

macOS development manual

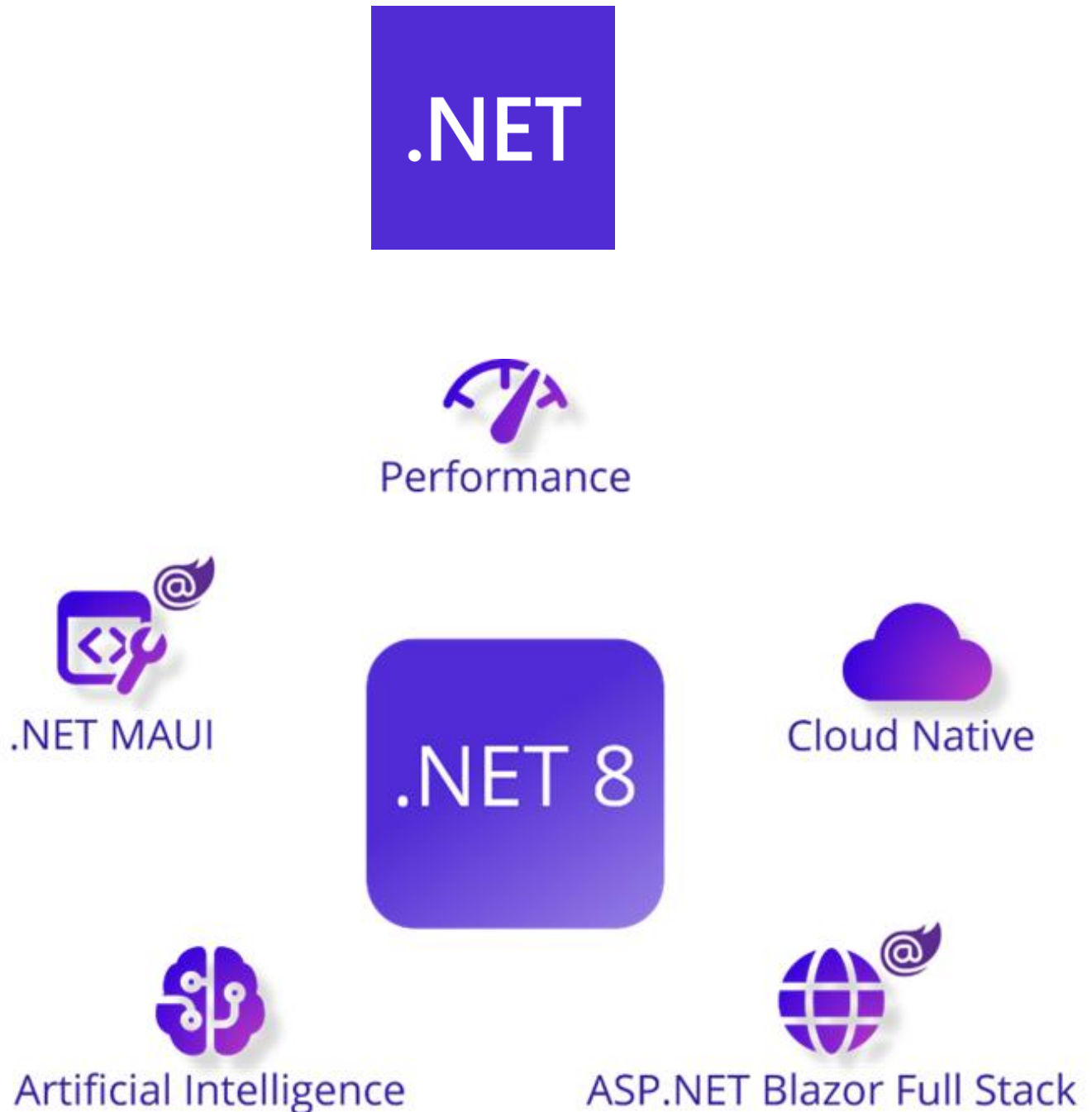
1. Preparing environment

In order to build multi-platform applications using .NET on macOS, the first steps are for installing in our MAC machine the required tools.

