

Xamarin 分享会 2017.10.14第七期

Beijing Xamarin User Group



.NET Conf 2017 Keynote
.NET Everywhere



<https://channel9.msdn.com/Events/dotnetconf/2017>

Keynote – Mobile部分

移动平台发布季

Google and Apple

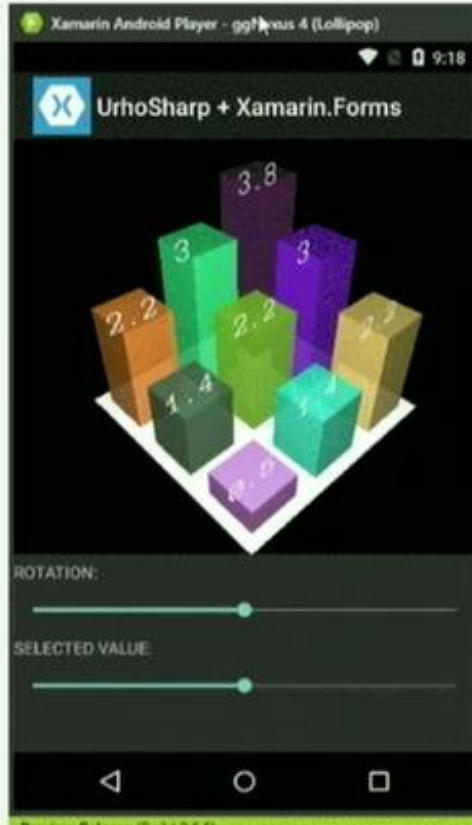
- Mobile Operating System Update Season
- **android**Oreo
 - Multi-display, text sizing, PiP,
- Fresh Apple Support
 - iOS 11, tvOS 11, watchOS 4
 - CoreML rolling out – SeeingAI using it now
 - ARKit
 - Vision



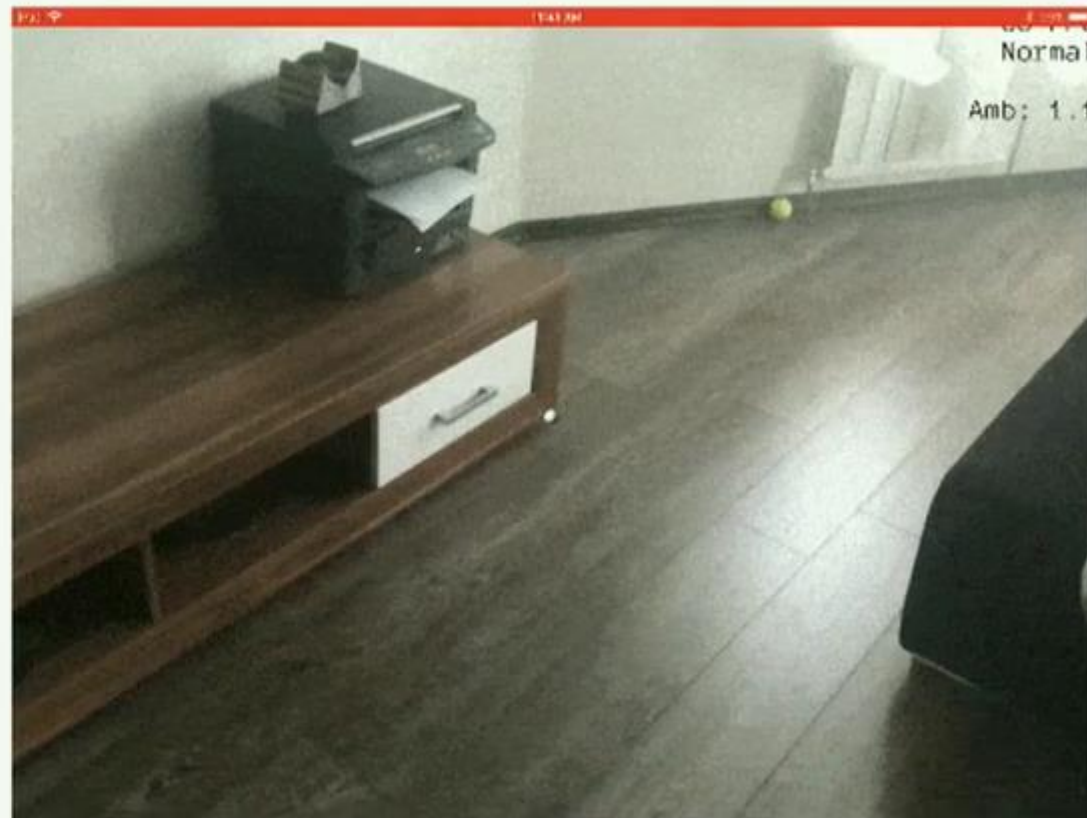
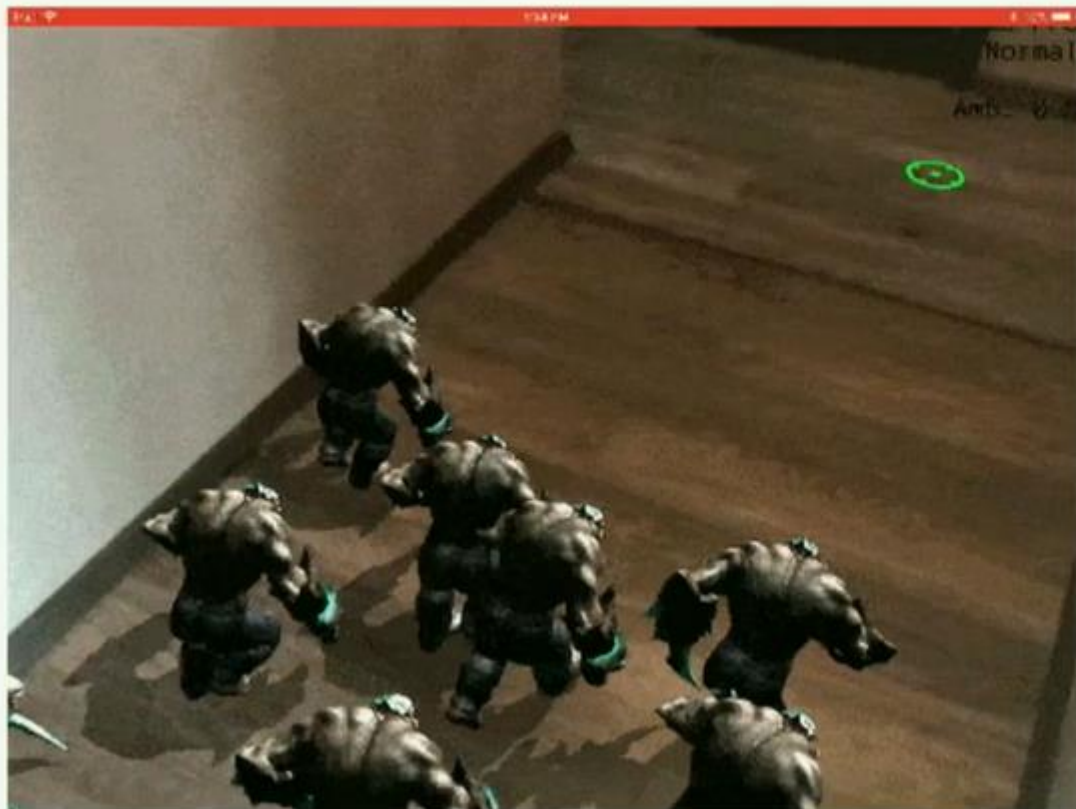
Seeing AI App 在iOS上使用了CoreML

