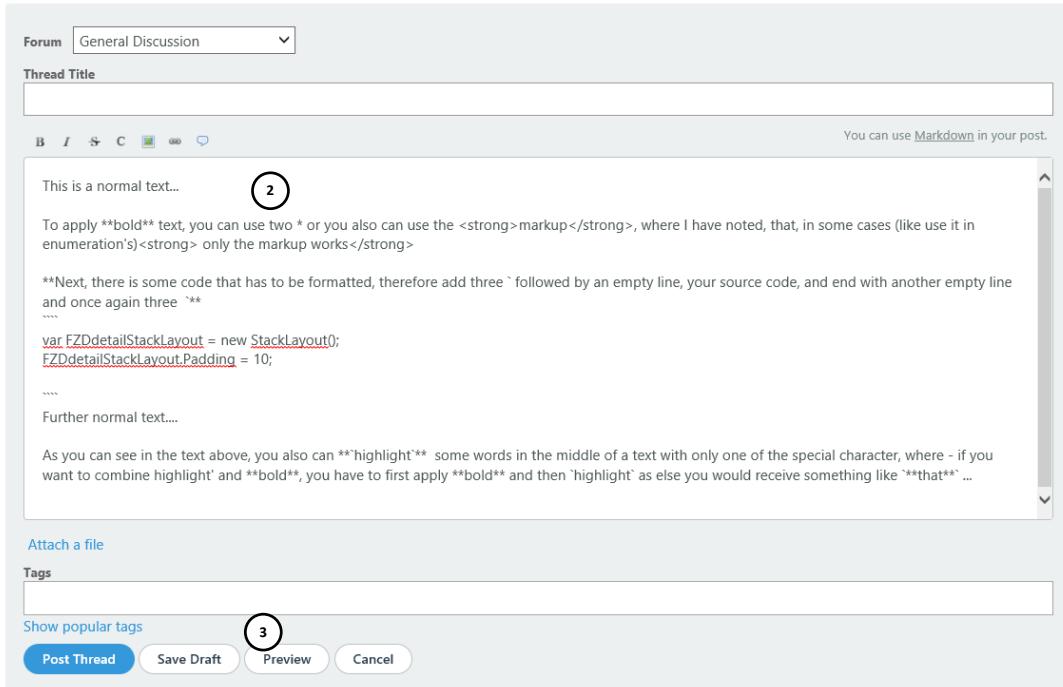
some text to end

- Note, that the additional added space-lines are deleted automatically
- Do it the same way, if you want to quote a text (but with the “Ballon-Button”)**

Additional Information (7.2015):

- Short description, how to format code and words manually

[New Discussion](#) (1)



This is a normal text... (2)

To apply **bold** text, you can use two * or you also can use the **markup**, where I have noted, that, in some cases (like use it in enumeration's) **only the markup works**

Next, there is some code that has to be formatted, therefore add three ` followed by an empty line, your source code, and end with another empty line and once again three `

```
var FZDdetailStackLayout = new StackLayout();
FZDdetailStackLayout.Padding = 10;
```

Further normal text....

As you can see in the text above, you also can **highlight** some words in the middle of a text with only one of the special character, where - if you want to combine **highlight** and **bold**, you have to first apply **bold** and then **highlight** as else you would receive something like *****that**** ...

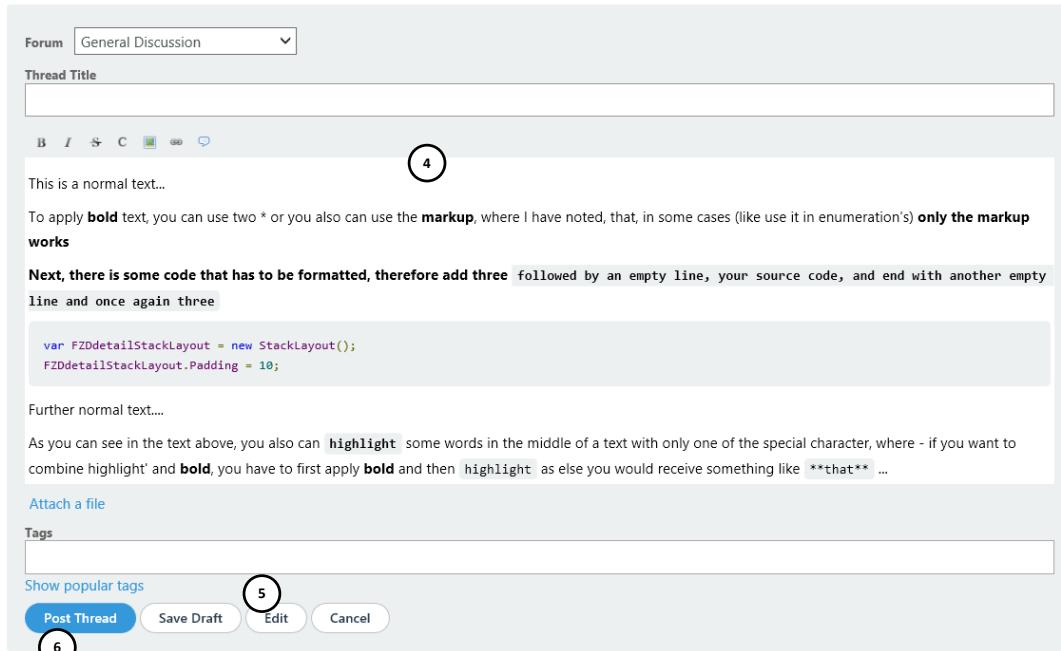
[Attach a file](#)

[Tags](#)

Show popular tags (3)

[Post Thread](#) [Save Draft](#) [Preview](#) [Cancel](#)

- Open a new Discussion (1)
- Put the text (plain text see below) in the Editor (2)
- Click “**Preview**” (3)

[New Discussion](#)


This is a normal text... (4)

To apply **bold** text, you can use two * or you also can use the **markup**, where I have noted, that, in some cases (like use it in enumeration's) **only the markup works**

Next, there is some code that has to be formatted, therefore add three ` followed by an empty line, your source code, and end with another empty line and once again three `

```
var FZDdetailStackLayout = new StackLayout();
FZDdetailStackLayout.Padding = 10;
```

Further normal text....

As you can see in the text above, you also can **highlight** some words in the middle of a text with only one of the special character, where - if you want to combine **highlight** and **bold**, you have to first apply **bold** and then **highlight** as else you would receive something like *****that**** ...

[Attach a file](#)

[Tags](#)

Show popular tags (5)

[Post Thread](#) [Save Draft](#) [Edit](#) [Cancel](#) (6)

- See, how it looks (4)
- Click “**Edit**” (5) to return to edit-mode
- Make your final changes and click “**Post Thread**” (6) to post your message public

Plain text to the description - just copy - paste it, if you want...

This is a normal text...

To apply **bold** text, you can use two * or you also can use the `markup`, where I have noted, that, in some cases (like use it in enumeration's)`` only the markup works``

Next, there is some code that has to be formatted, therefore add three ` followed by an empty line, your source code, and end with another empty line and once again three `

```

```
var FZDdetailStackLayout = new StackLayout();
FZDdetailStackLayout.Padding = 10;
```

```

Further normal text....

As you can see in the text above, you also can **highlight** some words in the middle of a text with only one of the special character, where - if you want to combine highlight' and **bold**, you have to first apply **bold** and then **highlight** as else you would receive something like **that** ...

You also can create a list or an numbered list by using markdown, like:

Shopping list:

- * apples
- * oranges
- * pears

Our example the looks like:

```
some text to start

var MailAddressVerifizierungsLabel = new Label
{
    Text = "Mailadresse noch nicht verifiziert",
    HorizontalOptions = LayoutOptions.FillAndExpand,
    FontSize = GV.iFontGroesser,
    FontAttributes = FontAttributes.Bold,
    TextColor = GV.FarbeRot,
};

some text to end

Shopping list:

• apples
• oranges
• pears
```

➤ You find more on below in the document...

