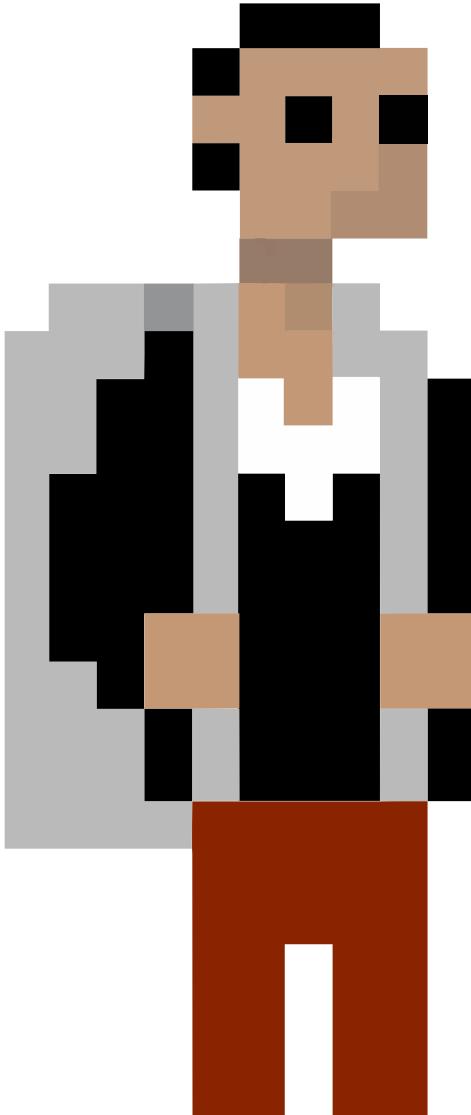


# Motz Codes Live

@JamesMontemagno  
motzcod.es

Xamarin's RC0!!!!  
October 16<sup>th</sup>, 2015

# Who is Motz?



James  
Montemagno  
Developer Evangelist, Xamarin