UrhoSharp – Easy 3D, VR and AR

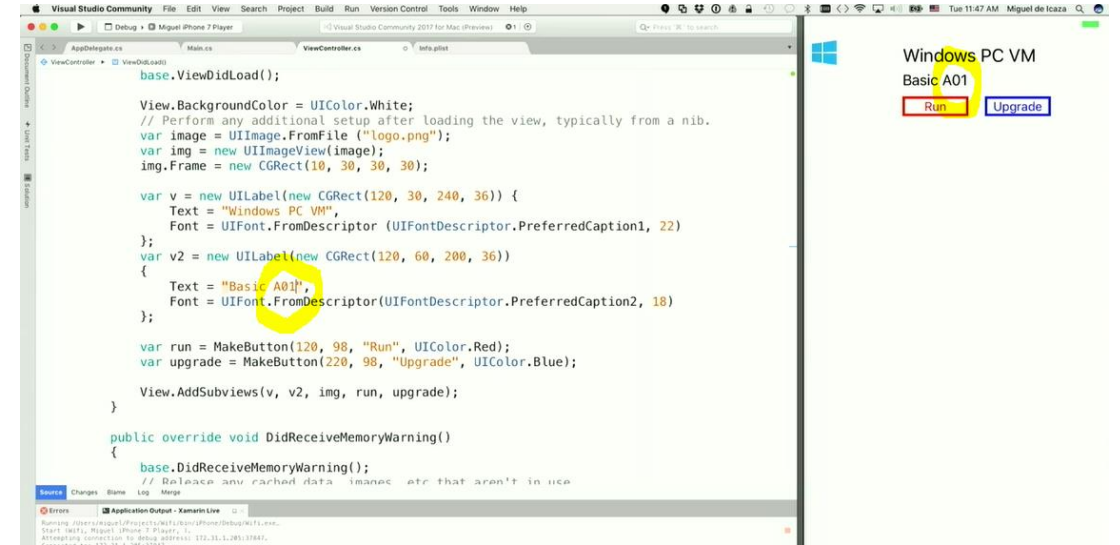
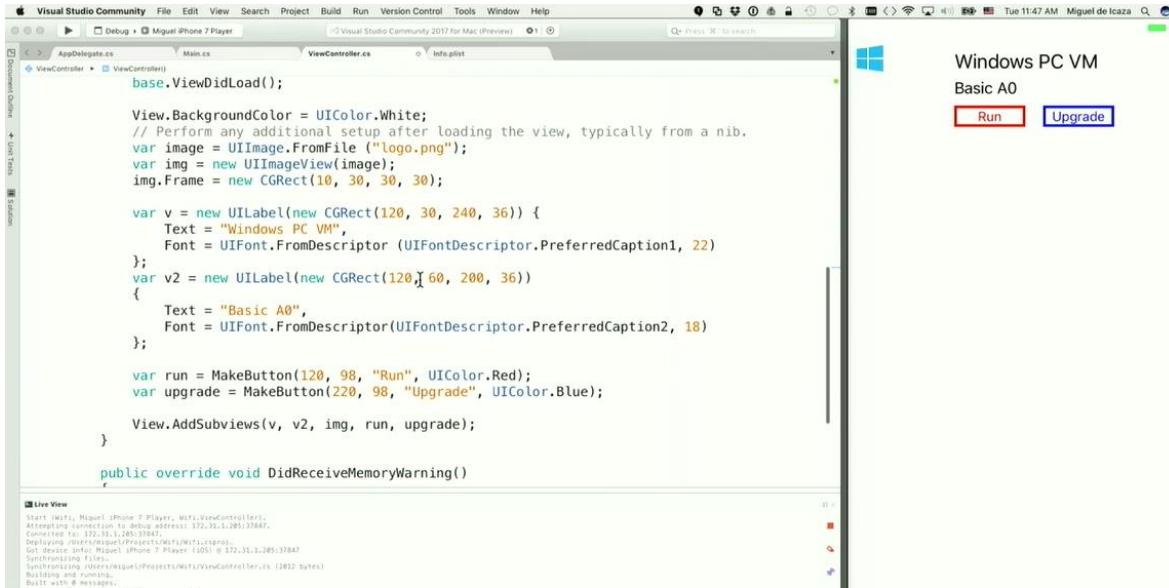
- Think “Xamarin.Forms for 3D”