Maybe, you have wondered, where the special emoticons in the postings come from..?

- This are special chars that are defined for the Xamarin-Forum (replaces/rendered on the fly)
 - Note: Not all forums have this

I have checked out a few codes and pasted a table for you:

Emoticons:

	:)		:tongue:		:sunglasses:
	:angry:		:rage:		:bawling:
	:heartbreak:		:cry:		:confounded:
	:cry:		:confounded:		:disappointed:
	:tired_face:		:trollface:		:error:
	:flushed:		:heart:		:innocent:
	:lol:		:love:		:open_mouth:
	:smirk:		:star:		:warning:

To paste a suitable emoticon, just copy the code on the right to the image and paste it to your message:

I'm :angry;, **but** I :heart: Xamarin.Forms!

gives:

I'm 😡, but I ❤ Xamarin.Forms!

So.. I think with this information's, you should be able to post a nice message...

Further details to Markup and HTML-Code:

Text using Markdown syntax directly:	The corresponding HTML produced by a Markdown processor (can also be used):	The result (showed text):
<pre> Heading ===== Sub-heading ----- ### Another deeper heading Paragraphs are separated by a blank line. Let 2 spaces at the end of a line to do a line break Text attributes *italic*, **bold**, `monospace`, ~~strikethrough~~ . A [link](http://example.com). <<< No space between] and (>>> Shopping list: * apples * oranges * pears Numbered list: 1. apples 2. oranges 3. pears The rain---not the reign---in Spain. </pre>	<pre> <h1>Heading</h1> <h2>Sub-heading</h2> <h3>Another deeper heading</h3> <p>Paragraphs are separated by a blank line.</p> <p>Let 2 spaces at the end of a line to do a line break
 line break</p> <p>Text attributes italic, bold, <code>monospace</code>, <s>strikethrough</s>. </p> <p>A link. </p> <p>Shopping list:</p> apples oranges pears <p>Numbered list:</p> apples oranges pears <p>The rain&mdash;not the reign&mdash;in Spain.</p> </pre>	<p>Heading Sub-heading Another deeper heading</p> <p>Paragraphs are separated by a blank line.</p> <p>Let 2 spaces at the end of a line to do a line break</p> <p>Text attributes <i>italic</i>, bold, monospace, strikethrough.</p> <p>A link.</p> <p>Shopping list:</p> <ul style="list-style-type: none"> • apples • oranges • pears <p>Numbered list:</p> <ol style="list-style-type: none"> 1. apples 2. oranges 3. pears <p>The rain—not the reign—in Spain.</p>

8.4 Some other notes

A fresh posted thread is showed on top in the forum (until a next thread is posted, or an old thread have a new message).

This means, that your thread can be seen from all forum-users as long as it is shown on the first page, less users as soon as it is shown on page 2 and so on.

As I have started with XF (about a half year ago), it has took 1-2 days, until a new thread has gone to page 2. Now, it takes maybe 2-3 hours or less (as there are many more XF-users now).

So... if your thread has shifted to page 37 without any answer (and you still want to have an answer ☺), it may be a good idea to update the thread with an additional posting like "Nobody can help me..?" or (better) with additional information's, so that the thread is showed on the first page once again.

But.. don't do this more than one time...

8.5 “Like” what you like!

Many users spend **a lot of time** to help other users, **what is not self-evident**.

I have noted that often really good postings of users are not “Liked” in the threads.

- This is a pity, as the “Like” is a good way to motivate this users to further post good content and help so other users.
- You can “Like” every posting, with the -Icon that becomes (only) visible, **if you drive your mouse to the right top corner of the (single) posting:**



FredyWenger

March 26 in Xamarin.Forms

Flag



Like

1

- **So.. my wish to you... Like what you like:**

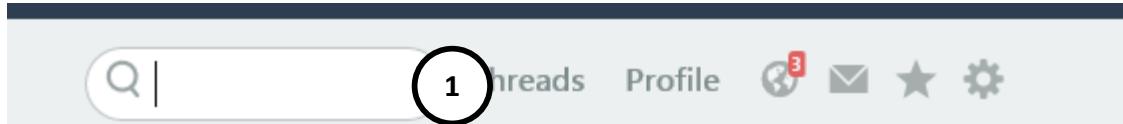
- If a posting really has helped you
- If you want to underscore a posting (as you have the same “mindset”)
- If you like it for whatever reason...

So.. you can help that the community of the “helping hands” also will help in the future

! Thanks in the name of all “good content posting” users of the Xamarin-community!

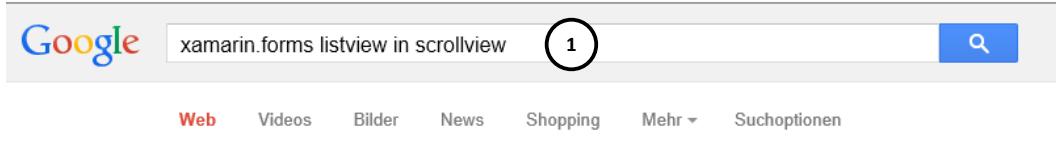
8.6 Searching for information's

8.6.1 In the Forum



You can search the forum, by select the search-fileld (1) and then do your search

8.6.2 Over google (much better)



Ungefähr 16'900 Ergebnisse (0.17 Sekunden)

[Xamarin.Forms: ListView inside StackLayout: How to set ...](#)
[stackoverflow.com/.../xamarin-forms-listview-inside... ▾ Diese Seite übersetzen](#)
 06.07.2014 - In a ContentPage I have a ListView inside a StackLayout inside a ScrollView . The ListView is populated (ItemSource is set) in the ...
 Sie haben diese Seite am 19.02.15 besucht.

(3)

[ListView inside StackLayout: a height problem - Xamarin Forum...](#)
[forums.xamarin.com › ... › Xamarin.Forms ▾ Diese Seite übersetzen](#)
 06.07.2014 - 10 Beiträge - 7 Autoren
 Forms. In a ContentPage I have a ListView inside a StackLayout inside a ScrollView . The ListView is populated (ItemSource is set) in the ...
 Non-scrolling ListView inside a ScrollView 9 Beiträge 9. Sept. 2014
 ScrollView in Xaml 27 Beiträge 22. Juli 2014
 ListView is not scrolling when main activity has ... 15 Beiträge 12. Dez. 2013
 Listview inside ScrollView 4 Beiträge 3. Apr. 2013
 Weitere Ergebnisse von forums.xamarin.com