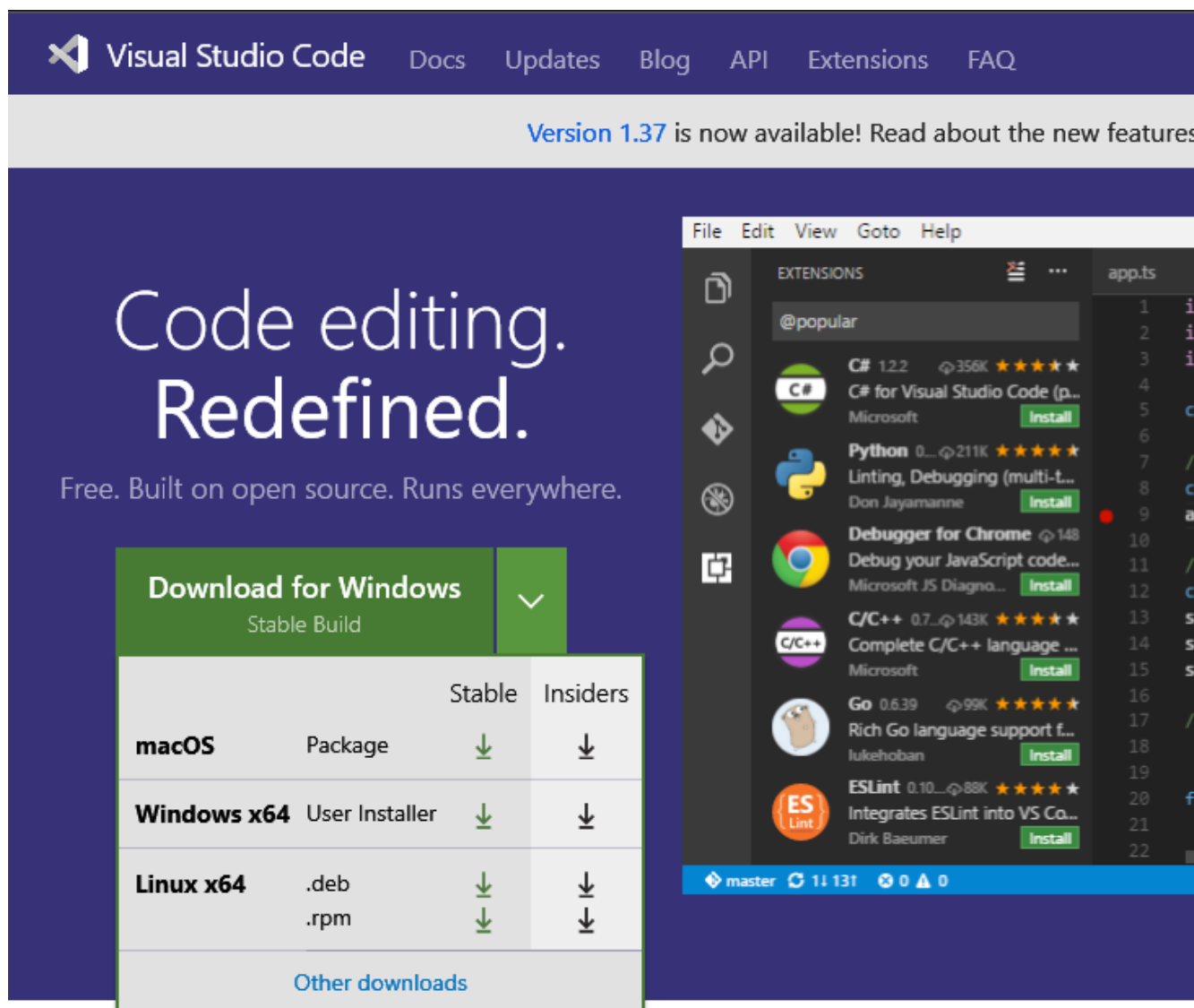
We need to install .NET Core SDK from Microsoft and to allow us to develop easier, we will install an advance editor with a lot of features, Visual Studio Code from Microsoft.