AR for Android, iOS and HoloLens

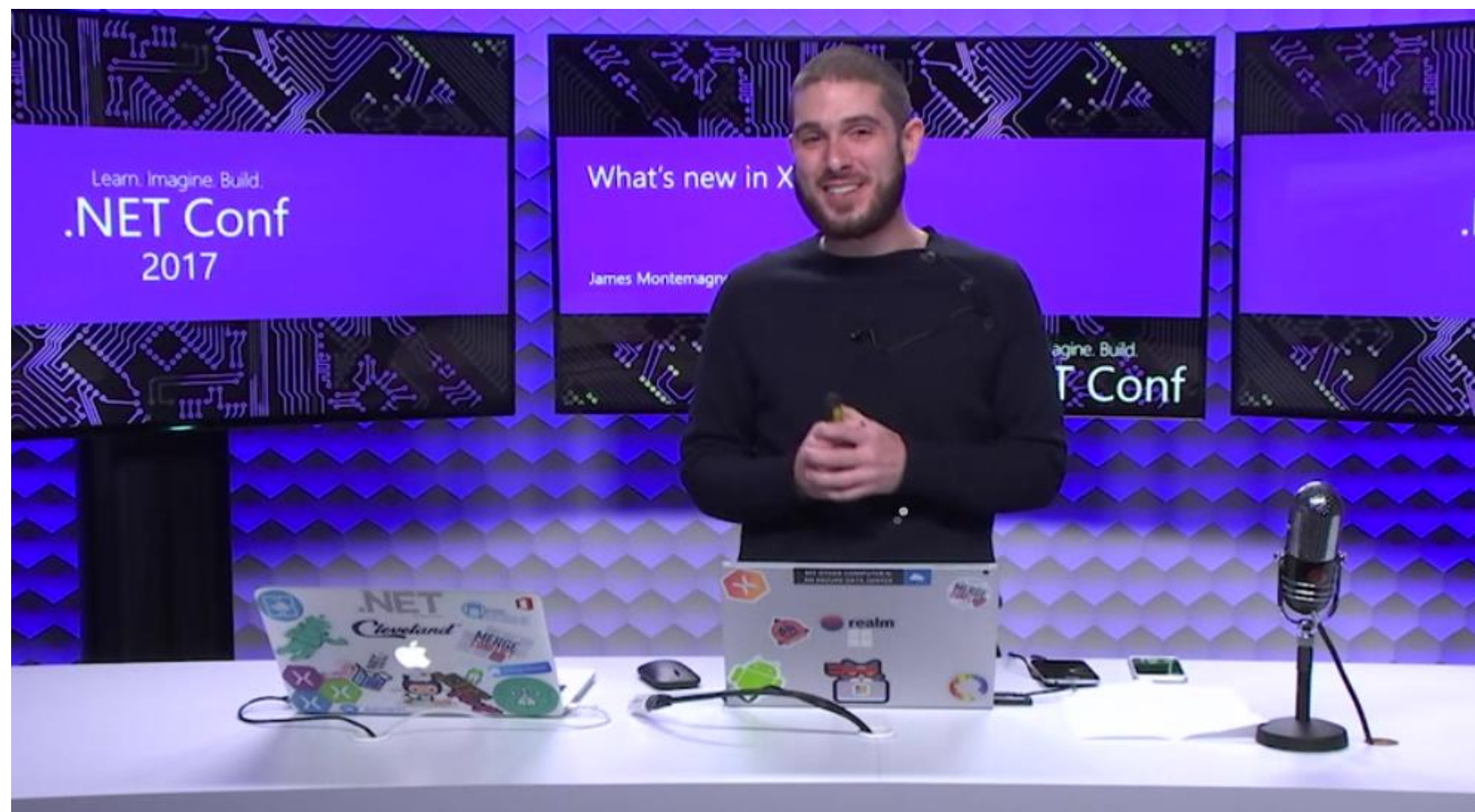


Xamarin Live Player



.NET Conf 2017

What's new in Xamarin



Who's this guy?



Weekly development podcast
mergeconflict.fm



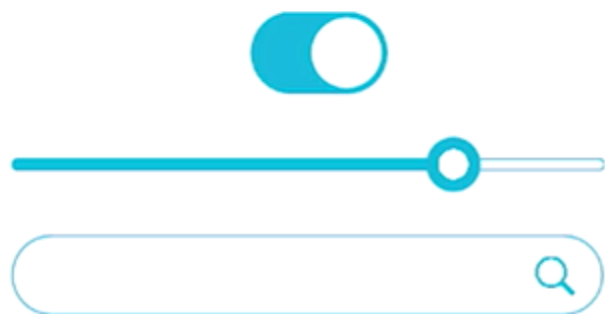
Weekly development show
xamarinshow.com

James
Montemagno
Principal Program Manager – Mobile Developer Tools,
Microsoft

motz@microsoft.com

Montemagno.com

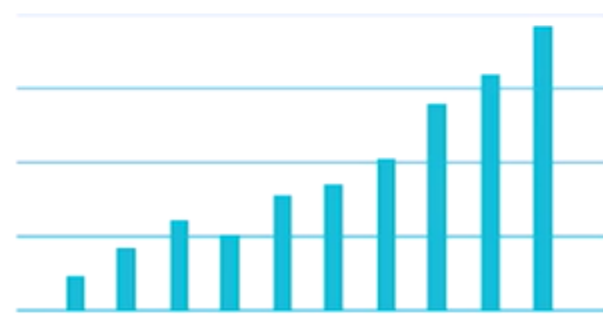
[@JamesMontemagno](https://twitter.com/JamesMontemagno)



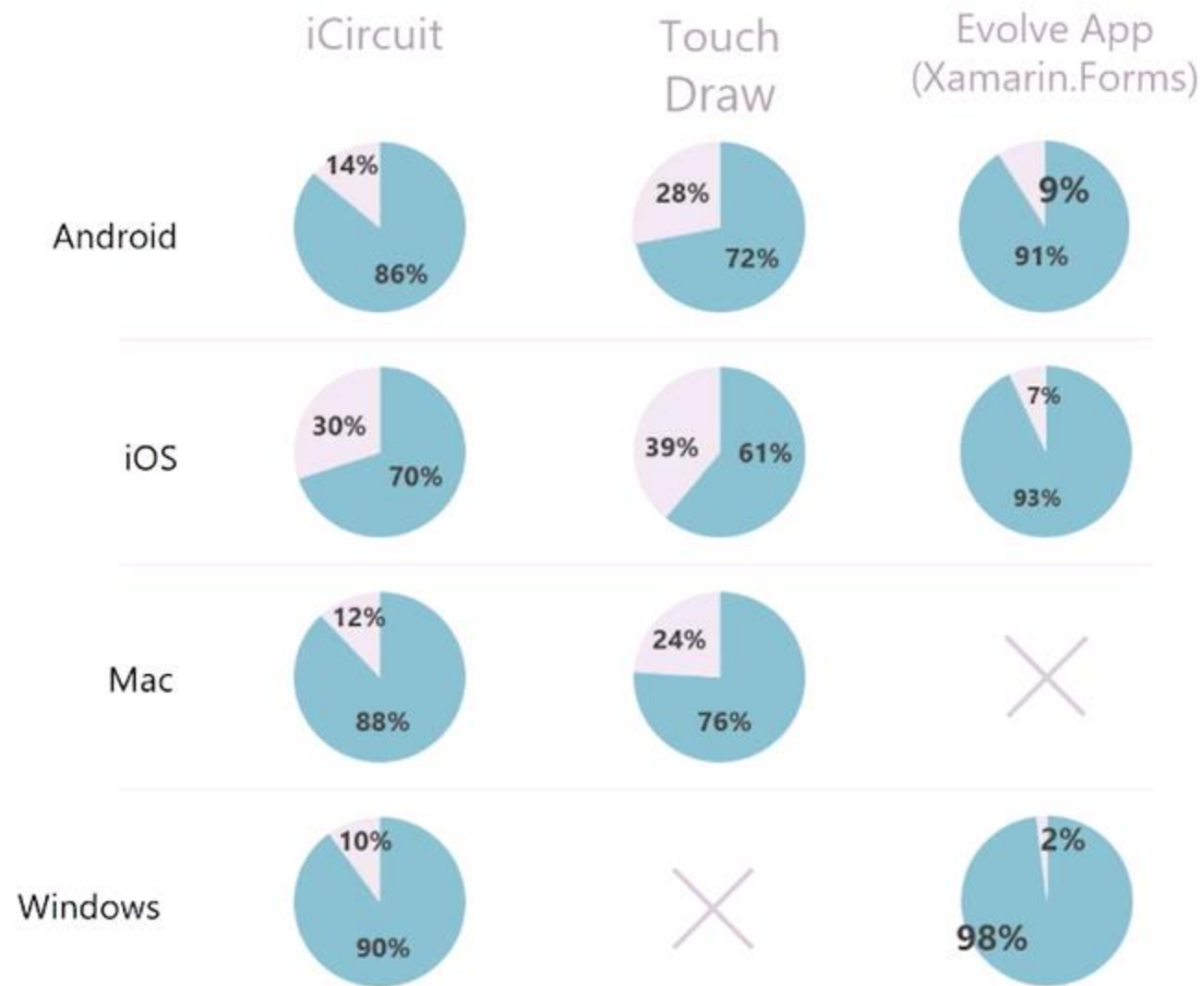
Native User Interfaces



Native API Access



Native Performance



Code sharing
stats

2D Graphics Library

SkiaSharp

The 2D graphics engine

Powers Google Chrome and Android.