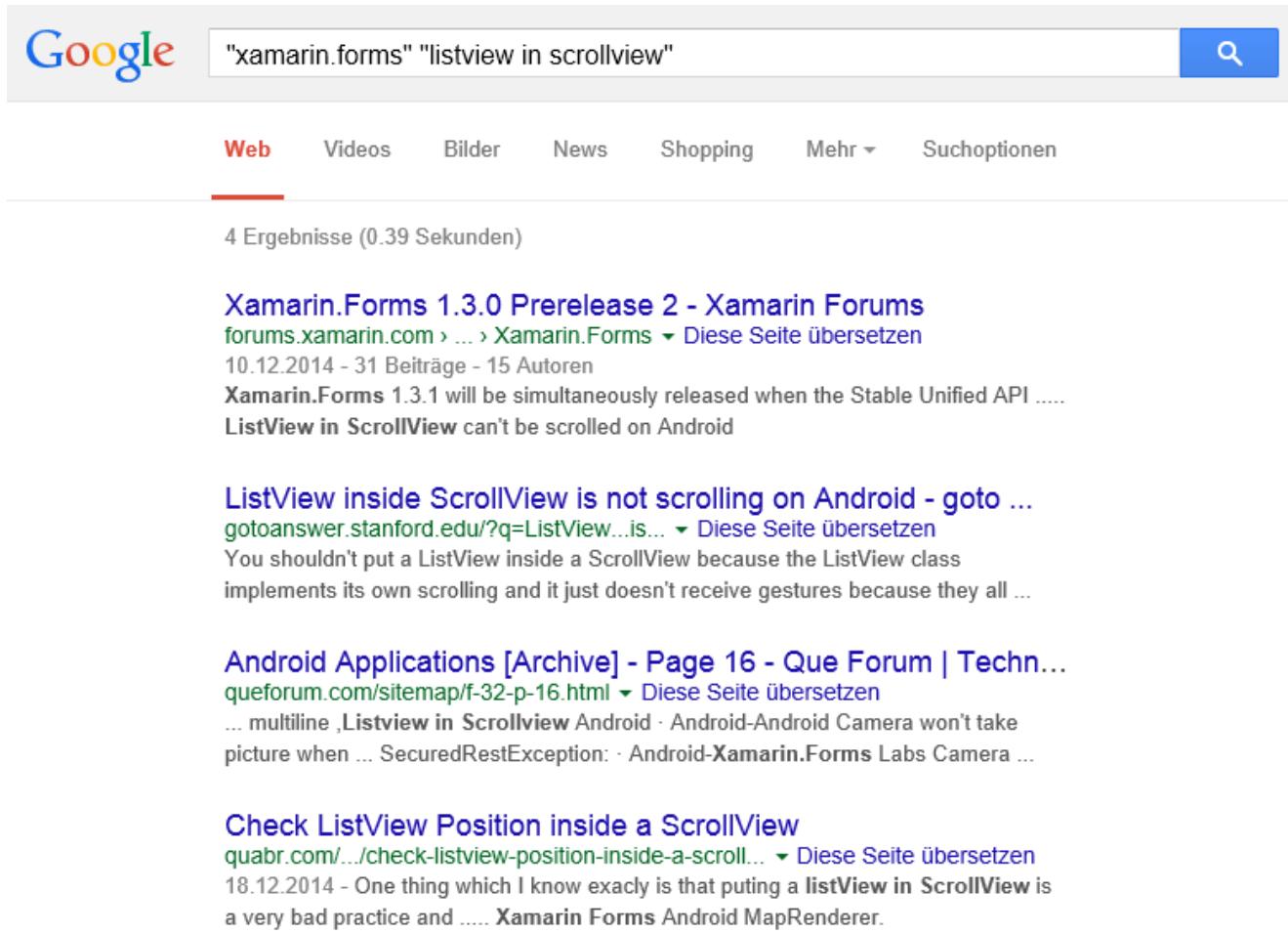
(2)

[Unable to scroll a listview inside a scrollview \[android ...](#)
[forums.xamarin.com › ... › Xamarin.Forms ▾ Diese Seite übersetzen](#)
 26.09.2014 - 11 Beiträge - 6 Autoren
 Forms. Hello friends,, i have a listview inside a scrollview. In iOS the ... but not in Android, the page scroll view disables the list view scrolling. 0.
 Many ListViews in a ScrollView 4 Beiträge 9. Okt. 2014
 ScrollView inside StackLayout not visible. 8 Beiträge 2. Aug. 2014
 Search bar with Listview for autocompletetextview ... 3 Beiträge 30. Juli 2014
 Dynamic Add Item to ListView, what's wrong 5 Beiträge 12. Juni 2014
 Weitere Ergebnisse von forums.xamarin.com
 Sie haben diese Seite am 19.02.15 besucht.

[Learning Xamarin - Extending the Forms Application ...](#)
[blog.falafel.com/learning-xamarin-extending-the-fo... ▾ Diese Seite übersetzen](#)
 26.06.2014 - This is part of the on-going series of posts on Learning Xamarin; Add to pie chart ... the Item page to the Details page we just add a StackLayout within the ScrollView in the Details page, and add the button above the ListView.,

[Pull/Swipe To Refresh for Xamarin.Forms Android...](#)
[motzcod.es/.../pull-swipe-to-refresh-for-xamarin-for... ▾ Diese Seite übersetzen](#)
 21.11.2014 - Forms to build iOS, Android, and Windows Phone apps UIs from one and it usually expects a ListView or ScrollView to be the first child, ...

- I suggest you, to do your search in Google:
 - Type in your platform (in the example “Xamarin.Forms” and then further search-items (1)
 - You then will find a lot of contend **from the Forum (2)**
 - But also additional content from other portals like **stackoverflow (3)**
 - **I have noted, that Goggle crawls the Xamarin-content very often (post an new message and search for it in Google a few minutes later...)**



Google search results for "xamarin.forms" "listview in scrollview":

Web Videos Bilder News Shopping Mehr ▾ Suchoptionen

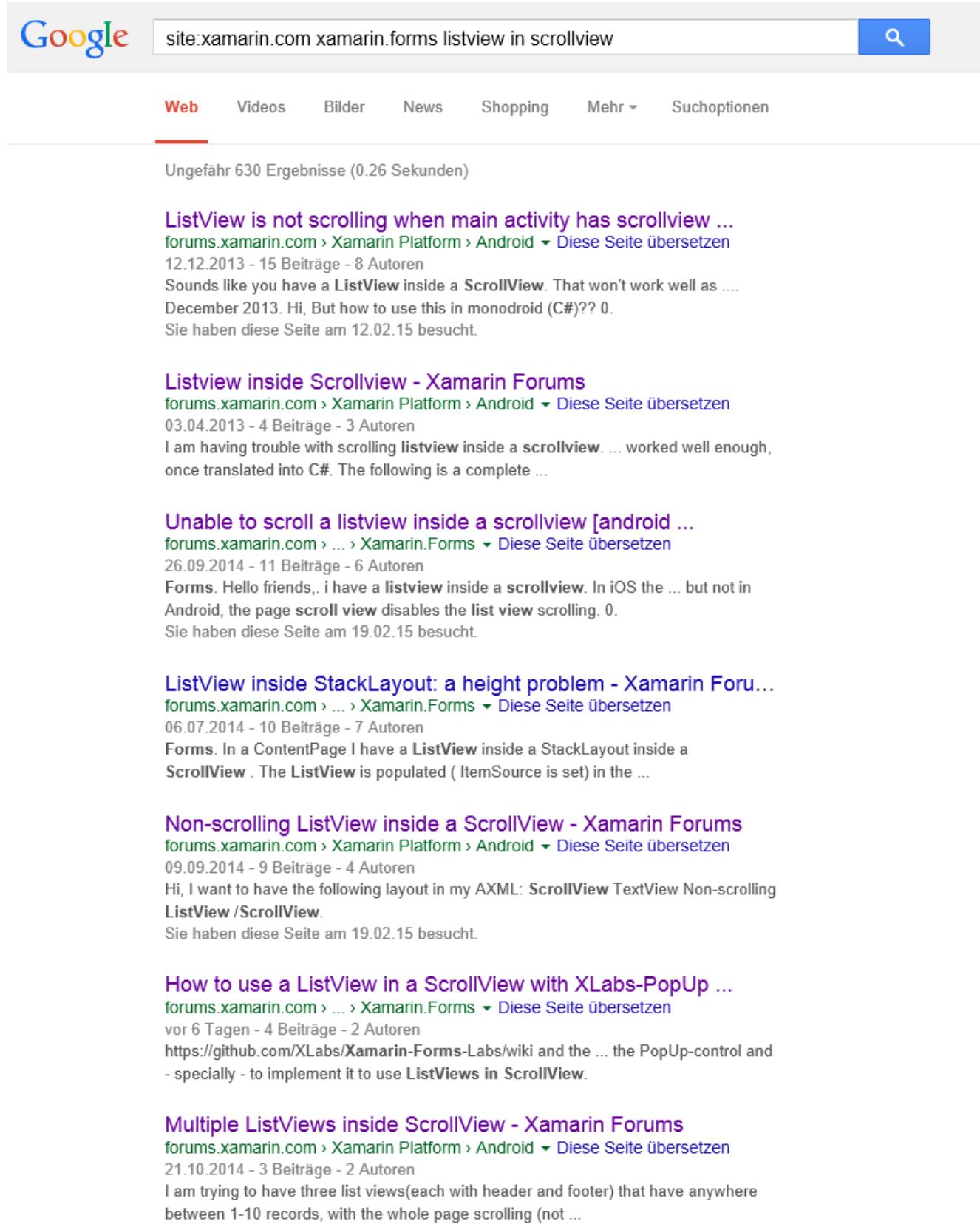
4 Ergebnisse (0.39 Sekunden)