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james@xamarin.com

motzcod.es

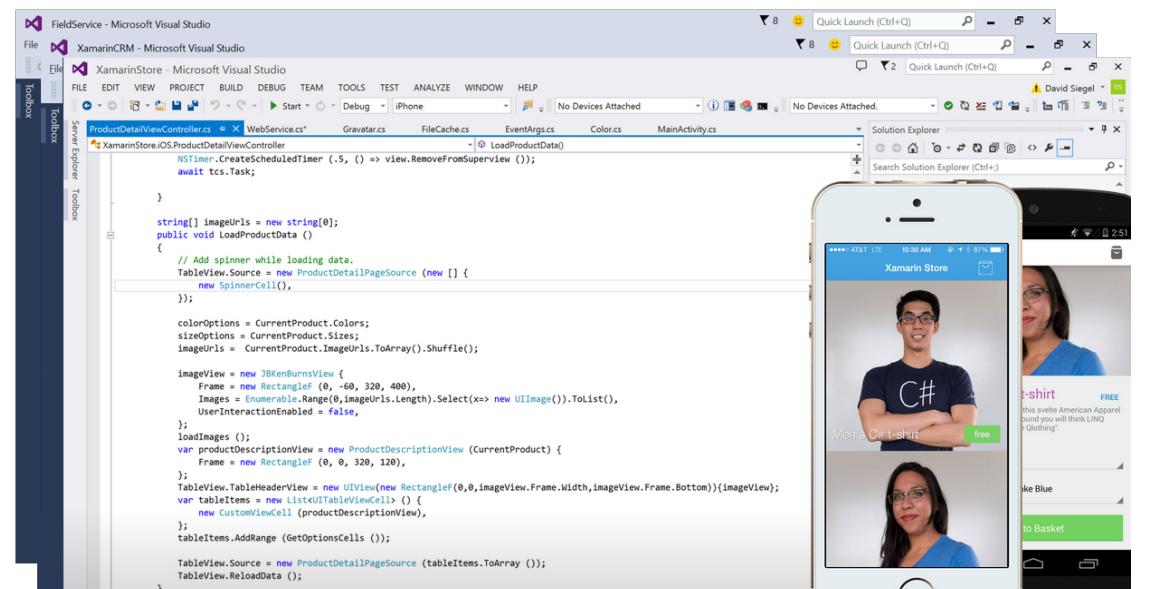
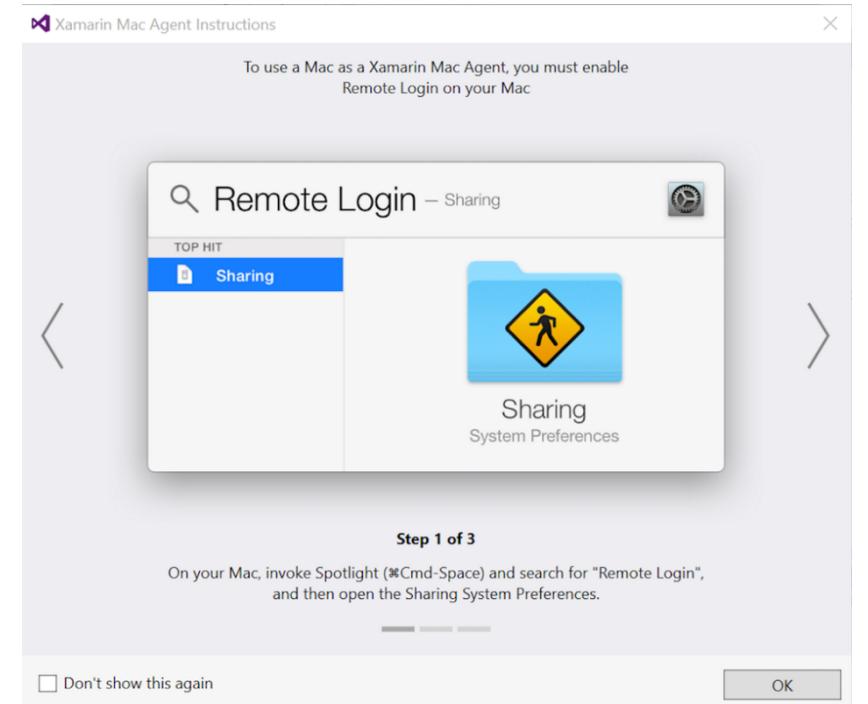
@JamesMontemagno