Cross platform: Android, iOS, Mac, UWP, tvOS, Windows

Comprehensive

Image loading and saving

Immediate composited rendering mode

GPU accelerated (where available/enabled)

Custom effects and shaders

SVG Loading

<http://aka.ms/skiasharp>



Shapes



Bézier Curves



Translations & Rotations



Text rendering



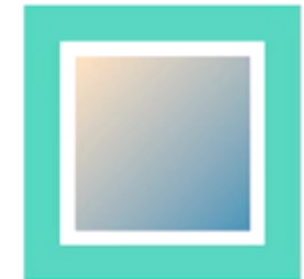
Discrete Path Effects



Composed Path Effects



Sum Path Effects



Shaders

<https://github.com/mono/SkiaSharp>

Xamarin & Xamarin.Forms ecosystem



Microcharts – 基于SkiaSharp



<https://github.com/aloisdeniel/Microcharts>

New Platforms

- Samsung Tizen
 - Televisions, Wearables, Mobile
- macOS
- WPF
- Linux: GTK#

macOS

Linux™



Windows
Presentation
Foundation

Xamarin.Forms for Tizen

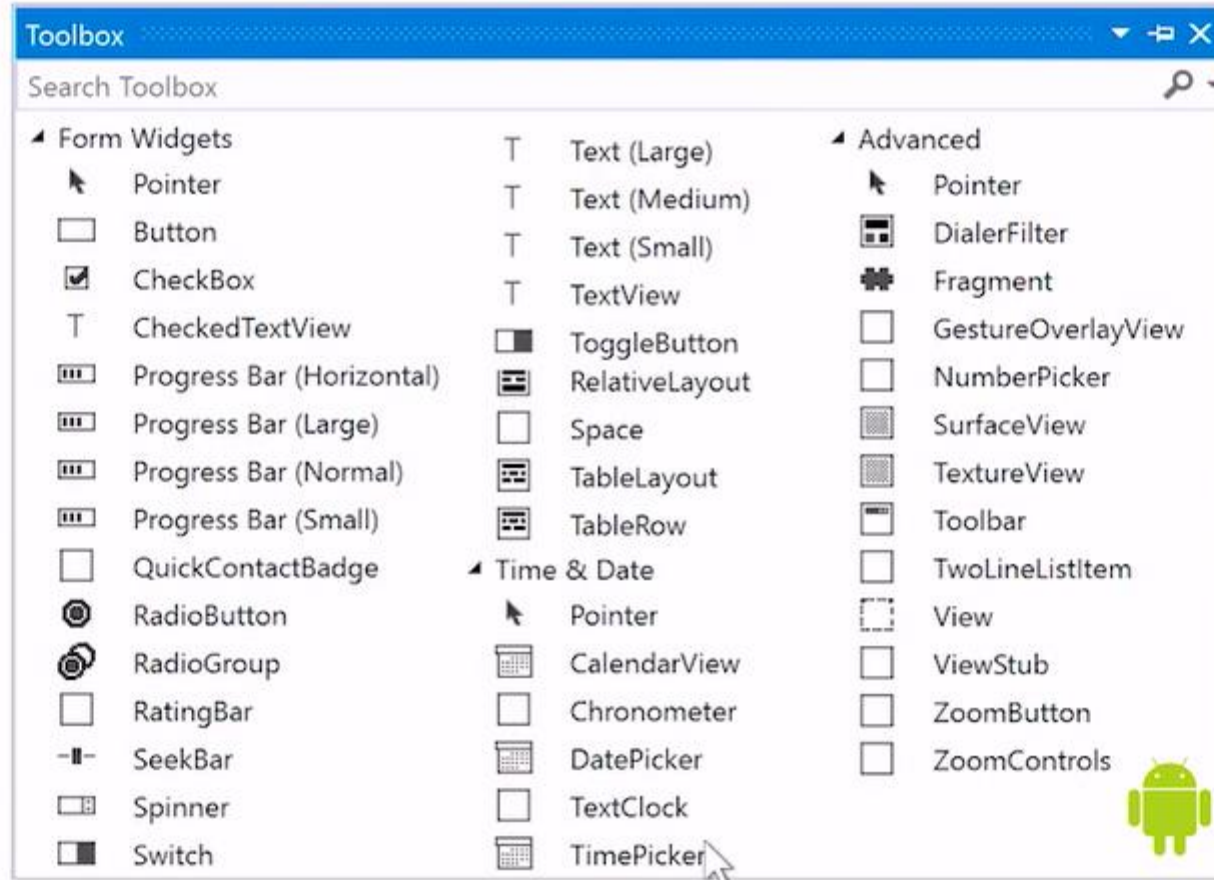


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其他Xamarin内容

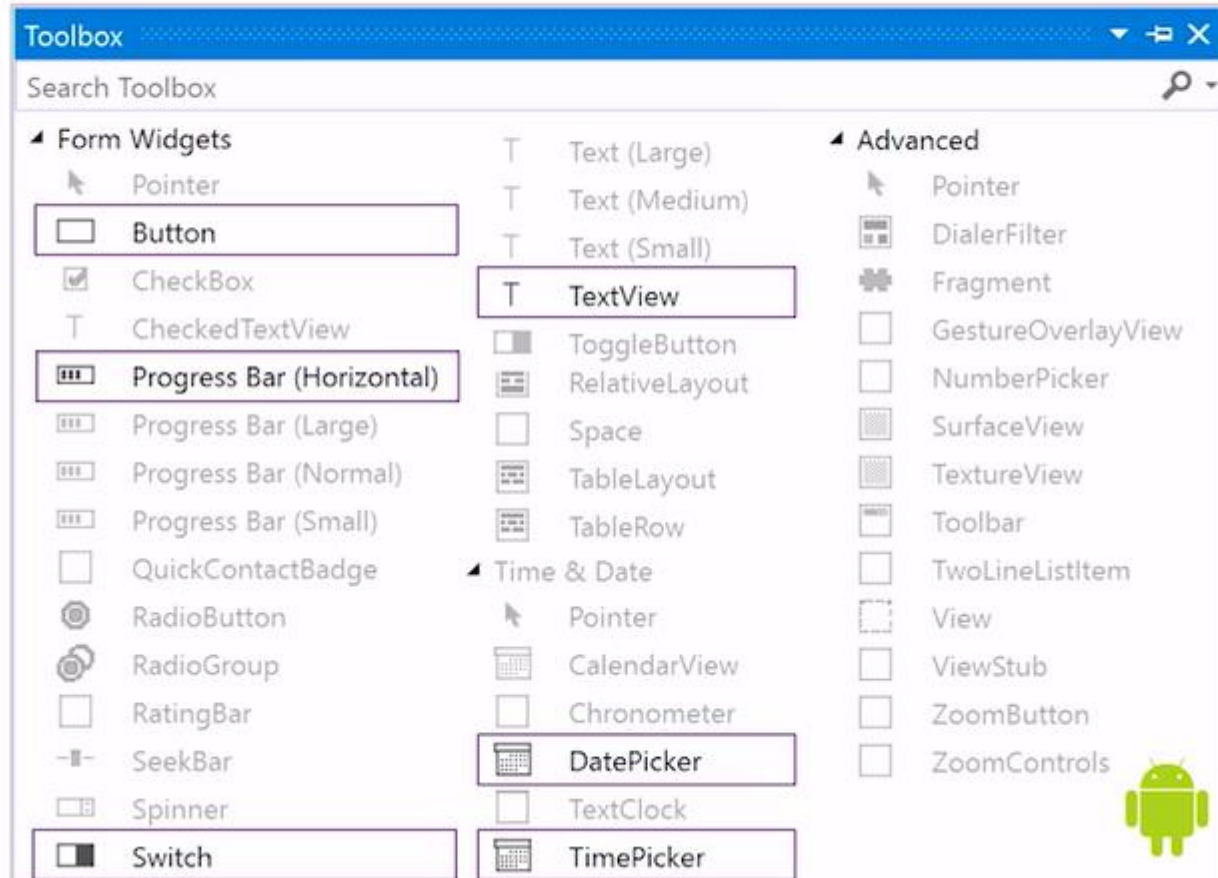
嵌入原生控件到Xamarin.Forms

现在版本已经支持

What is a native control?

