

Visual Studio for Mono Development

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Overview

- Introduction
- Mono and Gtk# installers for Windows
- VSPrj2Make: An add-in for Visual Studio
- Distributing your Creation
- What's Next?
- Q&A

Demo I

Creating a quick Gtk# editor application using
Visual Studio and Glade.

Introduction

- Background

Even if most of the coding and advances of Mono takes place on Linux, there are many Windows and .NET developers that may only have access to computers that run Windows and/or feel most comfortable developing in a Microsoft centric world.

Another convincing argument for using the Visual Studio IDE is the benefits of its integrated debugger that permits step-by-step iterations anytime during the coding process.

Introduction

(continued)

- Prerequisites
 - The OS: Windows 2000 or Windows XP
 - Visual Studio .NET 2003 (standard ed. or better)
 - Gtk# Installer for .NET Framework SDK
 - VSPrj2Make Visual Studio Add-in
 - One or more versions of the Mono Combined Installer for Windows

Introduction

(continued)

- Other Useful Tools
 - Gtk# Windows Help for Visual Studio
 - MonoLaunch
 - GRE Installer for Gecko#
 - Inno Setup and InstallerMaker
 - Cygwin and/or Msys

Mono and Gtk# Installers for Windows

- Mono Combined Installer for Windows
 - Does not require .NET SDK or Redistributable
 - Does not require Cygwin
 - Contains sufficient libraries (GNU, GTK+ and GNOME) to satisfy the managed libraries that bind to them.
 - Does not touch the Global PATH or other environment variables – this is key to permit coexistence of different versions on the same machine

Mono and Gtk# Installers for Windows

- Gtk# Installer for .NET Framework
 - SDK
 - Requires the .NET Framework SDK 1.1 or 2.0 for installation
 - Includes development libraries as well as templates for Visual Studio .NET 2003 and/or Visual Studio 2005
 - Includes unmanaged libraries (GNU, GTK+ and GNOME), Glade and does register Gtk#, Gecko# and some Mono managed libraries on the MS GAC

Mono and Gtk# Installers for Windows

- Gtk# Installer for .NET Framework
 - Runtime
 - Requires the .NET Framework Redistributable 1.1 or 2.0 for installation
 - Includes unmanaged libraries (GNU, GTK+ and GNOME), and does register Gtk#, Gecko# and some Mono managed libraries on the MS GAC

VSPPrj2Make: An Add-in for Visual Studio

- Design Objective:
 - Be Self contained, and least amount of external dependencies as possible
 - Create Makefiles suitable for both gmake and nmake
 - Import MonoDevelop Solutions
 - Generate MonoDevelop Solutions from the current Visual Studio solution or project
 - Permit the testing of a compile target by running it with the Mono runtime and associated libraries
 - Provide a GUI facility to easily change settings and parameters of the Add-in's components

Demo II

Create a WebForms and a WinForms application to demonstrate the “Test in Mono” feature.

Distributing your Creation

- Creating a Distribution Unit
- Using IntallerMaker

Demo III

Create a distribution unit. Create an installer with
Installer Maker.

What's Next?

- Visual Studio 2005 version of VSProj2make
- Merge the installation of VSProj2make with the Gtk# Installer for .NET Framework SDK
- InstallerMaker become an Integral Part of VSProj2make
- More project templates – more VB.NET and more application types
- Improved on-line help designed for context sensitive searches
- Interact with workstation virtualized OS so the “Test in Mono” can then be “Test in Mono on SUSE Linux”

Summary

- Introduction
- Mono and Gtk# installers for Windows
- VSPrij2Make: An add-in for Visual Studio
- Distributing your Creation
- What's Next?

Q&A

- Questions, reactions, suggestions, etc.