# IFCViewer Xamarin iOS

## Prerequsites

Visual Studio 2019 + Xamarin

Mac OS with XCode 11.3 or higher

iPhone 5S or higher

## Examples

<https://docs.microsoft.com/en-us/samples/xamarin/ios-samples/ios8-metalbasic3d/>

<https://github.com/xamarin/mac-ios-samples/tree/master/MetalKitEssentials>

## Implementation

### Metal Triple buffering

<https://developer.apple.com/library/archive/documentation/3DDrawing/Conceptual/MTLBestPracticesGuide/TripleBuffering.html>

### Loads IFC files stored on iPhone or as an Embedded Resources

Xamarin Documentation

### Transparency

<https://metalbyexample.com/translucency-and-transparency/>

### Indexed Drawing

<https://metalbyexample.com/vertex-descriptors/>

<https://forums.raywenderlich.com/t/chapter-5-starter-project-stride-number-when-setting-normals/60781/5>

### Interop

<https://docs.microsoft.com/en-us/xamarin/ios/platform/native-interop>

## Articles & Examples

<https://docs.microsoft.com/en-us/xamarin/ios/get-started/installation/device-provisioning/manual-provisioning?tabs=windows>

<https://github.com/xamarin/mac-ios-samples/tree/master/MetalKitEssentials>

<https://metalbyexample.com/vertex-descriptors/>

<https://metalbyexample.com/modern-metal-2/>

<https://docs.microsoft.com/en-us/samples/browse/?products=xamarin>

<https://www.raywenderlich.com/7475-metal-tutorial-getting-started>

<https://crimild.wordpress.com/2016/05/26/praise-the-metal-part-3-metal-shading-language/>

<https://forums.xamarin.com/discussion/123605/how-to-get-full-file-path-of-image-and-upload-it-to-server>

<https://docs.microsoft.com/en-us/samples/xamarin/ios-samples/ios9-metalperformanceshadershelloworld/>

<https://docs.microsoft.com/en-us/samples/xamarin/mac-samples/usemsbuildtocopyfilestobundleexample/>