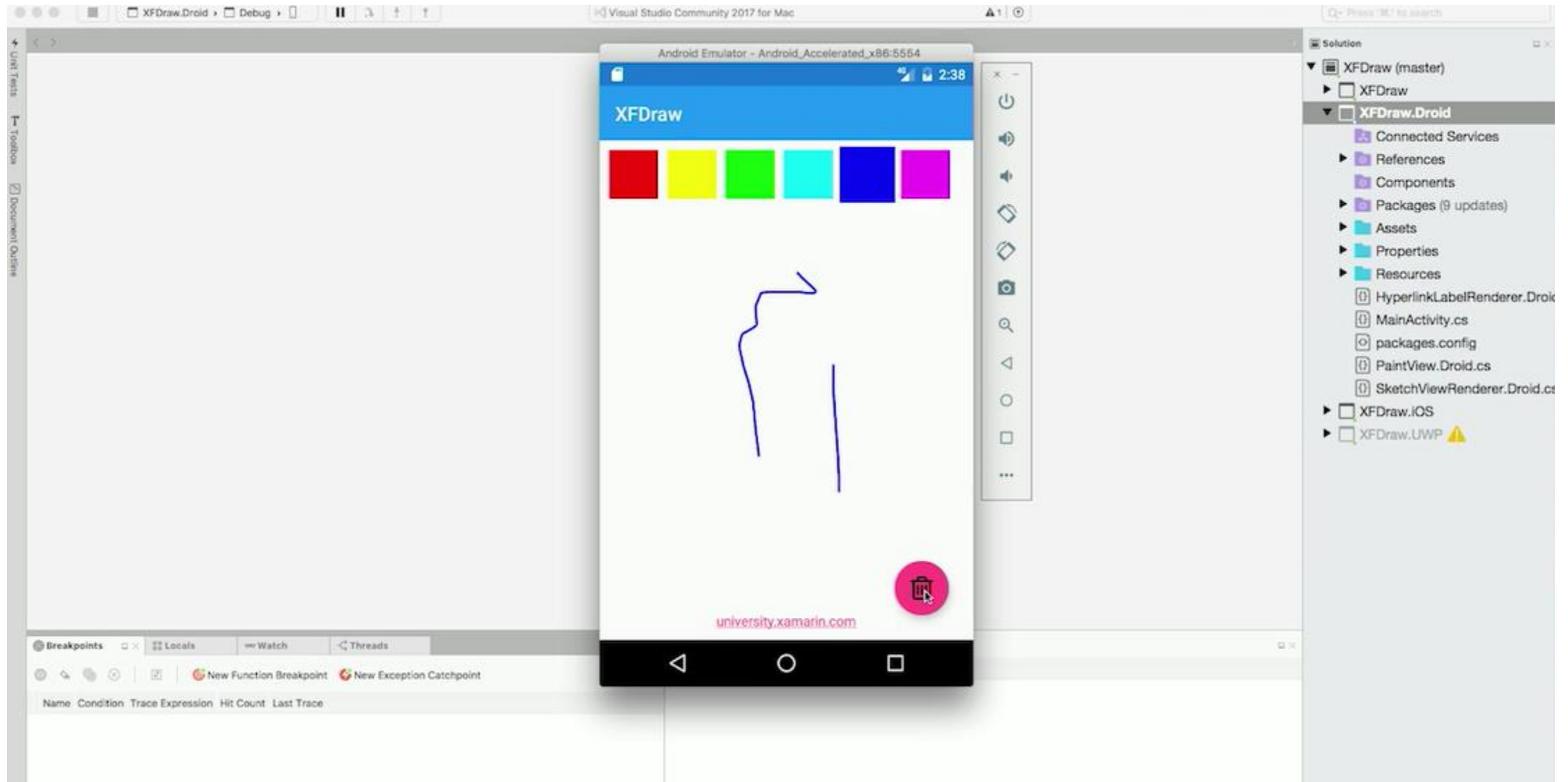


Available controls in Xamarin.Forms

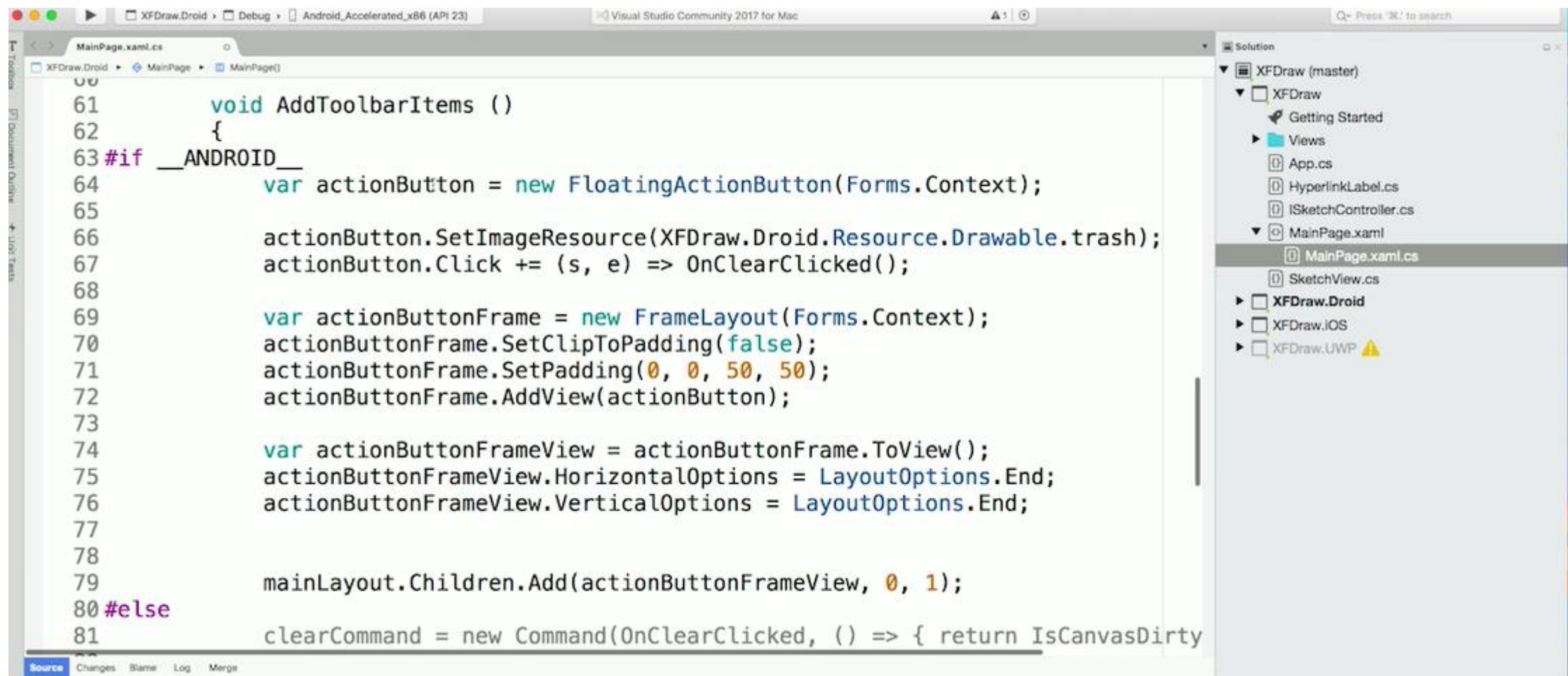


Add extension method

```
var xfStack = new Xamarin.Forms.StackLayout();  
  
var uwpButton = new Windows.UI.Xaml.Controls.Primitives.RepeatButton();  
  
xfStack.Children.Add(uwpButton);
```



