Using & Building Cross Platform Components with Xamarin

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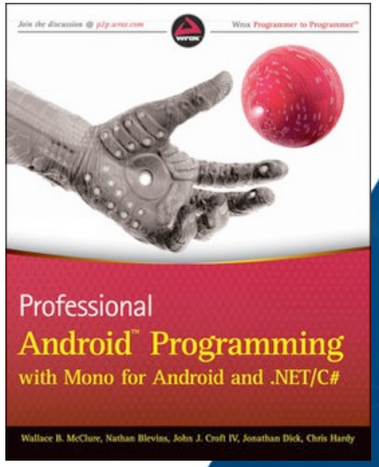
@redth



Check out the Gone Mobile Podcast! ***http://GoneMobile.io***

Component Store: 101

- Launched early 2013
- Now 100+ components published
- Themes, Controls, Libraries
- Visual Studio + Xamarin Studio Support

components.xamarin.com

Why?

- Monetization
- Xamarin Studio
- Support

Yabut... NuGet?

- **Technically, it already works!**
  - v2.5 (April 2013) MonoAndroid, MonoTouch, MonoMac
- **Lack of documentation for Xamarin/Mono**
- **No official Xamarin Studio Add-In**
  - 3rd party Add-In *is* available
- **Get Paid**

Shameless Plug(s)

These are my components:

AndHUD

ZXing.Net.Mobile

Eggs To Go

How to Use Components

(it’s really, really easy)

Building your own Components

- Write your code first
- Really just about organizing your code
- Login to Component Store with your Xamarin account
  - Submit a Component
  - Download the Packaging tools (always latest)
  - Read the Packaging Guidelines

