ylatuya / **FormsGtkSkiaLive**

forked from jsuarezruiz/FormsGtkLive

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Xamarin Forms GTK Backend Live Preview

⊙ **16** commits   ⑂ **1** branch   ⊟ **0** packages   ⊘ **1** release   ⚇ **2** contributors

Branch: **master** ⌄   New pull request

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This branch is 7 commits ahead, 2 commits behind jsuarezruiz:master.   ⑂ Pull request   ⊞ Compare

ylatuya Handle exceptions in the action's execution as errors   Latest commit ce2756c on Feb 26, 2018

📁 images   Update README   2 years ago

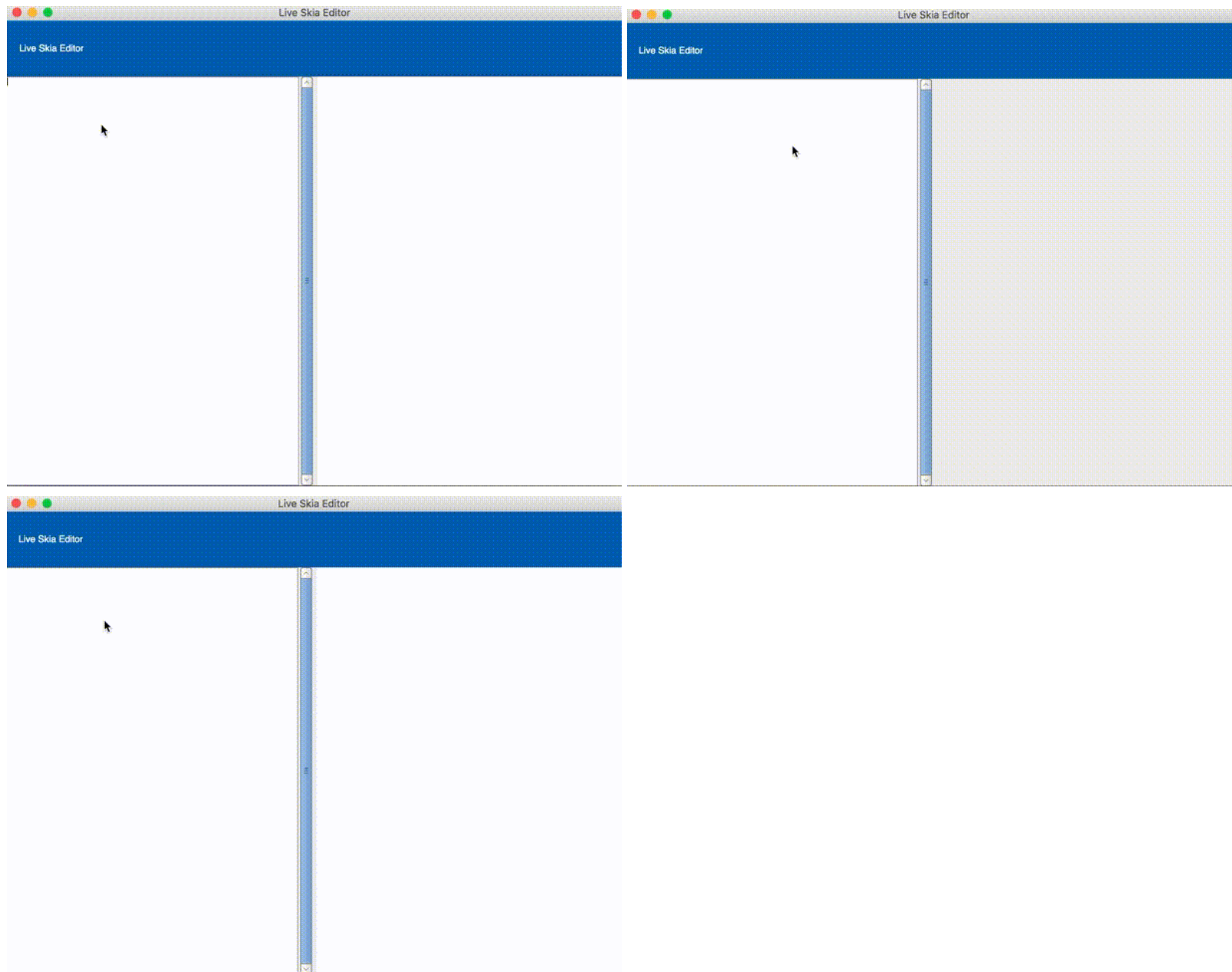| source	Handle exceptions in the action's execution as errors	2 years ago
.gitattributes	🎉 Added .gitattributes & .gitignore files	2 years ago
.gitignore	Added initial source code	2 years ago
README.md	Update README	2 years ago

📖 **README.md**

FormsGtkLive

Live Skia editor with Xamarin Forms using Gtk+ backend.

Setup

Clone this repository. Open the solution in **FormsGtkLive.sln** with Visual Studio for Mac, update NuGet packages and run FormsGtkLive.

Disclaimer This project has only be tested in a MacOS operating system with Visual Studio for Mac.

Usage

In the editor, write the Skia# code as if you were writting a function with a *SKCanvas canvas* parameter.

```
// clear the canvas / fill with red
canvas.Clear (SKColors.Red);
```

You can also directly copy and paste any of the examples in Xamarin's Skia introduction .

Internally, the code in the editor is evaluated into an Action like:

```
var codeToEval = $"new Action<SKCanvas>((SKCanvas canvas) => {{ {code} }});";
```

This action will be executed in the SKWidget's PaintSurface callback.

Compiler errors will be reported in red at the bottom of the main window.

Feedback

This project was created for fun, it's not ready for production and I don't plan to maintain it. You are free to fork it and change for your own needs :)

License

Code released under the MIT license.

References

This project uses GtkFormsLive from @jsuarezruiz for the Xamarin Forms UI and Continous from @praeclarum for the C# evaluator.