Xamarin.Forms 1.3.0 Prerelease 2 - Xamarin Forums
forums.xamarin.com › ... › Xamarin.Forms ▾ Diese Seite übersetzen
10.12.2014 - 31 Beiträge - 15 Autoren
Xamarin.Forms 1.3.1 will be simultaneously released when the Stable Unified API
ListView in ScrollView can't be scrolled on Android

ListView inside ScrollView is not scrolling on Android - goto ...
[gotoanswer.stanford.edu/?q=ListView...is... ▾ Diese Seite übersetzen](http://gotoanswer.stanford.edu/?q=ListView...is...)
You shouldn't put a ListView inside a ScrollView because the ListView class implements its own scrolling and it just doesn't receive gestures because they all ...

Android Applications [Archive] - Page 16 - Que Forum | Techn...
[queforum.com/sitemap/f-32-p-16.html ▾ Diese Seite übersetzen](http://queforum.com/sitemap/f-32-p-16.html)
... multiline ,Listview in Scrollview Android · Android-Android Camera won't take picture when ... SecuredRestException: · Android-Xamarin.Forms Labs Camera ...

Check ListView Position inside a ScrollView
[quabr.com/.../check-listview-position-inside-a-scroll... ▾ Diese Seite übersetzen](http://quabr.com/.../check-listview-position-inside-a-scroll...)
18.12.2014 - One thing which I know exactly is that putting a listView in ScrollView is a very bad practice and Xamarin Forms Android MapRenderer.



Google site:xamarin.com xamarin.forms listview in scrollview

Web Videos Bilder News Shopping Mehr ▾ Suchoptionen

Ungefähr 630 Ergebnisse (0.26 Sekunden)

ListView is not scrolling when main activity has scrollview ...
forums.xamarin.com › Xamarin Platform › Android ▾ Diese Seite übersetzen
12.12.2013 - 15 Beiträge - 8 Autoren
Sounds like you have a **ListView** inside a **ScrollView**. That won't work well as
December 2013. Hi, But how to use this in monodroid (C#)? 0.
Sie haben diese Seite am 12.02.15 besucht.

Listview inside ScrollView - Xamarin Forums
forums.xamarin.com › Xamarin Platform › Android ▾ Diese Seite übersetzen
03.04.2013 - 4 Beiträge - 3 Autoren
I am having trouble with scrolling **listview** inside a **scrollview**. ... worked well enough, once translated into C#. The following is a complete ...

Unable to scroll a listview inside a scrollview [android ...
forums.xamarin.com › ... › Xamarin.Forms ▾ Diese Seite übersetzen
26.09.2014 - 11 Beiträge - 6 Autoren
Forms. Hello friends,. i have a **listview** inside a **scrollview**. In iOS the ... but not in Android, the page **scroll view** disables the **list view** scrolling. 0.
Sie haben diese Seite am 19.02.15 besucht.

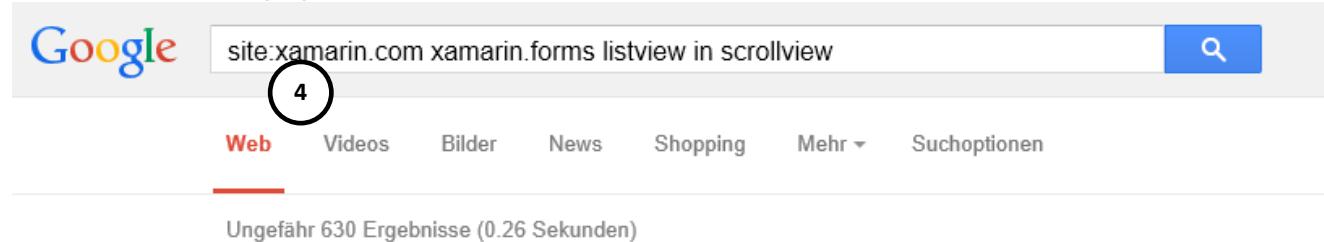
ListView inside StackLayout: a height problem - Xamarin Forum...
forums.xamarin.com › ... › Xamarin.Forms ▾ Diese Seite übersetzen
06.07.2014 - 10 Beiträge - 7 Autoren
Forms. In a ContentPage I have a **ListView** inside a StackLayout inside a **ScrollView** . The **ListView** is populated (**ItemSource** is set) in the ...

Non-scrolling ListView inside a ScrollView - Xamarin Forums
forums.xamarin.com › Xamarin Platform › Android ▾ Diese Seite übersetzen
09.09.2014 - 9 Beiträge - 4 Autoren
Hi, I want to have the following layout in my AXML: **ScrollView** **Textview** **Non-scrolling ListView /ScrollView**.
Sie haben diese Seite am 19.02.15 besucht.

How to use a ListView in a ScrollView with XLabs-PopUp ...
forums.xamarin.com › ... › Xamarin.Forms ▾ Diese Seite übersetzen
vor 6 Tagen - 4 Beiträge - 2 Autoren
<https://github.com/XLabs/Xamarin-Forms-Labs/wiki> and the ... the PopUp-control and - specially - to implement it to use **ListViews** in **ScrollView**.

Multiple ListViews inside ScrollView - Xamarin Forums
forums.xamarin.com › Xamarin Platform › Android ▾ Diese Seite übersetzen
21.10.2014 - 3 Beiträge - 2 Autoren
I am trying to have three list views(each with header and footer) that have anywhere between 1-10 records, with the whole page scrolling (not ...

Note: You further can search in Google only for content from Xamarin, if you type in "site:xamarin.com" (4) first



Google search results for "site:xamarin.com xamarin.forms listview in scrollview". The search bar shows the query. Below it, the "Web" tab is selected. A circled "4" indicates four search results.

Ungefähr 630 Ergebnisse (0.26 Sekunden)

[ListView is not scrolling when main activity has scrollview ...](#)

[forums.xamarin.com › Xamarin Platform › Android](#) ▾ Diese Seite übersetzen

12.12.2013 - 15 Beiträge - 8 Autoren

Sounds like you have a **ListView** inside a **ScrollView**. That won't work well as

December 2013. Hi, But how to use this in monodroid (C#)?? 0.

Sie haben diese Seite am 12.02.15 besucht.

[Listview inside ScrollView - Xamarin Forums](#)

[forums.xamarin.com › Xamarin Platform › Android](#) ▾ Diese Seite übersetzen

03.04.2013 - 4 Beiträge - 3 Autoren

I am having trouble with scrolling **listview** inside a **scrollview**. ... worked well enough, once translated into C#. The following is a complete ...