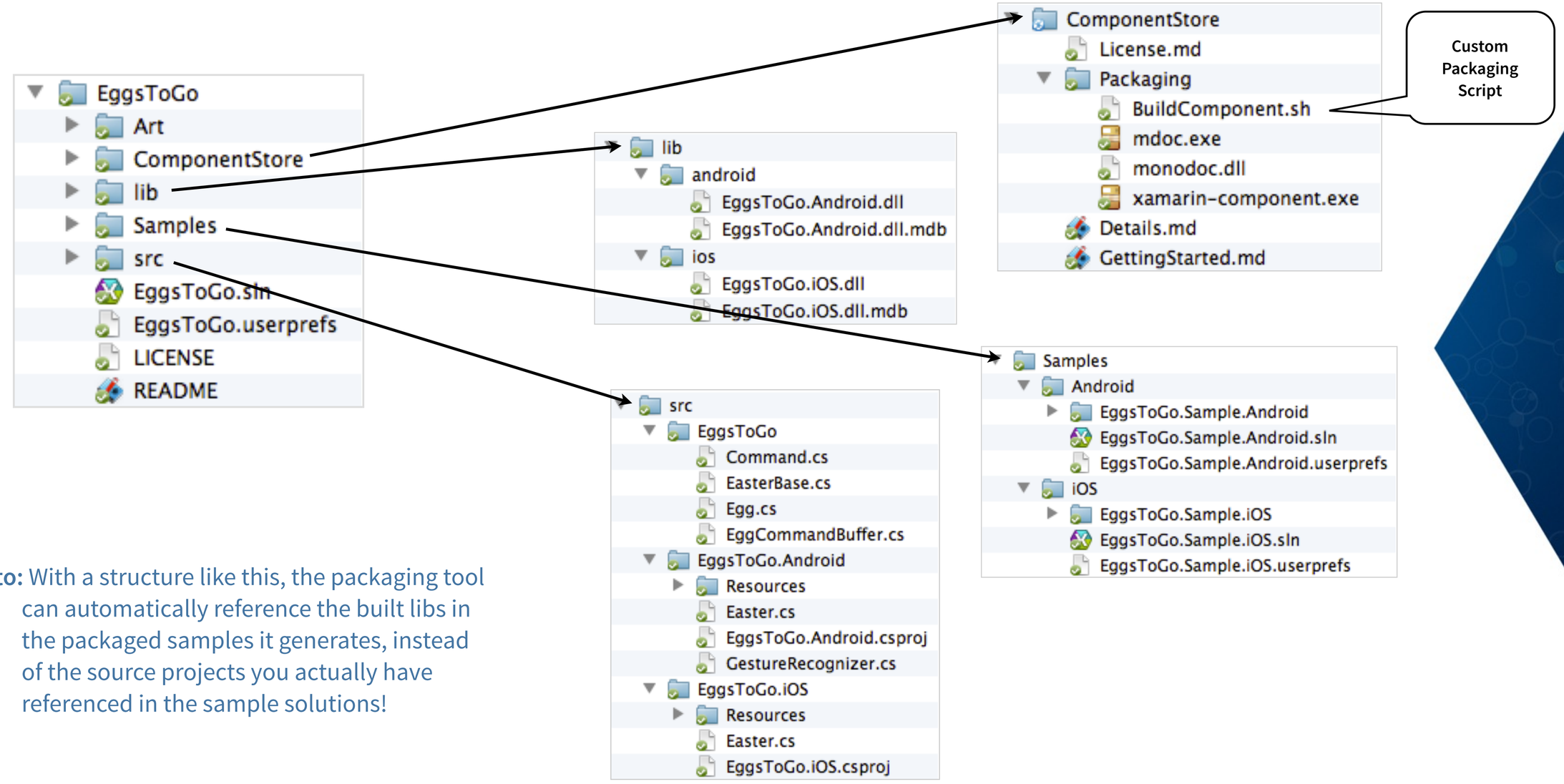
Packaging Guidelines

- **Markdown Files**
  - **Details.md -** Displayed on Component Store
  - **GettingStarted.md -** Should be concise, displayed when installed
  - **License.md** - Apache 2.0 is recommended
- **Icons -** Not pre-rendered
  - **128** x **128 .png file**
  - **512** x **512 .png file**
- **Other things for Submission (not in package file)**
  - **Screencast/Video - Optional (YouTube, Vimeo, Screencast.com)**
  - **Slideshow Images - Optional (740x400)**

Paid Components

- Separate Trial version package
- Component Vendor Agreement
- Xamarin Handles Transaction Fees / Processing
- Paid by Xamarin

Folder Structure



Neato: With a structure like this, the packaging tool can automatically reference the built libs in the packaged samples it generates, instead of the source projects you actually have referenced in the sample solutions!

Packaging Script

```
mono xamarin-component.exe create-manually EggsToGo-1.0.xam \
--name="Eggs-To-Go" \
--summary="Cross platform mobile library for implementing Easter Egg gestures" \
--publisher="Redth" \
--website="https://github.com/Redth/EggsToGo" \
--docs="https://github.com/Redth/EggsToGo" \
--srcurl="https://github.com/Redth/EggsToGo" \
--details="../Details.md" \
--license="../License.md" \
--getting-started="../GettingStarted.md" \
--icon="../../Art/EggsToGo_128x128.png" \
--icon="../../Art/EggsToGo_512x512.png" \
--library="ios":"../../lib/ios/EggsToGo.iOS.dll" \
--library="android":"../../lib/android/EggsToGo.Android.dll" \
--sample="EggsToGo iOS Sample. Demonstrates how to implement Easter Eggs in an iOS application":"../../
   Samples/iOS/EggsToGo.Sample.iOS.sln" \
--sample="EggsToGo Android Sample. Demonstrates how to implement Easter Eggs in an Android
   application":"../../Samples/Android/EggsToGo.Sample.Android.sln"
```

Test your .XAM Component file after!

Let’s build one!

(it’s also really, really easy)

Q&A

All the things

- Me - http://redth.info - http://github.com/Redth - @redth
- Eggs-To-Go - https://components.xamarin.com/view/EggsToGo/
- AndHUD - https://components.xamarin.com/view/AndHUD/
- ZXing.Net.Mobile - http://components.xamarin.com/view/zxing.net.mobile/
- Component Store: http://components.xamarin.com

THANK YOU