

QuickUI QuickStart

This document walks you through the process of installing QuickUI and getting the simple HelloWorld sample running.

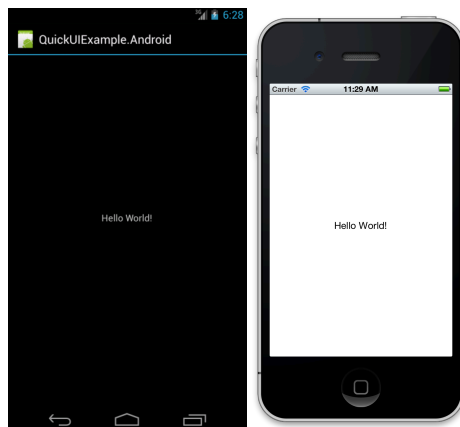
Package Contents

Item	Notes
docs folder	HTML API reference.
dll folder	Copies of the QuickUI assemblies (you can use the Windows Phone assemblies from here if you wish). The others are provided purely for reference, they are automatically installed for you from the Component.
xamarin-component.exe	Installer for the .xam component file.
quickui-1.0.xam	QuickUI Component (to be available from the Xamarin Component Store after release).
QuickUI.pdf	Introduction to using Xamarin QuickUI.
QuickUIExample.zip	ZIP file containing sample projects for iOS and Android.

Installing QuickUI

Before you begin, Xamarin Studio, iOS and Android should be installed (xamarin.com/download). QuickUI requires a full trial or Xamarin license – it cannot be used with the Starter Edition.

The final result will be the QuickUI HelloWorld app running, as shown in these screenshots:



Mac

1. Open Terminal
2. Navigate to the location where you unzipped these files (eg. `/Users/<yourname>/Downloads/QuickUI`)
3. Type `mono xamarin-component.exe install quickui-1.0.xam`
4. Extract **QuickUI-example.zip**
5. Open **QuickUIExample.sln** in Xamarin Studio
6. Set the configuration
 - a. For iOS, choose the **Debug – iPhone Simulator**
 - b. For Android, choose the **Debug**
7. Right-click to choose a StartUp Project (iOS or Android)
8. RUN!

Windows

1. Open the Command Prompt
2. Navigate to the location where you unzipped these files (eg. `C:\Users\<yourname>\Downloads\QuickUI`)
3. Type `xamarin-component.exe install quickui-1.0.xam`
4. Extract **QuickUI-example.zip**
5. Open **QuickUIExample.sln** in Visual Studio
6. Set the configuration
 - a. For iOS, choose the **Debug – iPhone Simulator**
 - b. For Android, choose the **Debug**
7. Right-click to choose a StartUp Project (iOS or Android)
8. RUN!

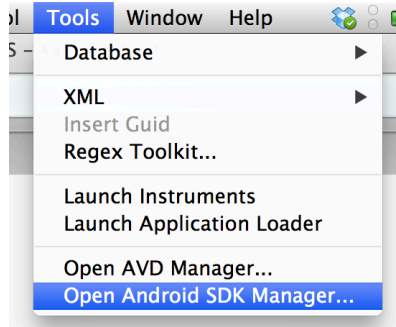
Troubleshooting

If you experience problems starting the HelloWorld sample, check this section for possible solutions.

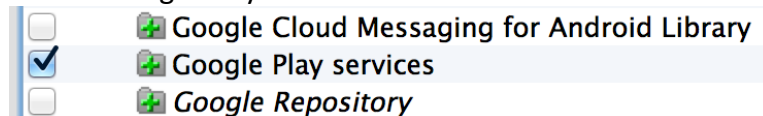
Mac

If you get a build error because Google Play services cannot be found:

1. Tools > Open Android SDK Manager...



2. Ensure Google Play services



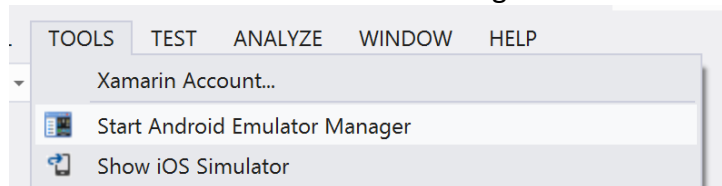
3. Click install and once complete Clean and Rebuild the app.

Windows

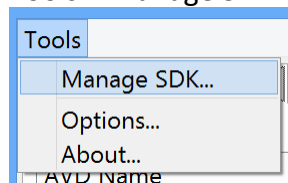
If you see the following error when building the Android version in Windows:

1 Please install package: 'Google Play services' available in SDK installer. Android resource directory C:\Users\craigdun\AppData\Local\Android\android-sdk\extras\google\google_play_services\libproject\google-play-services_lib doesn't

1. Tools > Start Android Emulator Manager



2. Tools > Manage SDK...



3. Tick Google Play services

<input type="checkbox"/>	 <i>[Deprecated] Google Cloud Messaging for Android</i>	3	<input type="checkbox"/> <i>Not installed</i>
<input type="checkbox"/>	 <i>Google Play services</i>	12	<input type="checkbox"/> <i>Not installed</i>
<input type="checkbox"/>	 <i>Google Repository</i>	3	<input type="checkbox"/> <i>Not installed</i>
<input type="checkbox"/>	 <i>Google Play APK Expansion Library</i>	3	<input type="checkbox"/> <i>Not installed</i>
<input type="checkbox"/>	 <i>Google Play Billing Library</i>	5	<input type="checkbox"/> <i>Not installed</i>
<input type="checkbox"/>	 <i>Google Play Licensing Library</i>	2	<input type="checkbox"/> <i>Not installed</i>

4. Click install and once complete Clean and Rebuild the app.