# Release Candidate

- Formal Process for Feature Testing
- Try features before they hit Stable
- Ensuring Enterprise-Grade Releases
  - Stable & High-Quality
- Available in Alpha Channels
- RC 0 Available Today!
- “Previews” released separate
  - XS -> Roslyn
  - Apple TV & Watch OS 2 Support

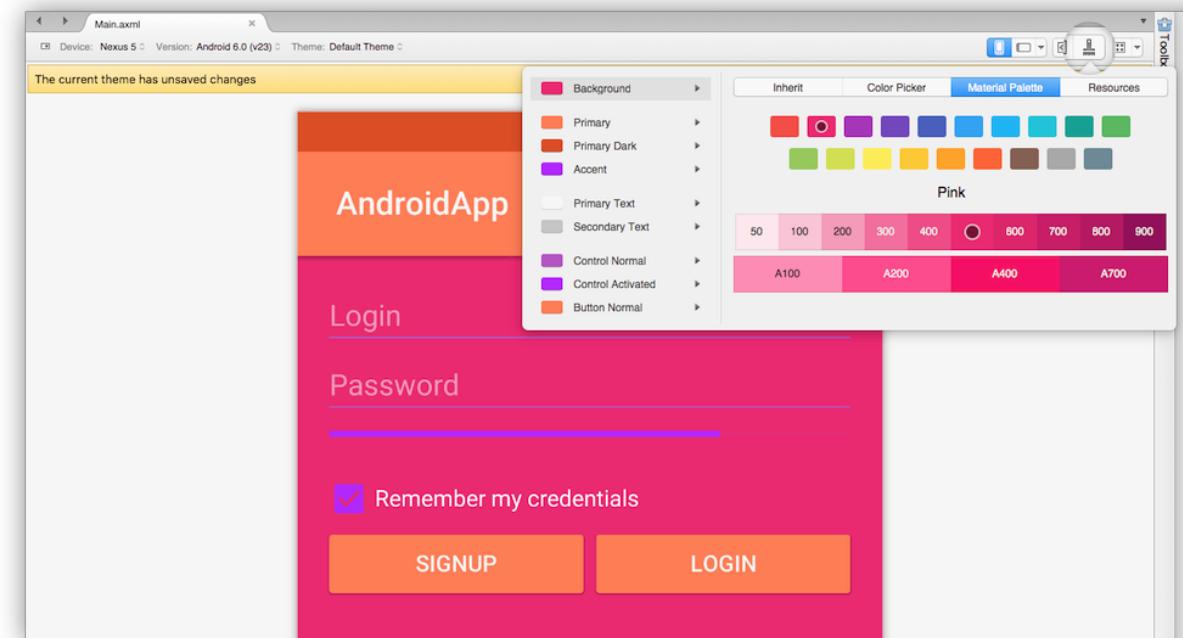
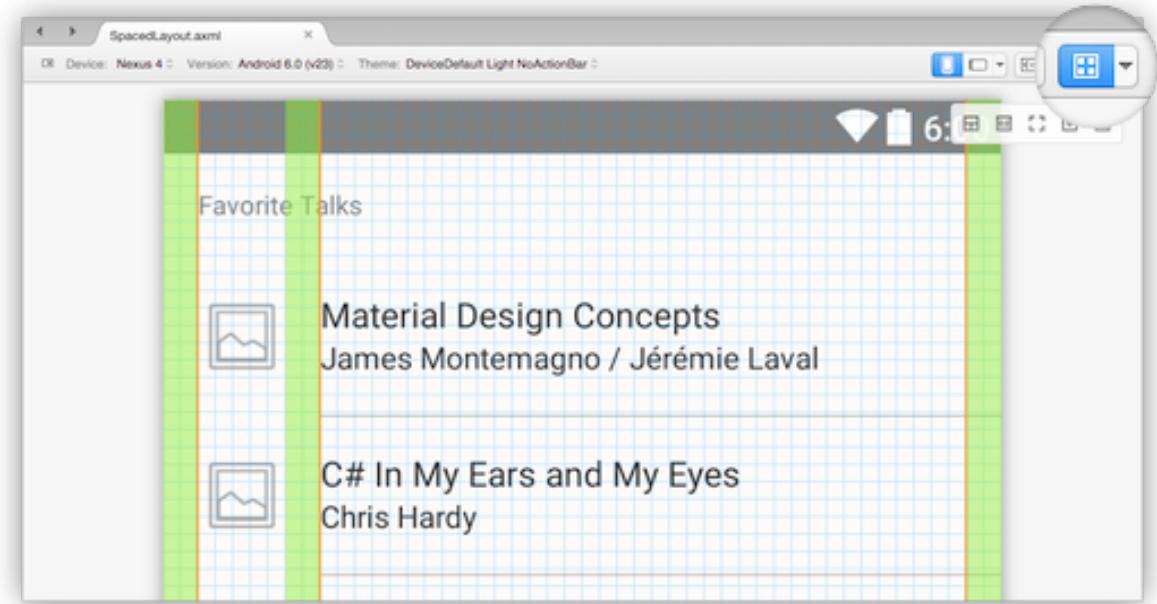
# Visual Studio

- Xamarin Mac Agent
  - Simplicity & Security
  - Improved Reliability
  - Simultaneous Sessions
  - Offline Support
- iOS Designer
  - Xib Support
  - Faster Initialization & hi-dpi design
- Android Designer
  - Faster hi-dpi design surface
  - Material Design Helpers