[Unable to scroll a listview inside a scrollview \[android ...](#)

[forums.xamarin.com › ... › Xamarin.Forms](#) ▾ Diese Seite übersetzen

26.09.2014 - 11 Beiträge - 6 Autoren

Forms. Hello friends,, i have a **listview** inside a **scrollview**. In iOS the ... but not in

Android, the page **scroll view** disables the **list view** scrolling. 0.

Sie haben diese Seite am 19.02.15 besucht.

[ListView inside StackLayout: a height problem - Xamarin Forum...](#)

[forums.xamarin.com › ... › Xamarin.Forms](#) ▾ Diese Seite übersetzen

06.07.2014 - 10 Beiträge - 7 Autoren

Forms. In a ContentPage I have a **ListView** inside a **StackLayout** inside a

ScrollView . The **ListView** is populated (**ItemSource** is set) in the ...

[Non-scrolling ListView inside a ScrollView - Xamarin Forums](#)

[forums.xamarin.com › Xamarin Platform › Android](#) ▾ Diese Seite übersetzen

09.09.2014 - 9 Beiträge - 4 Autoren

Hi, I want to have the following layout in my AXML: **ScrollView** **Textview** **Non-scrolling**

Listview /**ScrollView**.

Sie haben diese Seite am 19.02.15 besucht.

[How to use a ListView in a ScrollView with XLabs-PopUp ...](#)

[forums.xamarin.com › ... › Xamarin.Forms](#) ▾ Diese Seite übersetzen

vor 6 Tagen - 4 Beiträge - 2 Autoren

<https://github.com/XLabs/Xamarin-Forms-Labs/wiki> and the ... the PopUp-control and

- specially - to implement it to use **ListViews** in **ScrollView**.

[Multiple ListViews inside ScrollView - Xamarin Forums](#)

[forums.xamarin.com › Xamarin Platform › Android](#) ▾ Diese Seite übersetzen

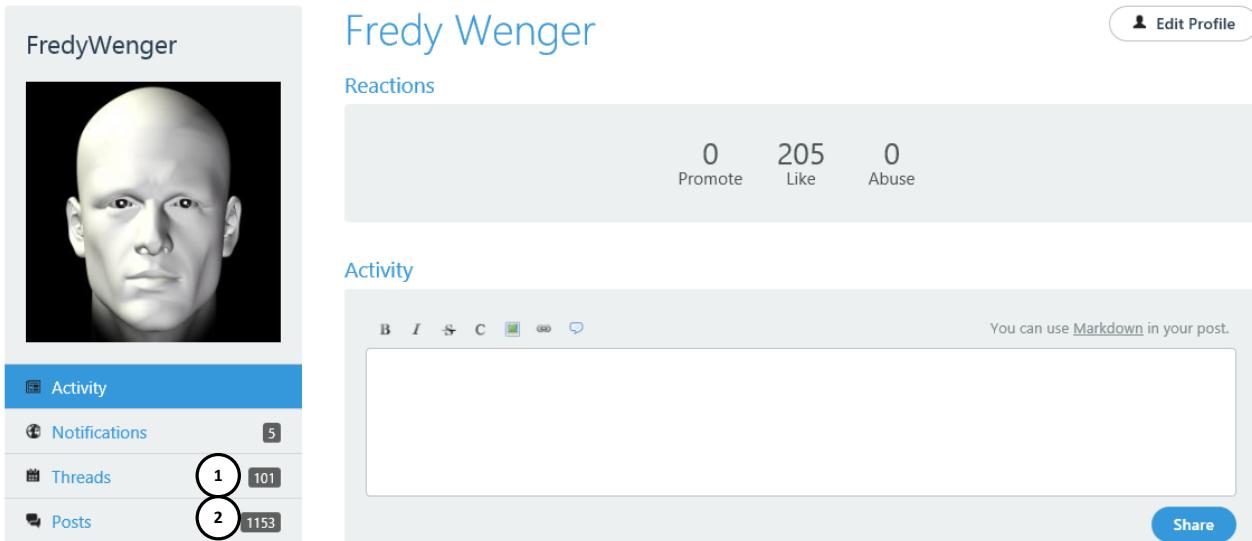
21.10.2014 - 3 Beiträge - 2 Autoren

I am trying to have three list views(each with header and footer) that have anywhere between 1-10 records, with the whole page scrolling (not ...

8.6.3 Special tip - how to re-find your own postings..?

I have posted more than 1'100 messages now and - sometimes - have problems to re-find my own postings ☺.

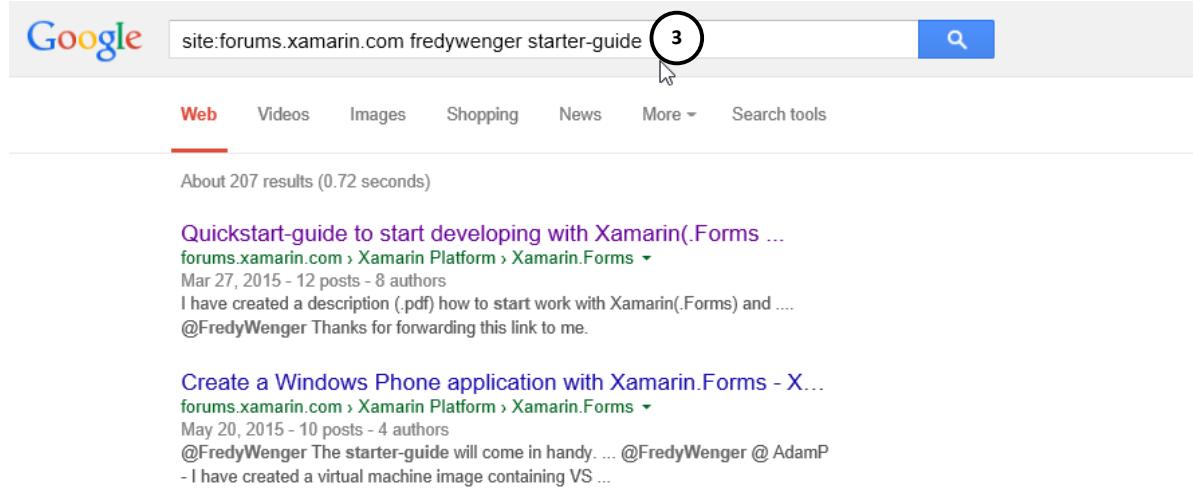
To re-find your postings, you can load your profile:



The screenshot shows a user profile for "Freddy Wenger". On the left, there's a large thumbnail of his face. Below it, a sidebar shows activity counts: Activity (0), Notifications (5), Threads (1), and Posts (2). The main area is titled "Reactions" with counts: 0 Promote, 205 Like, and 0 Abuse. Below that is the "Activity" section, which includes a rich text editor and a note that Markdown is supported. A "Share" button is at the bottom right. The entire interface has a clean, modern design.

- Click on “Threads” (1):
 - Then you will see all **your own threads** and can scroll thru
- Click on “Posts” (2):
 - Then you will see all **your posted messages (also to “foreign” threads)** and can scroll thru

Or (much better), you let Google make the work for you (3):



The screenshot shows a Google search results page for "site:forums.xamarin.com fredywenger starter-guide". The search bar has a circled "3" above it. Below the search bar, the "Web" tab is selected. The results show two posts from the Xamarin forums. The first result is a link to a "Quickstart-guide to start developing with Xamarin.Forms ...". The second result is a link to a "Create a Windows Phone application with Xamarin.Forms - X...". Both results show the date (Mar 27, 2015 and May 20, 2015), number of posts (12 and 10), and authors (8 and 4). The descriptions mention the starter-guide and virtual machine images.