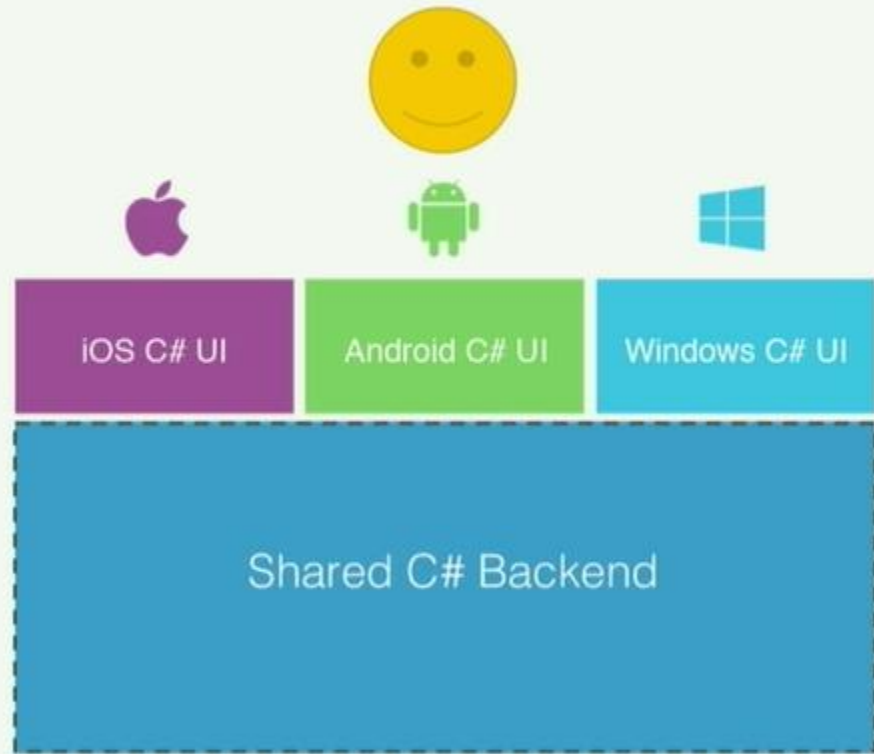
<https://github.com/adrianstevens/NETConf2017>



嵌入 Xamarin.Forms 到原生程序

vNext

Xamarin + Xamarin.Forms



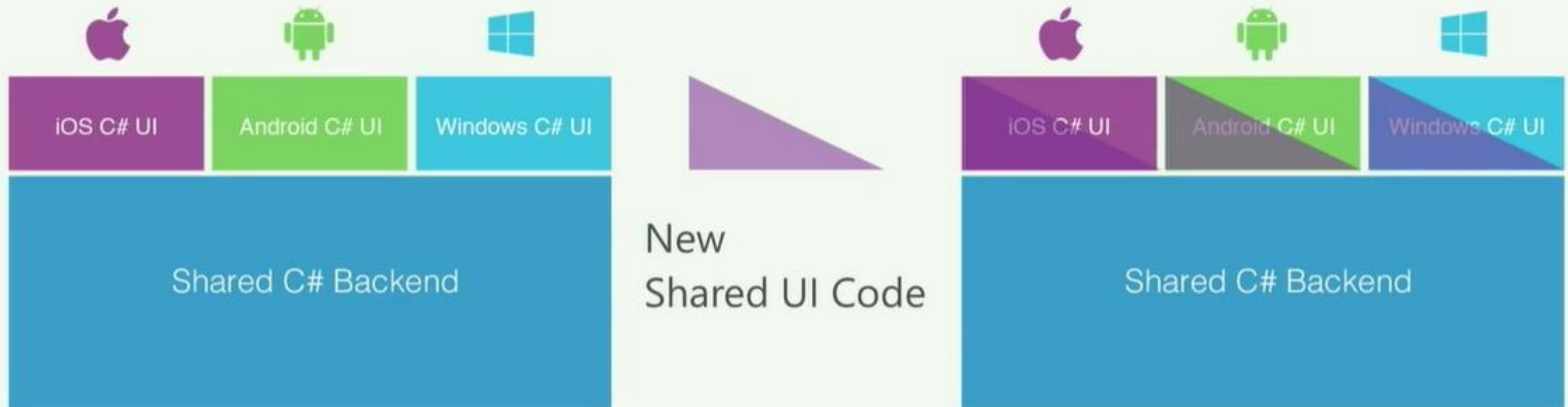
Traditional Xamarin Approach



With Xamarin.Forms

Forms Embedding

- Add some Forms code to your existing .NET app:
 - Mac, WPF, UWP, Linux, Android or iOS app
- One screen, many screens or your whole app



