PDF Vision .Net

(Multi-platform .Net library)

macOS development manual

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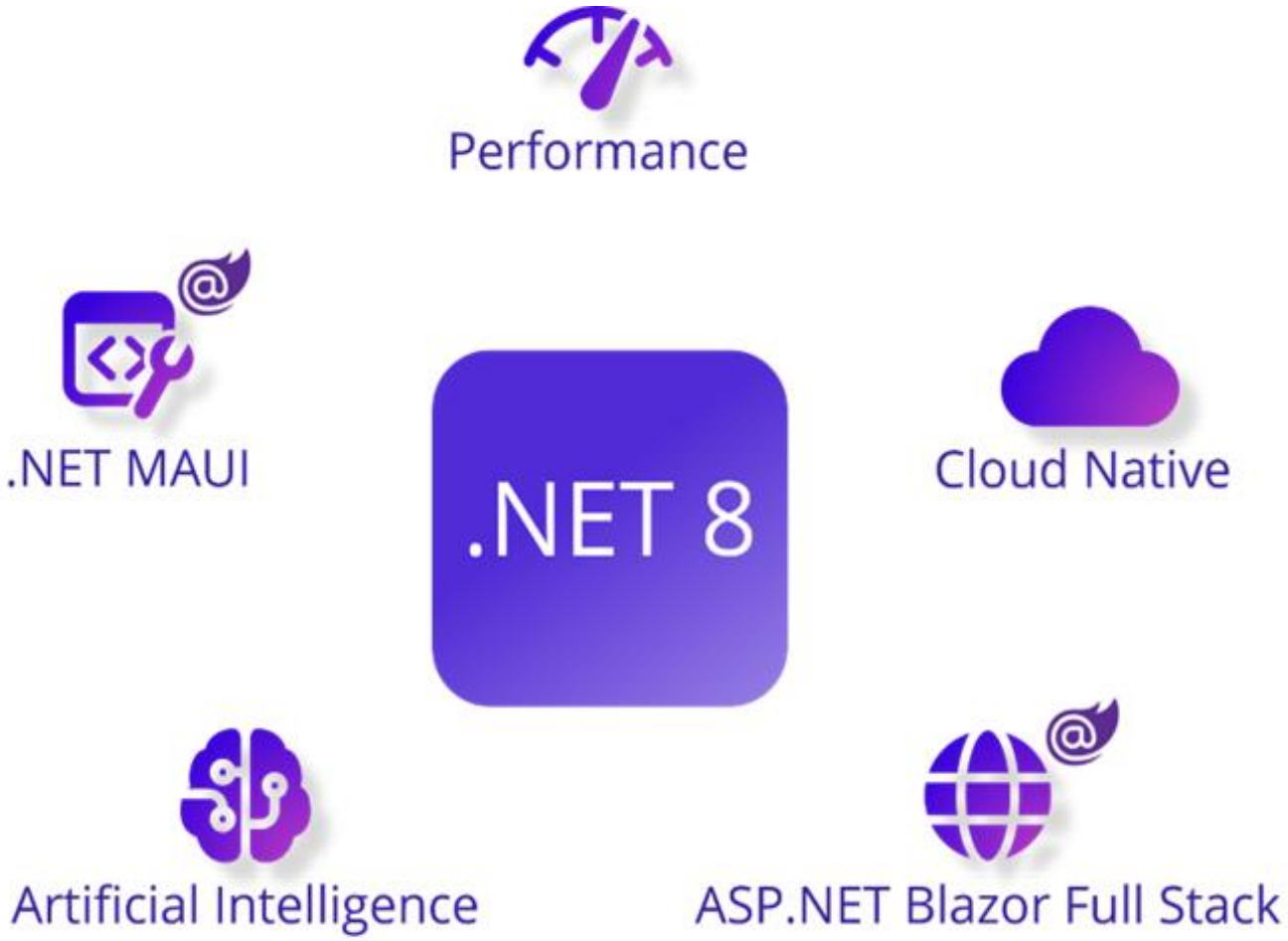
1. Preparing environment

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.



- Install VS Code for macOS.

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

Install C# extension.

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.

Problem:

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

```
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.
```