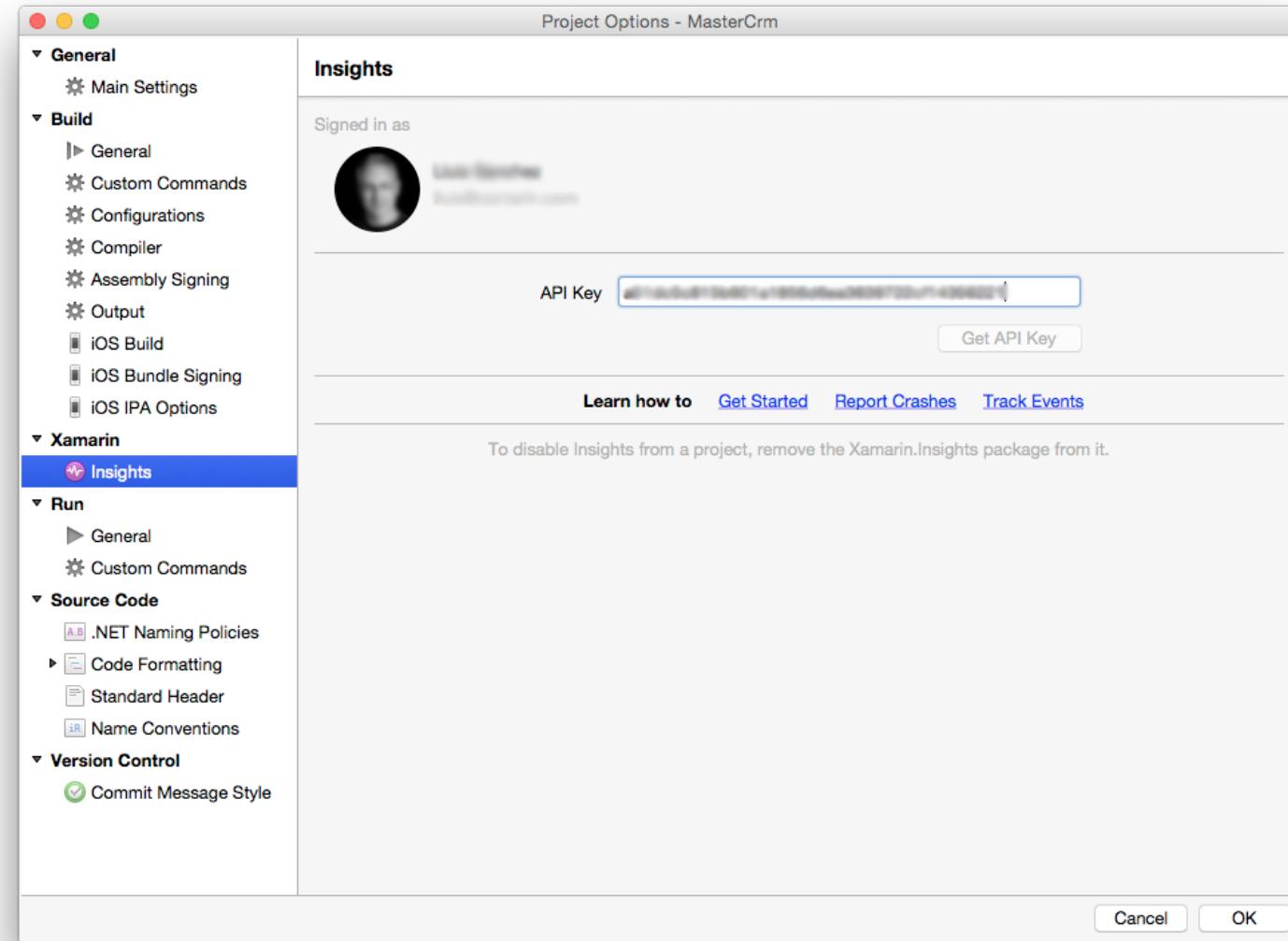
# Xamarin Studio – 5.10!

- iOS
  - New Extension Project Wizard
  - Device Specific Build
  - New Templates
  - New Organization Identifier Field
- iOS Designer
  - All that good stuff from VS!
- Android Designer
  - All that good stuff from VS!



# Xamarin Studio – 5.10!

- Xamarin Insights
  - Easy Setup
  - Debug Symbols Auto Uploaded
- Test Cloud
  - Easy Setup
- Version Control
  - Git backend based on libgit2!
- NuGet
  - Based on 2.8.7!
- Lots of other stuff



# Xamarin.Android – 6.0!

- Build Improvements

SAMPLE	5.1.4 REBUILD TIME	5.1.99 REBUILD TIME	IMPROVEMENT
<a href="#">TipCalc.UI.Android</a>	11.278727s	1.892669s	-9.386058s
<a href="#">UrbanAirship PushSample</a>	4.315072	1.2243065	-3.0907655
<a href="#">Xamarin.Forms ScaleAndRotate</a>	9.3481605	1.445299	-7.9028615
<i>Large proprietary application</i>	97.479729	25.099358	-72.380371

- Tons of other improvements and fixes

# Xamarin.iOS – 9.2!

- New Mac Build Agent
- WCF available for every Xamarin subscription
- Code Generation Optimizations
  - Slightly improved build times
  - Slightly smaller binaries

# Resources

- Xamarin Blog
  - <https://blog.xamarin.com/introducing-our-first-release-candidate/>
- Xamarin Release Blog
  - <http://releases.xamarin.com>
- Motz Codes Live:
  - <https://www.youtube.com/user/jamesmontemagno>
  - <https://github.com/jamesmontemagno/MotzCodesLive>