# SMS Stuff

* SMS Clockwork API Key: adbf9a8226784226f5bcf6840c9854ea99a7df18
* iOS / Xamarin – send an SMS: <https://developer.xamarin.com/recipes/ios/shared_resources/sms/send_an_sms_or_imessage/>
* Android – send an SMS: <https://developer.xamarin.com/recipes/android/networking/sms/send_an_sms/>
* Clockwork SMS – C#: <https://www.clockworksms.com/doc/easy-stuff/code-wrappers/c-sharp/>

# Xamarin Stuff

## Starting work

* Packages - Xamarin.Forms – right hand side panel
  + Right-click | Update
  + Gets the latest NuGet package
* Add folders:
  + Models
  + Views
    - Move MainPage.xaml into Views folder
  + ViewModels

## Deploying to iPhone

* Using Luce’s mac as a build agent
  + Tools | Ios | Xamarin Agent
  + Next
  + Add server
  + To get IP address: System Preferences | Network | TCP/IP | ipv4

## Deploying to Android phone

* Use Xamarin LivePLayer
  + …which is an app to download onto phone
    - In app on phone, click Pair Live PLayer
  + In VS For Mac on mac:
    - Tools | Manage LivePLayer devices
    - Brings up a QR code
    - Scan that code with your phone
    - If it says “pairing with Visual Studio” or “retrying pairing”… just wait. It takes time!
      * Tools | Options | Xamarin | Other | Enable Live Player
    - Select Live Player from the device dropdown (you might have to do this AFTER the next step, after closing down that dialog)
      * Or select your device (eg samsung whatever)
    - Tools | Xamarin Live Player | Manage Devices
    - You might have to keep fiddling about with different combinations of these
  + If having problems…
    - Tools | Android | Android Emulator Manager
    - Pick one from the list, click Start on the right
    - Wait for the emulator to start
    - Click Got It in the emulator
    - Back in VS, select the same device from the drop down and click Play
* If it doesn’t work, try with a cable instead
  + Then there will be a dropdown at the top of VS for Mac containing connected devices (like in XCode)

# SQLite

* Here: <https://developer.xamarin.com/guides/xamarin-forms/application-fundamentals/databases/>