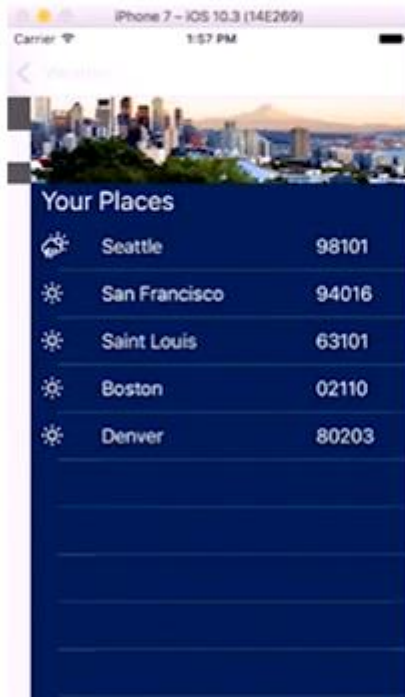
Embedding

- Works on ContentPages
- Full support for DependencyService and MessagingCenter



Xamarin.Forms Embedding

- Easily embed any page into a Xamarin Native Application

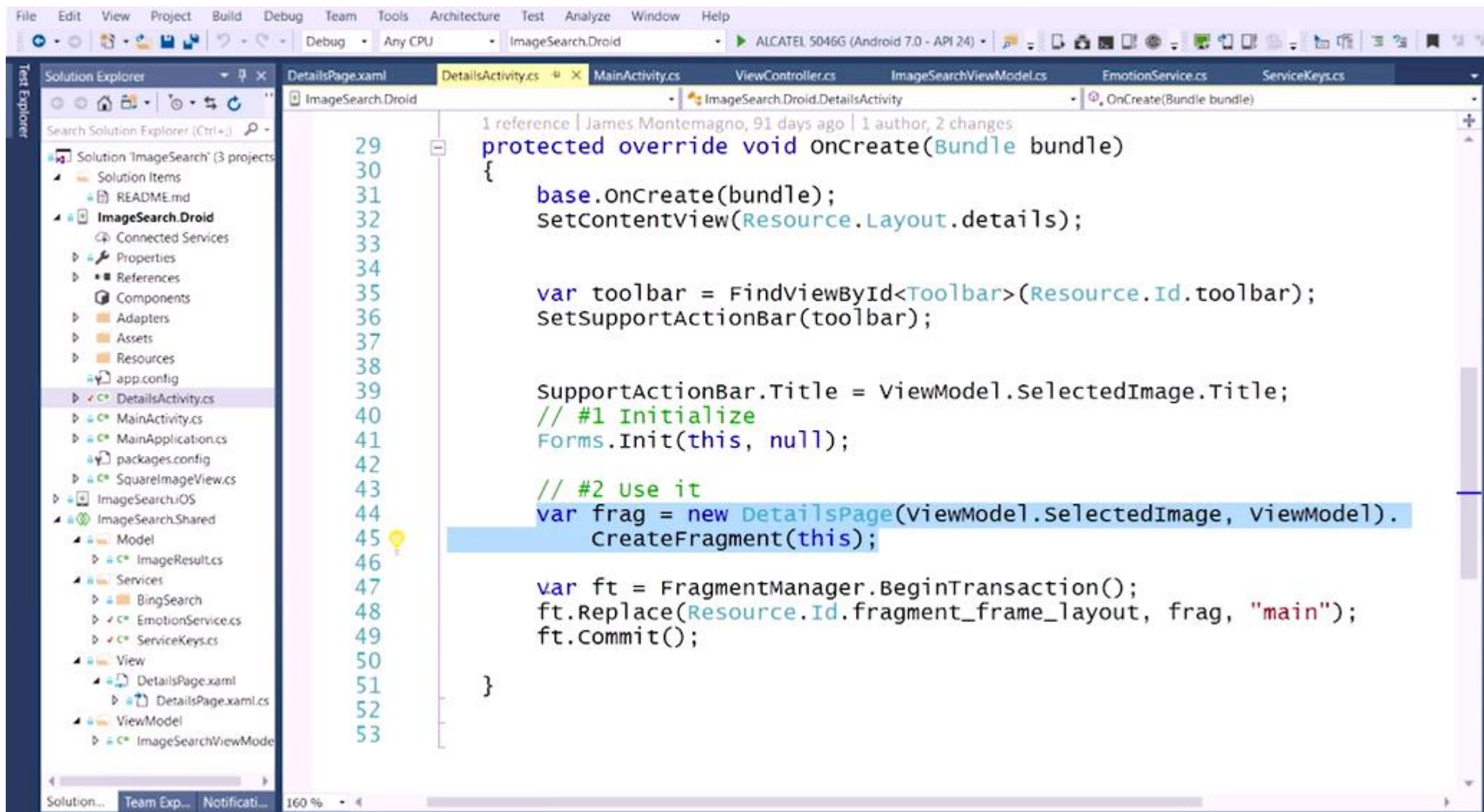


```
// Android
Forms.Init(this, null);
var androidFragment = new MyFormsPage().CreateFragment(this);
```

```
// iOS
Forms.Init()
var iosViewController = new MyFormsPage().CreateViewController();
```

```
// UWP
Forms.Init(e);
var uwfElement = new MyFormsPage().CreateFrameworkElement();
```