Both installations are very easy and the detailed description can be found by these two links:

- [Install .NET Core SDK for macOS.](#)



Document .Net / PDF Focus .Net / HTML to RTF .Net / Excel to PDF .Net / RTF to HTML .Net / PDF Metamorphosis . Net/ PDF .Net
[Install VS Code for macOS.](#)



The image shows the Visual Studio Code website banner with the text "Code editing. Redefined." and "Free. Built on open source. Runs everywhere." Below this is a "Download for Windows" button and a table of download links for macOS, Windows x64, and Linux x64. To the right is a screenshot of the Visual Studio Code extension marketplace showing a list of popular extensions like C#, Python, and ES Lint.

		Stable	Insiders
macOS	Package	↓	↓
Windows x64	User Installer	↓	↓
Linux x64	.deb	↓	↓
	.rpm	↓	↓

[Other downloads](#)

Once installed VS Code, you need to install a C# extension to facilitate us to code and debugging:

Install [C# extension](#).

Important! The information is valid for versions up to 2024.X

At the time of this writing, .NET Core has a problem with supporting the GdiPlus library on macOS. There is a solution that will help you to run any .NET libraries using GdiPlus.

“System.Drawing .NET Core on macOS, GDIPlus Exception”

Problem: You got the whole thing up and running in debug. But when you went for your dotnet run, you got the following crash:

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```
The type initializer for 'System.Drawing.GDIPlus' threw an
exception. -> System.DllNotFoundException: Unable to load DLL
'gdiplus': The specified module or one of its dependencies could not
be found.
```

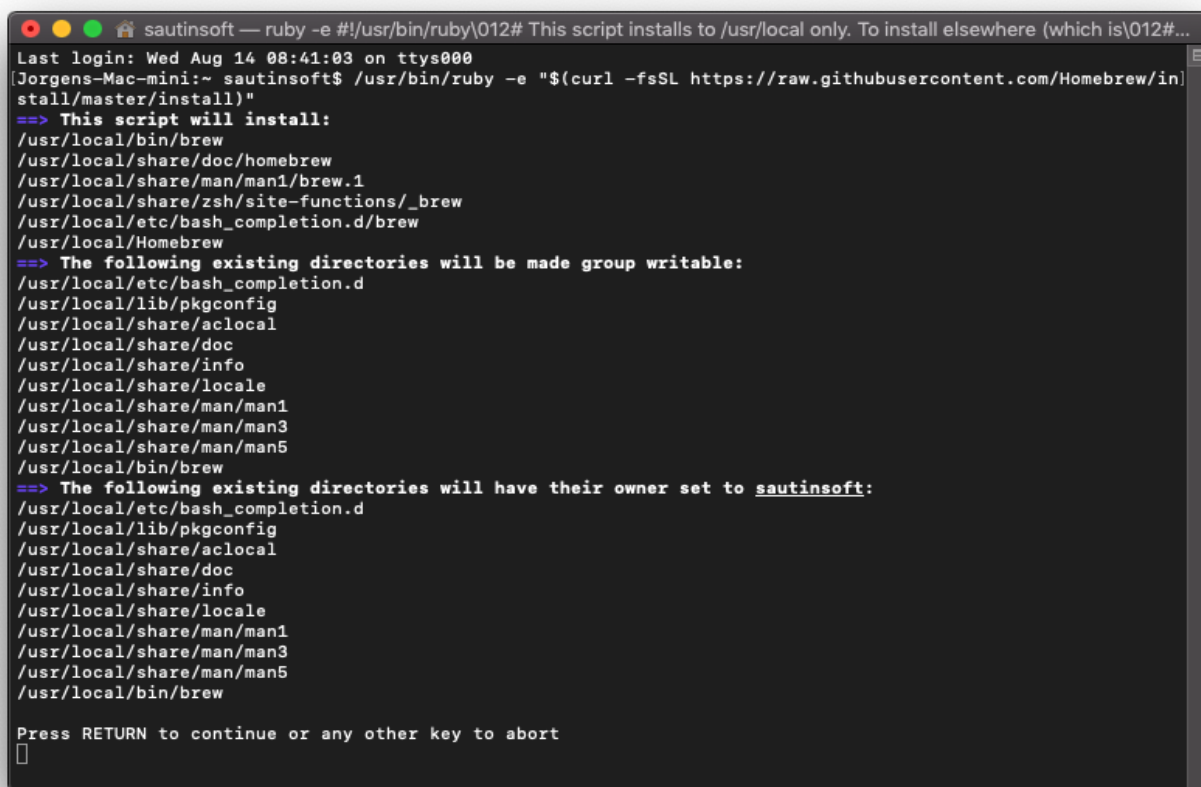
Solution:

First of all, you need to install "[Homebrew](#)" - The missing package manager for macOS.

Paste that in a macOS Terminal prompt:

```
/usr/bin/ruby -e "$(curl -fsSL
https://raw.githubusercontent.com/Homebrew/install/master/install)"
```

The script explains what it will do and then pauses before it does it.



```
sautinsoft — ruby -e #!/usr/bin/ruby\012# This script installs to /usr/local only. To install elsewhere (which is\012#...
Last login: Wed Aug 14 08:41:03 on ttys000
Jorgens-Mac-mini:~ sautinsoft$ /usr/bin/ruby -e "$(curl -fsSL https://raw.githubusercontent.com/Homebrew/in]
stall/master/install)"
==> This script will install:
/usr/local/bin/brew
/usr/local/share/doc/homebrew
/usr/local/share/man/man1/brew.1
/usr/local/share/zsh/site-functions/_brew
/usr/local/etc/bash_completion.d/brew
/usr/local/Homebrew
==> The following existing directories will be made group writable:
/usr/local/etc/bash_completion.d
/usr/local/lib/pkgconfig
/usr/local/share/aclocal
/usr/local/share/doc
/usr/local/share/info
/usr/local/share/locale
/usr/local/share/man/man1
/usr/local/share/man/man3
/usr/local/share/man/man5
/usr/local/bin/brew
==> The following existing directories will have their owner set to sautinsoft:
/usr/local/etc/bash_completion.d
/usr/local/lib/pkgconfig
/usr/local/share/aclocal
/usr/local/share/doc
/usr/local/share/info
/usr/local/share/locale
/usr/local/share/man/man1
/usr/local/share/man/man3
/usr/local/share/man/man5
/usr/local/bin/brew

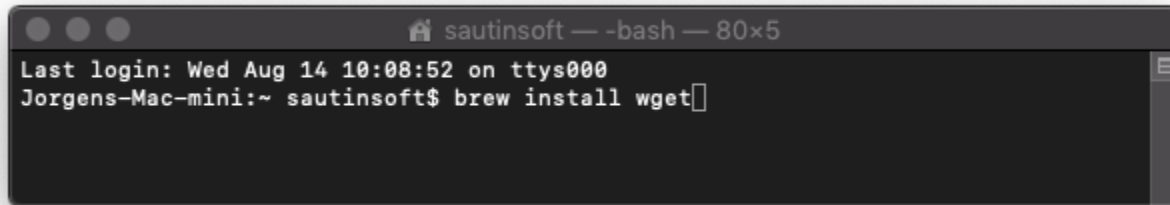
Press RETURN to continue or any other key to abort
█
```

Homebrew installs [the stuff you need](#) that Apple (or your Linux system) didn't.

Paste that in a macOS Terminal prompt:

\$ brew install wget

Homebrew installs packages to their own directory and then symlinks their files into */usr/local*