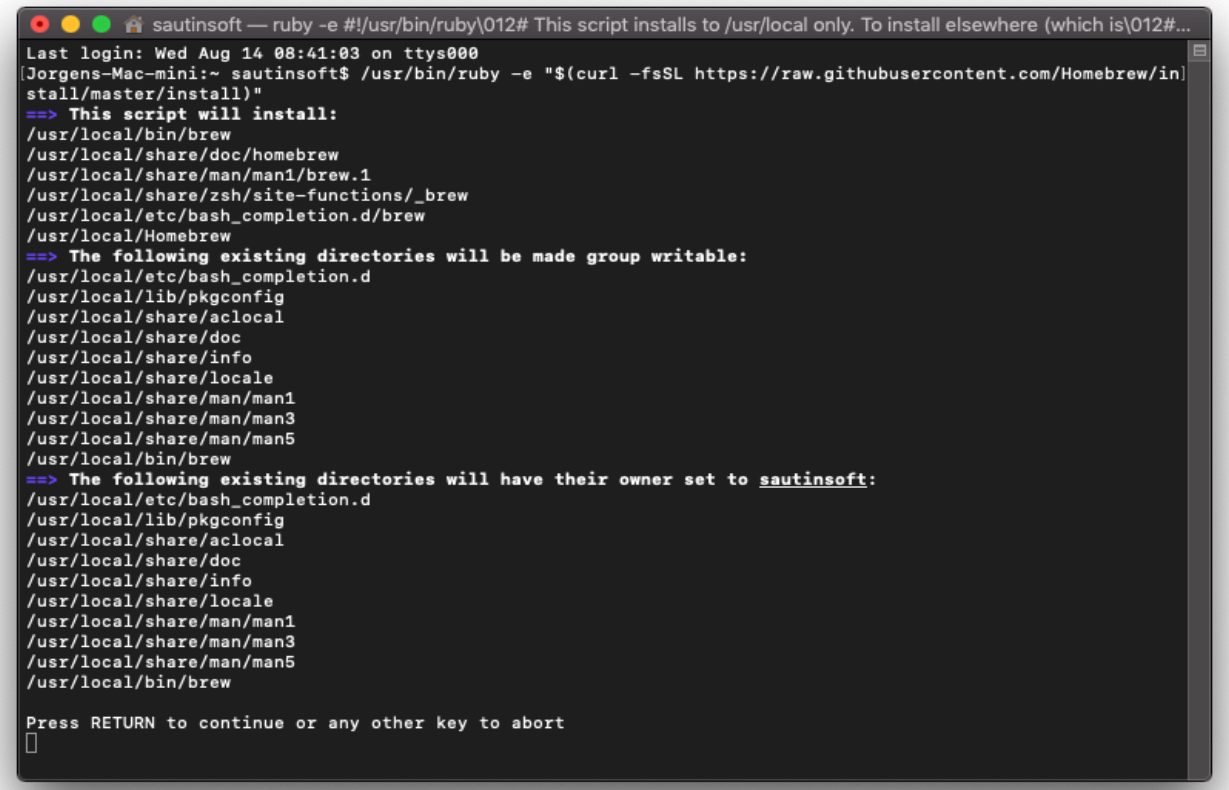
Solution:

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.

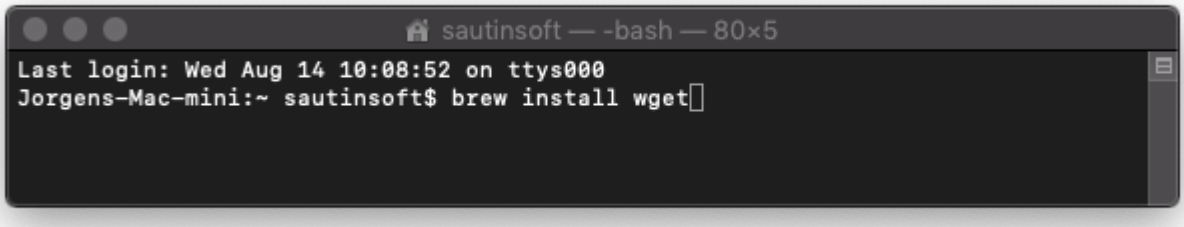


Homebrew installs the stuff you need that Apple (or your Linux system) didn't.

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`

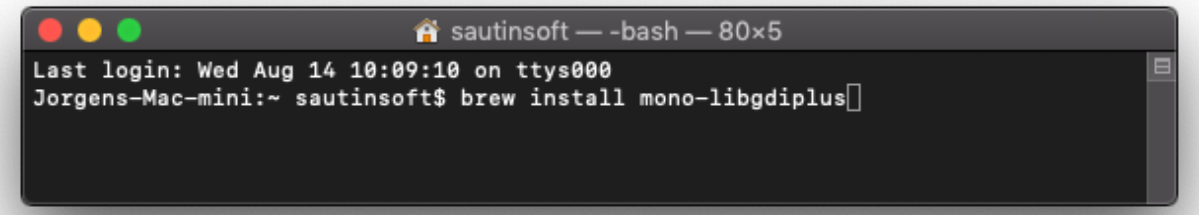


Homebrew won't install files outside its prefix and you can place a Homebrew installation wherever you like. Homebrew complements macOS (or your Linux system). Install your RubyGems with gem and their dependencies with *brew*.

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
```



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

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2. Dependencies and samples

Create a simple project by Visual Code or an another Environment for C# or VB.NET. To get started with our product, you need to include the following NuGet packages in your project file (and don't forget to add our library to your project's references):

```
<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="2.88.8" />
<PackageReference Include="SkiaSharp.NativeAssets.macOS" Version="2.88.8"/>
<PackageReference Include="System.Text.Json" Version="8.0.5" />
```

Great! Now you can fully harness our product and bring all your ideas to life.

Need inspiration or guidance? Check out a lot of code samples on our website: www.sautinsoft.com or GitHub (SautinSoft).