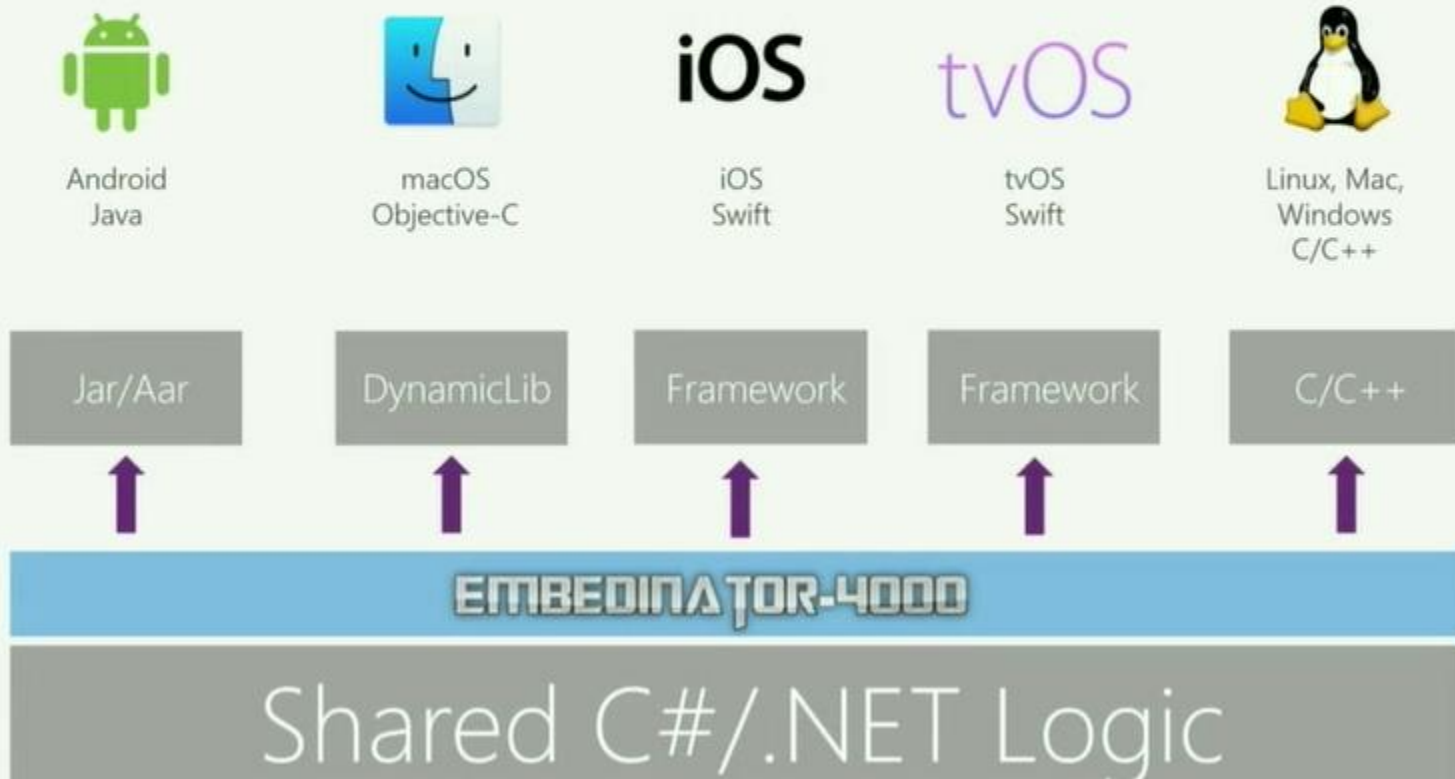


Xamarin.Forms路线图

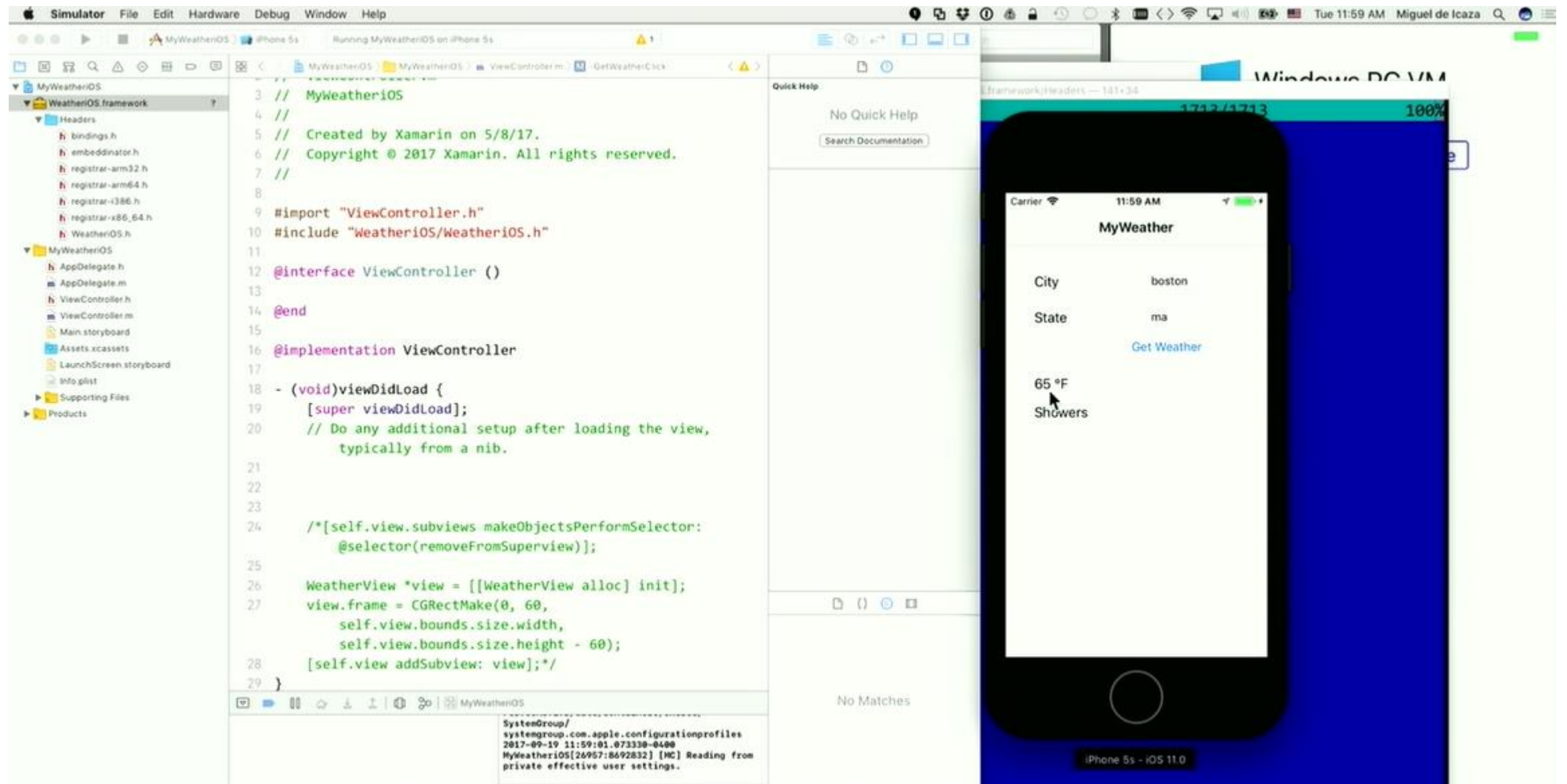
<https://forums.xamarin.com/discussion/85747/xamarin-forms-feature-roadmap/p1>

Embeddinator-4000

Turns any .NET library into a native library



<https://github.com/mono/embeddinator-4000>



Xamarin.Forms 2.4 发布

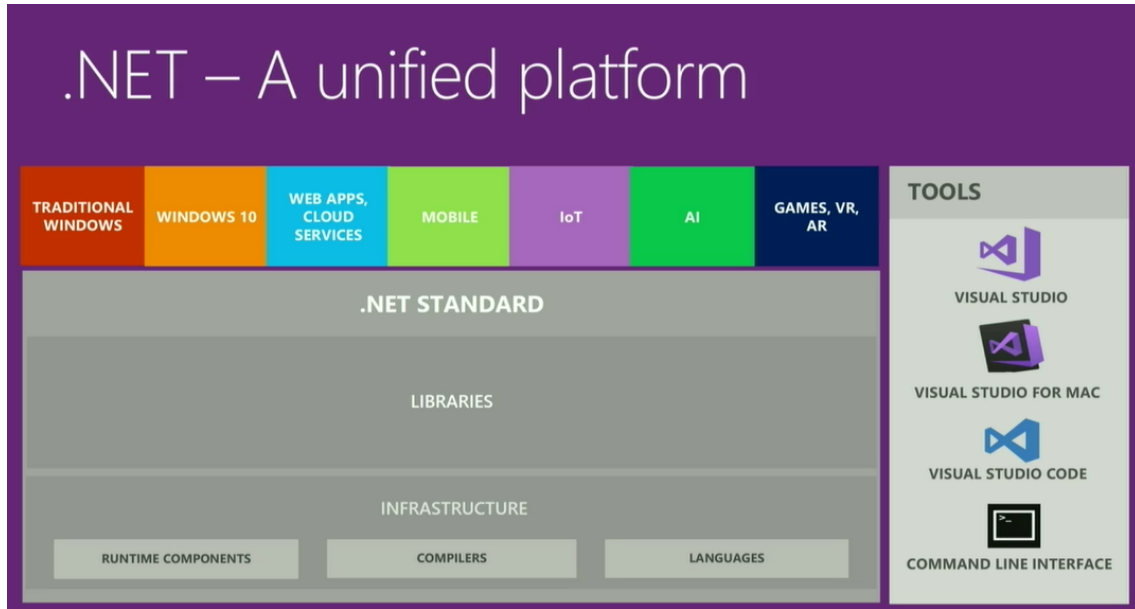
Xamarin.Forms 2.4

- 开始支持.NET Standard 2.0
- Android fast renderers及开关
- macOS 预览版

<https://blog.xamarin.com/xamarin-forms-stable-comes-to-net-standard-2-0>

<https://developer.xamarin.com/releases/xamarin-forms/xamarin-forms-2.4/2.4.0-stable/>

.NET Standard 2.0



- Xamarin.Forms 2.4 即支持.NET 2.0 又支持传统PCL的Class Library

Android Fast Renderers

- 性能和内存优化
- Android 新的Renderers: Image, Button和Label控件
- 新Renderers开关选项

```
Xamarin.Forms.Forms.SetFlags("FastRenderers_Experimental");//use new  
android renders for Image, Button and Label
```


macOS预览版



- Linux
- Unity3D

<https://github.com/aosoft/Xamarin.Forms.Unity>

- WPF
- Tizen

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