**TO INSTALL XAMARIN ON VISUAL STUDIO 2019**

\* *The following instructions assume that you are using Visual Studio 2019 Community Edition or similar (Enterprise, Professional, etc.). The instructions contained herein are not verified for other editions of Visual Studio (2017, 2015, etc.), but they are believed to be the same.*

1. From the Visual Studio Installer, under installed select the ‘Modify’ button for your version of visual studio.
   1. Select ‘Mobile development with .NET’ (Build cross-platform applications for iOS, Android, or Windows using Xamarin).
   2. Select .NET Core cross-platform development.
   3. Install the options selected above.
2. Launch Visual Studio without a project (‘Continue without code’ option).
3. From the toolbar menu navigate to Tools -> Android -> Android Device Manager
4. A picture containing text, monitor, screenshot, screen

   Description automatically generatedCreate a new device.
5. Create a new device using the settings highlighted below (Processor x86, OS: Pie 9.0 – API 2, Google APIs, and Google Play Store selected). Press create to create.

A screenshot of a computer

Description automatically generated with medium confidence\* *Note: Leave all defaults under the Property and Value columns.*

1. To enable Google services on the device, from the toolbar navigate to Tools -> Android -> Android SDK Manager.
2. Under the Platforms tab select the + symbol to expand the list for the device you just created.
3. Ensure all Google APIs / Google Play options are checked.
4. Text

   Description automatically generated with medium confidenceSelect ‘Apply changes’ to install.

**INSTALLATION OF XAMARIN AND ANDROID EMULATOR COMPLETE.**

**LAUNCHING THE APPLICTION AND SETTING A LOCATION**

\* *The following steps will all be completed with the application loaded in Visual Studio.*

1. Open the project in Visual Studio.
   1. Select Open a project or solution
   2. Browse to the location of the RedlineApp.sln file.
   3. Select Open.
2. Build the solution (From the toolbar navigate to Build -> Build Solution).
3. Launch the app using either 3.1 (Preferred method) or 3.2 below.
   1. Without Debugging (Preferred method for computer performance). From the toolbar navigate to Debug -> Start Without Debugging.
   2. With Debugging. From the toolbar navigate to Debug -> Start Debugging.
4. ![A picture containing text, screenshot, electronics

   Description automatically generated]()With the device running- To set the device’s location for previewing the map features select the 3 dots to open extended controls.
   1. Under the location tab search for a desired and select set location (Image below).

**LAUNCH SEQUENCE AND LOCATION SETTINGS COMPLETE. FOR OPERATING INSTRUCTIONS SEE THE ATTACHED USER’S MANUAL.**

**Note: When registering a new user if you use a real email account the forgot password prompt (accessed via the ? button on the login screen) the app will send an email with your password to the email you used to register.**

Graphical user interface, application

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