- Just load google and type in:
site:forums.xamarin.com <your forum-name> <search-item(1)> <search-item(1)>
- As google also stores the user-name, you will find your searched message in no time... ☺

9 Submit a bug - how to use Bugzilla

If you have a problem, and you think, it's a bug, **you should fill a big I Bugzilla** (error-tracking-system of Xamarin)

Link: <https://bugzilla.xamarin.com/>

I don't have the time now, to describe Bugzilla in detail...

Therefore, only a few information's below:

- You **really should** fill a bug, if you see one...
- You have to select the exact Product, Component, Version and Platform to fill ab bug (see screenshot below)

This is Xamarin's bug tracking system. For product support, please use the support links listed in your [Xamarin Account](#).

Bugzilla – Bug 22369 Multiline-text (variables) not showed in TextCell in Listview in iOS (only first line is showed) Last modified: 2014-11-13 10:31:24 EST

Home | New | Browse | Search | Search | [?] | Reports | Preferences | Help | Log out fredy.wenger@matso.ch

Bug List: (9 of 21) [First](#) [Last](#) [Prev](#) [Next](#) [Show last search results](#)

Bug 22369 - Multiline-text (variables) not showed in TextCell in Listview in iOS (only first line is showed) ([edit](#)) [Save Changes](#)

Status: CONFIRMED (edit)	Reported: 2014-08-26 13:56 EDT by Fredy Wenger
Product: Forms	Modified: 2014-11-13 10:31 EST (History)
Component: Forms	CC List: <input type="checkbox"/> Add me to CC list 5 users (edit)
Version: 1.2.3	
Platform: PC <input type="checkbox"/> Windows	
Importance: Normal normal	See Also: Add Bug URLs: <input type="text"/>
Target Milestone: ---	Tags: <input type="text"/>
Assigned To: Bugzilla	Test Case URL: <input type="text"/>
URL: <input type="text"/>	External Submit: <input checked="" type="checkbox"/>
Whiteboard: <input type="text"/>	
Depends on: <input type="text"/>	
Blocks: <input type="text"/>	

Show dependency [tree](#) / [graph](#)

Attachments
[Add an attachment](#) (proposed patch, testcase, etc.)

Fredy Wenger 2014-08-26 13:56:42 EDT Description [[reply](#)] [-] [Collapse All Comments](#)
[Expand All Comments](#)
[Add Comment](#)

Xamarin.Forms, TextCell in a ListView, iOS:
 We have a webservice to query data (JSON).
 On the server-side (windows-service created with vb.net) we create a string for the address of customer.
 At the end of each line to the addresse we add a cr-lf (chr(13) + chr(10))
 Example:
 CompanyXY <cr> + <lf>
 StreetZ <cr> + <lf>
 ZipX TownZ z <cr> + <lf>
 Note: Maybe the cr-lf-chacters are changed automatically by json "over the net"...

- If you already have filled bugs, you can click the Link "My Bugs" (nice name b.w.w. ☺) (1)

Home | New | Browse | Search | Search | [?] | Reports | Preferences | Help | Log out fredy.wenger@matso.ch

My Bugs 1

Add the named tag to bugs 22369 Commit

- ... and then can see your filled bug's (2) (including short-links (if you want to change / add something):

Please stand by ...

----- _x2QV1Z3rYK4fh6n Content-Type: text/html; charset=UTF-8 content-disposition: inline; filename="bugs-2015-02-26.html" Set-Cookie: LASTORDER=bug_status%2Cpriority%2Cassigned_to%2Cbug_id; path=/; expires=Fri, 01-Jan-2038 00:00:00 GMT

This is Xamarin's bug tracking system. For product support, please use the support links listed in your [Xamarin Account](#).

Bugzilla - Bug List

Home | New | Browse | Search | Search | [?] | Reports | Preferences | Help | Log out fredy.wenger@matso.ch

Thu Feb 26 2015 05:00:04 EST
After the release is before the release

Resolution: --- Assignee: fredy.wenger@matso.ch Reporter: fredy.wenger@matso.ch

21 bugs found.

ID	Sev	Pri	OS	Assignee	Status	Resolution	Summary
23486	nor	Normal	Wind	bugzilla@xamarin.com	NEW	---	Description to various bugs with .zipped app (for Jason and Support)
23855	nor	Normal	Wind	bugzilla@xamarin.com	NEW	---	WP: SubPage of a detailpage (master-detailpage) is not removed when calling the masterpage
23877	nor	Normal	Wind	bugzilla@xamarin.com	NEW	---	Crash by calling Geolocator on Zoppo C2 phone (Android 4.2.1)
24614	nor	---	Wind	bugzilla@xamarin.com	NEW	---	WP: Icons not removed in WP (master-detail-page - app not usable)
24619	nor	---	Wind	bugzilla@xamarin.com	NEW	---	WP extremely slow, events not fire async -> app unusable
26492	nor	---	Wind	bugzilla@xamarin.com	NEW	---	Debugger don't see application-object
27409	nor	---	Wind	bugzilla@xamarin.com	NEW	---	Set color to Label in Android multiple times don't work
22352	nor	Normal	Wind	bugzilla@xamarin.com	CONF	---	Picker in iOS don't overtake first value
22369	nor	Normal	Wind	bugzilla@xamarin.com	CONF	---	Multiline-text (variables) not showed in TextCell in ListView in iOS (only first line is showed)
22403	nor	Normal	Wind	bugzilla@xamarin.com	CONF	---	Picker in iOS is not showed modal
22924	nor	Normal	Wind	bugzilla@xamarin.com	CONF	---	TextCell cut Text iOS and WP
24108	nor	Normal	Wind	bugzilla@xamarin.com	CONF	---	Set more the one font-attribute to a Label don't work in Andorid
26444	nor	Normal	Wind	bugzilla@xamarin.com	CONF	---	Application.Current.Properties (persistent store) don't work on Android
23841	nor	Normal	Wind	jason.smith@xamarin.com	CONF	---	ListView not scrollable in a ScrollView in a Stacklayout on Android / Scrollview overlaps StackLayout
22766	nor	Normal	Wind	bugzilla@xamarin.com	NEED	---	After update to 1.2.3 Prerelease LV.ClearValue don't work anymore
22914	nor	Normal	Wind	bugzilla@xamarin.com	NEED	---	App crashes on device, if breakpoint is set in an async-function
23005	nor	Normal	Wind	bugzilla@xamarin.com	NEED	---	Master-detail page android
23084	nor	Normal	Wind	bugzilla@xamarin.com	NEED	---	ScrollView does not enable scrolling correct in iOS (iPhone5)
23878	nor	Normal	Wind	bugzilla@xamarin.com	NEED	---	Percent-encoding (URI) don't work in iOS
24952	nor	Normal	Wind	bugzilla@xamarin.com	NEED	---	On a iPhone4, Stacklayout (with ListView).IsVisible = true don't work, where it works on iPhone5
25378	nor	Normal	Wind	bugzilla@xamarin.com	REOP	---	ScrollView don't scroll SearchBar to top, if soft-keyboard appears

21 bugs found.

[Long Format](#) [CSV](#) | [Feed](#) | [iCalendar](#) | [Change Columns](#) | [Edit Search](#) Remember search as

[XML](#)

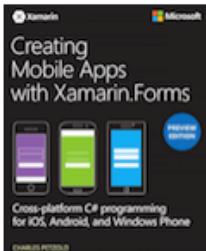
10 Useful links

10.1 Documentation

10.1.1 e-book to Xamarin.forms (free)

First available book to Xmarin.Forms,

Creating Mobile Apps with Xamarin.Forms Book Preview 2



Charles Petzold is currently writing a new book - *Creating Mobile Apps with Xamarin.Forms* - which is due for publication in the spring of 2015.

We released the [first preview](#) in print at
Xamarin Evolve 2014.

