C# iOS and Android application for TSL 1128 handheld: Step by Step

# Abstract:

This document explains the step by step process of developing a mobile application for TSL 1128 handheld RFID/Barcode readers. It uses the C# language via the Xamarin framework to develop code that can run both on iOS and Android platforms.

# Phase 1, Installation:

Follow the Installation instructions based on your development environment

* <https://developer.xamarin.com/guides/cross-platform/getting_started/requirements/>

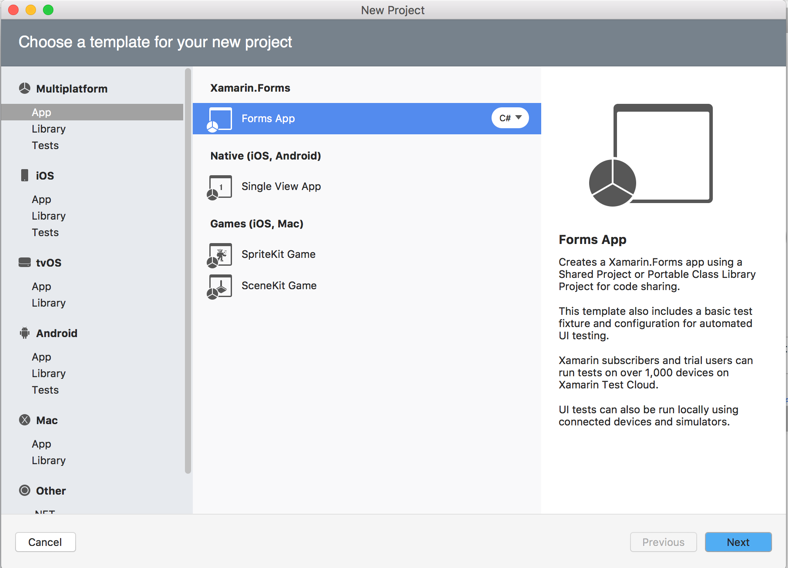
This document was developed with Xamarin Studio running on a Mac. On Windows, it is best to run Xamarin inside Visual Studio.

Clone the source project in Github.

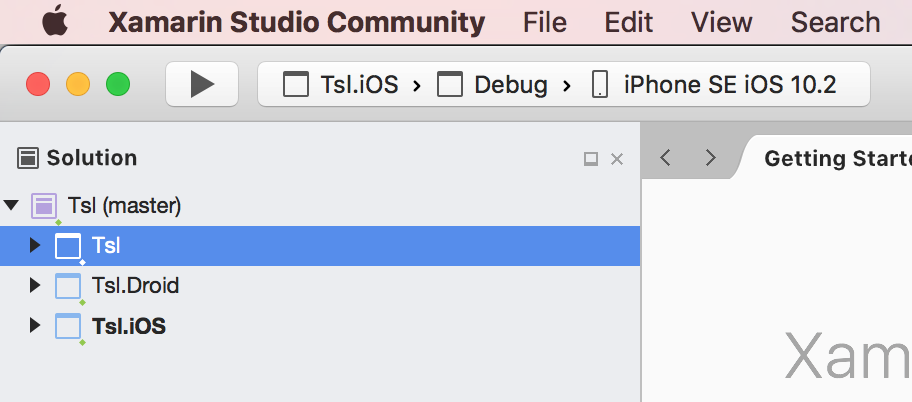
* <https://github.com/ralemy/xamarin-tsl-handheld>

# Setting Up your own project:

In your own repo (a separate directory), Create a new solution based on Xamarin Forms App:

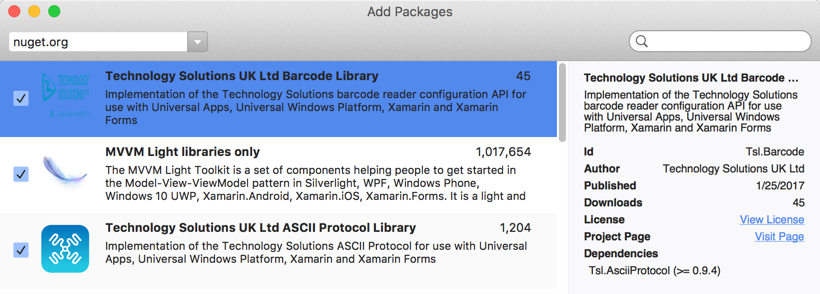


Give your app a name, I use the same TSL name here, but it can be anything based on what you want your app to do.



For all projects (Tsl, Tsl.Droid, Tsl.iOS, etc) , right click and add the following packages:

* Tsl.Barcode, Tsl.AsciiProtocol, and MvvmLightLibs



Add the following code to Tsl.Droid/Properties/AndroidManifest.xml

<uses-permission android:name = "android.permission.BLUETOOTH" />

<uses-permission android:name = "android.permission.BLUETOOTH\_ADMIN" />

Add the following code to the dict element of the Tsl.iOS/info.plist (you have to edit it with an external editor)

<key>UISupportedExternalAccessoryProtocols</key>

<array>

<string>com.uk.tsl.rifd</string>

</array>

You will now import files and projects from the reference repo you cloned as explained in the following chapters.