```
sautinsoft — -bash — 80x5
Last login: Wed Aug 14 10:08:52 on ttys000
Jorgens-Mac-mini:~ sautinsoft$ brew install wget
```

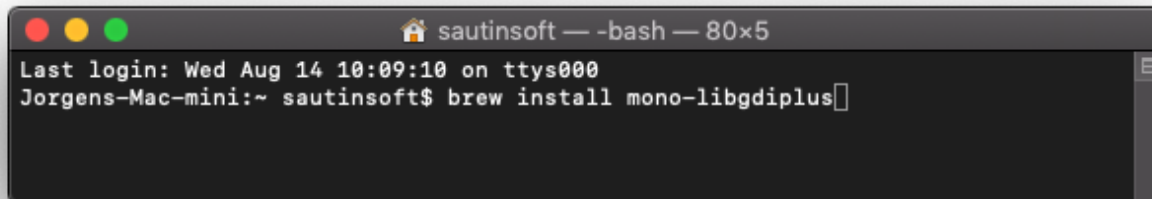
Homebrew won't install files outside its prefix and you can place a Homebrew installation wherever you like.

Homebrew complements macOS (or your Linux system). Install your RubyGems with *gem* and their dependencies with *brew*.

Now, we need to install [mono-libgdiplus](#). GdiPlus -compatible API on non-Windows operating systems.

Paste that in a macOS Terminal prompt:

\$ brew install mono-libgdiplus



```
sautinsoft — -bash — 80x5
Last login: Wed Aug 14 10:09:10 on ttys000
Jorgens-Mac-mini:~ sautinsoft$ brew install mono-libgdiplus
```

Congratulations, you have installed all the dependencies needed to run .NET components.

In next paragraphs we will explain in detail how to create simple console application. All of them are based on this VS Code guide:

[Get Started with C# and Visual Studio Code](#)

Not only is possible to create .NET Core applications that will run on macOS using Mac as a developing platform. It is also possible to create it using a Windows machine and any modern Visual Studio version, as Microsoft Visual Studio Community.

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2. Dependencies

Document .Net:

```
<PackageReference Include="System.IO.Packaging" Version="4.5.0" />
<PackageReference Include="System.Text.Encoding.CodePages" Version="4.5.0" />
<PackageReference Include="Pkcs11Interop" Version="5.1.2" />
<PackageReference Include="Portable.BouncyCastle" Version="1.9.0" />
<PackageReference Include="SkiaSharp" Version="2.88.7" />
<PackageReference Include="SkiaSharp.HarfBuzz" Version="2.88.7" />
<PackageReference Include="Svg.Skia" Version="1.0.0.18" />
<PackageReference Include="System.Resources.Extensions" Version="6.0.0" />
<PackageReference Include="SkiaSharp.NativeAssets.macOS" Version="2.88.7" />
```

PDF .Net:

```
<PackageReference Include="Pkcs11Interop" Version="5.1.2" />
<PackageReference Include="Portable.BouncyCastle" Version="1.9.0" />
<PackageReference Include="SkiaSharp" Version="2.88.7" />
<PackageReference Include="SkiaSharp.HarfBuzz" Version="2.88.7" />
<PackageReference Include="Svg.Skia" Version="1.0.0.18" />
<PackageReference Include="System.IO.Packaging" Version="4.5.0" />
<PackageReference Include="System.Net.Http" Version="4.3.4" />
<PackageReference Include="System.Text.Encoding.CodePages" Version="4.5.0" />
<PackageReference Include="System.Xml.XPath.XmlDocument" Version="4.7.0" />
<PackageReference Include="Tesseract" Version="5.2.0" />
<PackageReference Include="Tesseract.Data.English" Version="4.0.0" />
<PackageReference Include="SkiaSharp.NativeAssets.macOS" Version="2.88.7" />
```

PDF Focus .Net:

```
<PackageReference Include="Pkcs11Interop" Version="5.1.2" />
<PackageReference Include="Portable.BouncyCastle" Version="1.9.0" />
<PackageReference Include="SkiaSharp" Version="2.88.7" />
<PackageReference Include="SkiaSharp.HarfBuzz" Version="2.88.7" />
<PackageReference Include="Svg.Skia" Version="1.0.0.18" />
<PackageReference Include="System.IO.Packaging" Version="4.5.0" />
<PackageReference Include="System.Net.Http" Version="4.3.4" />
<PackageReference Include="System.Text.Encoding.CodePages" Version="4.5.0" />
<PackageReference Include="Tesseract" Version="5.2.0" />
<PackageReference Include="Tesseract.Data.English" Version="4.0.0" />
<PackageReference Include="SkiaSharp.NativeAssets.macOS" Version="2.88.7" />
```

RTF to HTML .Net:

```
<PackageReference Include="System.IO.Packaging" Version="4.5.0" />
<PackageReference Include="System.Text.Encoding.CodePages" Version="4.5.0" />
<PackageReference Include="System.Xml.XPath.XmlDocument" Version="4.7.0" />
<PackageReference Include="Svg.Skia" Version="1.0.0.18" />
<PackageReference Include="SkiaSharp" Version="2.88.7" />
<PackageReference Include="SkiaSharp.NativeAssets.macOS" Version="2.88.7" />
```

HTML to RTF .Net:

```
<PackageReference Include="System.IO.Packaging" Version="4.5.0" />  
<PackageReference Include="System.Text.Encoding.CodePages" Version="4.5.0" />  
<PackageReference Include="System.Xml.XPath.XmlDocument" Version="4.7.0" />  
<PackageReference Include="SkiaSharp" Version="2.88.7" />  
<PackageReference Include="Svg.Skia" Version="1.0.0.18" />  
<PackageReference Include="SkiaSharp.NativeAssets.macOS" Version="2.88.7" />
```

PDF Metamorphosis .Net:

```
<PackageReference Include="Pkcs11Interop" Version="5.1.2" />  
<PackageReference Include="Portable.BouncyCastle" Version="1.9.0" />  
<PackageReference Include="SkiaSharp" Version="2.88.7" />  
<PackageReference Include="SkiaSharp.HarfBuzz" Version="2.88.7" />  
<PackageReference Include="Svg.Skia" Version="1.0.0.18" />  
<PackageReference Include="System.IO.Packaging" Version="4.5.0" />  
<PackageReference Include="System.Net.Http" Version="4.3.4" />  
<PackageReference Include="System.Text.Encoding.CodePages" Version="4.5.0" />  
<PackageReference Include="SkiaSharp.NativeAssets.macOS" Version="2.88.7" />
```

PDF Vision .Net:

```
<PackageReference Include="Microsoft.Extensions.Logging" Version="8.0.0" />  
<PackageReference Include="Newtonsoft.Json" Version="13.0.3" />  
<PackageReference Include="PuppeteerSharp" Version="20.0.2" />  
<PackageReference Include="SkiaSharp" Version="2.88.7" />  
<PackageReference Include="System.Text.Json" Version="8.0.5" />  
<PackageReference Include="SkiaSharp.NativeAssets.macOS" Version="2.88.7" />
```


Excel to PDF .Net:

```
<PackageReference Include="Pkcs11Interop" Version="5.1.2" />
<PackageReference Include="Portable.BouncyCastle" Version="1.9.0" />
<PackageReference Include="SkiaSharp" Version="2.88.7" />
<PackageReference Include="Svg.Skia" Version="1.0.0.18" />
<PackageReference Include="System.IO.Packaging" Version="4.5.0" />
<PackageReference Include="System.Net.Http" Version="4.3.4" />
<PackageReference Include="System.Text.Encoding.CodePages" Version="4.5.0" />
<PackageReference Include="SkiaSharp.NativeAssets.macOS" Version="2.88.7"/>
```

3.How to launch a code sample

Create a simple project by Visual Code or an another Environment for C# or VB.NET.

A lot of code samples on our web-site: www.sautinsoft.com or GitHub (SautinSoft).