Related Articles:

[Preview 1 Edition](#)

Related Samples:

[Preview 2 Samples](#)

Preview 2 has been completely updated for Xamarin.Forms 1.3 and XAML support. Chapters will be available for download soon after they've been written and reviewed!

Link:

http://developer.xamarin.com/guides/cross-platform/xamarin-forms/creating-mobile-apps-xamarin-forms/?utm_source=newsletter&utm_medium=email&utm_content=xamforms-book&utm_campaign=february2015&mkt_tok=3RkMMJWWfF9wsRokuaXBZKXonjHpfX%2B6u0oWaC3IMI%2F0ER3fOvrPUfGjI4CTcZil%2BSLDwEYGJlv6SqFQ7fAMapvrgKXRg%3D

10.1.2 Xamarin.Forms documentation

Documentation from Xamarin.

Link: <http://developer.xamarin.com/guides/cross-platform/xamarin-forms/>

10.1.3 Good kick starter to Xamarin.Forms on the web

Very good and easy to understand Documentation from community member:

Link: <http://www.xforms-kickstarter.com/>

10.1.4 Other

Link-Collection to Xamarin-information's:

Link: <http://allaboutxamarin.com/>

10.1.5 Get-started page from Xamarin

Here you can find an entry from Xamarin and also find information's about the further "products" to Xamarin, like Insights, Profiler and Sketches:

Documentation

Cross-Platform

Android

iOS

Mac

TestCloud



Xamarin.Forms

Cross-platform apps for iOS,
Android, and Windows Phone.



Xamarin Insights

Monitor crashes, track events,
and get to know your users.



Xamarin Profiler

Analyze and polish your C#
mobile apps (preview).



Sketches

Interactive code experiments for
Xamarin Studio (preview).

Link: <http://developer.xamarin.com/>

10.1.6 Xamarin Blog

Official blog from Xamarin with news and - sometimes - useful information's.

Link: <http://blog.xamarin.com/>

10.2 Tools

10.2.1 Color-Picker

You can easily assign a standard-color (like white, blue, etc.) to a Xamarin-object. But, if you want to assign a special color (nuance), you have to do this with rgb-values or hex-strings.

Example: `Label.Color = Color.FromHex("#00FFCC");`

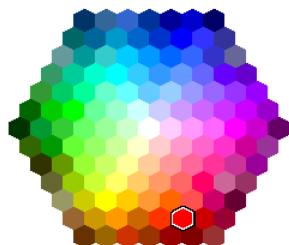
To find out the hex-string, there is a web-page where you can select a color (visible) and then overtake the hex-value:

HTML Color Picker

[« Previous](#)
[Next Reference »](#)

Get darker/lighter shades of any color.

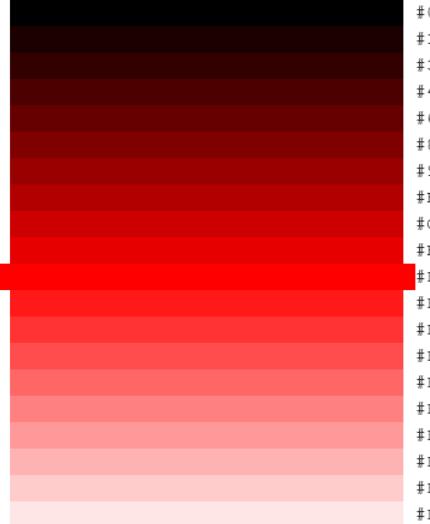
Select color:



#FF0000

Selected color: #FF0000

Darker/lighter shades:



Hex values:

```
$000000
#1A0000
#330000
#4C0000
#660000
#800000
#990000
#B20000
#CC0000
#E60000
#FF0000
#FF1919
#FF3333
#FF4D4D
#FF6666
#FF8080
#FF9999
#FFB2B2
#FFCCCC
#FFE6E6
#FFFFFF
```

Link: http://www.w3schools.com/tags/ref_colorpicker.asp

10.3 Add-in's

10.3.1 XLabs (free)

XLabs is a group of community members that have created the XLabs add-in with additional functions to Xamarin.Forms. You can easily add the XLabs-component(s) to your project and enhance the XF-base-functionality with it.

Link: <https://github.com/XLabs/Xamarin-Forms-Labs/wiki>

10.3.2 Xamarin Component Store (partially free)

In the Xamarin component store, you can find some third party add-ons for Xamarin (e.g. encryption, toast, etc.). Some of them are for free, some have to be paid.

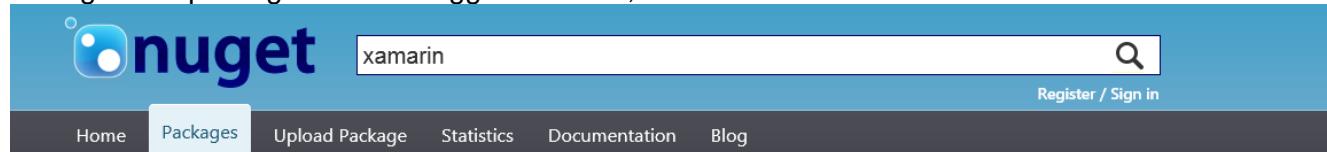
Unfortunately, Xamarin was not able yet, to also create a platform-tag for Xamarin.Forms

- So.. it's not easy to find a component, that is designed exactly for .Forms...
-

Link: <https://components.xamarin.com/>

10.3.3 NuGet

Here you can search for nugget-packages and also can search for **versions** of packages to e.g. downgrade a package with the **nugget-console**, if needed.



A screenshot of the NuGet search interface. The search bar at the top contains the text "xamarin". Below the search bar, there are navigation links: Home, Packages (which is highlighted), Upload Package, Statistics, Documentation, and Blog. To the right of the search bar is a magnifying glass icon and a "Register / Sign in" link. The main content area displays the search results for "xamarin", showing 501 packages found. The first result is "Xamarin.Forms" by "XamarinNuget/Xamarin". It has a brief description, a download count of 115,151, and a link to its details page. Subsequent results include "Xamarin.Forms.Maps", "Xamarin.UITest", "Xamarin Test Cloud Agent", and "Xamarin.Insights".

Search for *xamarin* returned 501 packages

Displaying results 1 - 20.

Search Index last updated 3 minutes ago

Sorted by relevance



Xamarin.Forms By: [XamarinNuget/Xamarin](#)

Build native UIs for iOS, Android, and Windows Phone from a single, shared C# codebase

115,151 total downloads



Xamarin.Forms.Maps By: [XamarinNuget/Xamarin](#)

Maps models and renderers for Xamarin.Forms

26,827 total downloads



Xamarin.UITest By: [XamarinTestCloud](#)

UI Automation Framework for Xamarin Test Cloud customers testing Android and iOS apps. Using the framework without a valid Xamarin Test Cloud account is restricted to running only on simulators and has a time limit of 15 minutes for a single test suite.

11,531 total downloads



Xamarin Test Cloud Agent By: [XamarinTestCloud](#)

Xamarin Test Cloud Agent

2,434 total downloads



Xamarin.Insights By: [XamarinNuget](#)

Insights for your Apps

10,281 total downloads | Tags: [Xamarin](#), [Insights](#), [Monitoring](#), [Analytics](#), [Stability](#)

XLabs - Forms 2.0.5520

1

XLabs is a open source project that aims to provide a powerful cross-platform set of controls tailored to work with Xamarin Forms.

This package contains the cross-platform XLabs Forms framework and controls.

To install XLabs - Forms, run the following command in the [Package Manager Console](#)

PM> Install-Package XLabs.Forms -Version 2.0.5520

3

[Tweet](#) 0

[Like](#) Be the first of your friends to like this.

Owners

 ravensorb

 sami1971

 rmarinho

Authors

XLabs Team

Tags

Xamarin.Forms XLabs

Dependencies

Xamarin.Forms (≥ 1.3.2.6316)
 ExifLib.PCL (≥ 1.0.0)
 XLabs.IoC (≥ 2.0.5520)
 XLabs.Platform (≥ 2.0.5520)
 XLabs.Core (≥ 2.0.5520)
 XLabs.Serialization (≥ 2.0.5520)

Version History

Version	Downloads	Last updated
XLabs - Forms 2.0.5530 (latest stable)	286	Sunday, February 22 2015
XLabs - Forms 2.0.5522	383	Saturday, February 14 2015
XLabs - Forms 2.0.5520 (this version)	185	Thursday, February 12 2015
XLabs - Forms 2.0.0	328	Wednesday, February 04 2015

2

- In the example, I have searched for XLabs (1) and then selected a specific (older) version (2).
- nuget the shows you the command to the package (3) that you have to copy-paste in the **nuget-console** in VS to install the package.

Link: <https://www.nuget.org/packages?q=xamarin>

10.4 Bugzilla

Here you have to fill your bugs (see also chapter to bugzilla).

Link: <https://bugzilla.xamarin.com/>

10.5 Xamarin “User voice”

Here is the place to post your suggestions to Xamarin.

Link: <https://xamarin.uservoice.com/forums/258559-xamarin-forms-suggestions>

11 Special tips for free ☺

11.1 Work with your own public variables

- Define **global variables** and fill it by start of the app (so that they are usable in the whole app) **depending on the platform/device-type** (and... you can be sure, that the platform and device-type will remain the same until the app run's ☺).
- E.g.:
 - define variables for the color of elements (e.g. white, blue, red or with logical names like Title, StandardText or whatever)
 - define variables for the size of your labels (E.g. ExtraSmall, Small, Standard, Huge, ExtraHuge) or give it logical names (Like "Title", Text, ImportantText, etc.)
- Set this variables by startup of the app depending on platform and - maybe - device-type
- Then use this variables to assign the properties to your elements (e.g. the size for Standard in iOS may be 18, for WP 24), same for the colors (blue for iOS can really be blue, where for Android and WP it will be some (good looking) hex-value instead)
- Do this for anything that make sense for you...

11.2 Create your own user-controls!

- As I have started with XF, I have coded every object (Label, Entry, etc.) from scratch, e.g. (for a data-input-entry):

```

var DescriptionLabel = new Label();
DescriptionLabel.Text = "Description to Entry";
DescriptionLabel.TextColor = Color.Blue;
DescriptionLabel.FontSize = 18;
DescriptionLabel.FontAttributes = FontAttributes.Bold;
DescriptionLabel...
// 
var InputEntry = new Entry();
InputEntry.Placeholder = "Name...";
InputEntry...
// 
var ErrorLabel = new Label();
ErrorLabel.Text = "This field hast to filed out!";
ErrorLabel.TextColor = Color.red;
ErrorLabel.FontSize = 18;
ErrorLabel.FontAttributes = FontAttributes.Bold;
ErrorLabel...
  
```

- Then I have tested the code on the platforms (iOS, Android, WP) and devices (Phone / Tablet)
 - Thereby I have noted, that I have to set the Textcolor different for the platforms (e.g. Android and WP white, iOS Black) and also have to use different Fontsizes (WP bigger than the other)
 - Further, I have noted, that I should define an widthrequest for some elements (e.g. for Entry's and buttons on a tablet, as it - e.g. - don't look nice, if you have buttons, that takes the whole width on a high-resolution tablet)
 - So I had to implement platform- and device-specific code, E.G.

```

switch (Device.OS)
{
    case TargetPlatform.iOS:
        // do something;
        break;
    case TargetPlatform.Android:
        // do something;
        break;
    case TargetPlatform.WinPhone:
        // do something;
        break;
}
  
```

and/or:

```
if (Device.Idiom == TargetIdiom.Phone)
    // do something;
else
    // do something;
```

- Additionally I want to implement some additional functionality, like e.g, limit the possible input to max. 24 chars and something further
- **If you do that manually for each element (create description-label, entry and error-label format it for the platform / device add event-handlers to so add some additional functionality):**
 - **your code will “explode”**
 - **you will have a lot of work to change some things consistently over the whole project (E.g. change the color/size of some labels or add some more functionality)**

➤ **The solution is, to create your own user-controls:**

- For my app, I have created a own user-control (class) named “EntryErfassung”
- This class contains a description-label an Entry and an error-label and platform-specific code (to format the controls for each platform)
- Further, I have added some own methods (some are class-internal, some are exported to be able to use in on a page).
- Further the class contains various parameters, mostly with default-values (but overwritable, if needed)
- To create an instance of the class, I further use named-parameters , whereby I only have to pass the parameters that have no default-value or that I want to overwrite
- So... the code to create an entry is e.g.:

```
var OePasswort = new EntryErfassung(cDefaultText: "Passwort", cFehlerText:
"Passwort muss ausgefüllt werden (mindestens 4 Zeichen)", iFeldTyp:
GV.FeldTypStandard, bMussFeld: true, iMaximalLaenge: 12);
OePasswort.SetTextEntry(GV.oBenutzerdaten.PBN_Passwort); // Add to Stacklayout (like
any other Control)
```

- The result is (1) (on Android -> on iOS it looks different):



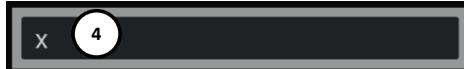
- Where:
 - all controls on the screenshot are from the same class (EntryControl)
 - an colored-box (depending on platform: automatically other color) is added automatically surround the Entry
 - the width automatically is set depending on some parameters
 - the input-length is limited to 12 chars (see parameter)
 - the description label (on top of the entry is hided (as I don't have passed a text in the parameters - else it would be showed over the entry)
 - the error-text is overtaken in the error-label (under the Entry) but not showed as there is no error set yet
- As I have implemented (export) a method completed, I can set the focus to the next control if the input is done with;

```
OePasswort.Completed += (sender, e) =>
{
    OeNachname.SetFocus();
};
```

- If the user press “Save”, I check the values of the entry’s.
- If I detect an error (empty text or whatever), I simply call:
`OePasswort.SetFehler(true);`
- The result is:



- the colored-box surround the Entry has changed the color to red automatically (as I have implemented it in my class in the method setfehler())
- additionally the Error-Label is showed with the text, that I have provided as parameter
- As soon as the user start type text, the color is changed back automatically to the initial color (as I have implemented this in my class) and the error-message is hided:



- If I want to reset the control (after check with valid input), I simply call:
`OePasswort.SetFehler(true);`

and the control is reset like (4)

So..:

- If I later decide, that it will look better, if I change the color for the surrounding box (standard-case or error-case) as it will look “much better”, I can change the color in **one line of code** and the whole app will reflect the change immediately **without any other change in the code!**
- If want to show am additional TLabel to one of the Entries, I simply add the text as parameter to the control
- If I want to change the size of the elements - e.g. only when the app run’s on tablet - I can change my class and it’s done...
- If I want to add further functionality, I can change my class and it’s done...
- **I hope you can see what I mean... ☺**

And. the best... **this all is standard-XF-Code** (no custom renderers or similar needed)

I strongly suggest you:

- to **first** think about what you need in **your** app
- then create you own user-controls, what can be, e.g.:
 - Entry (like above)
 - Label
 - Button
 - Select-ListView
 - Multiselect-Listview
 - Or whatever you need

If you do this, you would save a looot of time!

I have posted some code for a “user-control” here:

<http://forums.xamarin.com/discussion/33778/how-to-cluster-xf-controls-to-a-user-defined-control-in-code#latest>

and for a “Multiselect-ListView“ here:

<http://forums.xamarin.com/discussion/17885/multiselect-listviews>