

Mac OS X Setup Checklist

You must be running Mac OS X 10.10 (Yosemite) or above.

1. Install Xcode. You can either download Xcode from the developer.apple.com site if you have a developer account, or from the Mac AppStore.
2. Install Xamarin tools onto your Mac. You can download the Xamarin unified installer from xamarin.com/download. The installer will automatically download any missing tools and SDKs needed for Android development.
 - a. Note: this step will likely take a while depending on what is already installed on the computer since it has to download fairly large SDK installs to configure the machine.
3. Launch Xamarin Studio - it will be in your application folder, or you can use Spotlight to locate and launch the application.
4. Verify you are on the *stable* branch (this is the default). You can check this through the Xamarin Studio > Check For Updates system menu option.

Setup iOS Simulator

The iOS Simulator is built into Xcode and will be automatically launched by Xamarin Studio when necessary. You can choose which simulator to launch (iPhone vs. iPad, and iPhone variations) through the toolbar in Xamarin Studio. You can also deploy to a physical device as long as it has been configured to be used as a development device through Xcode.

Setup Android Emulators

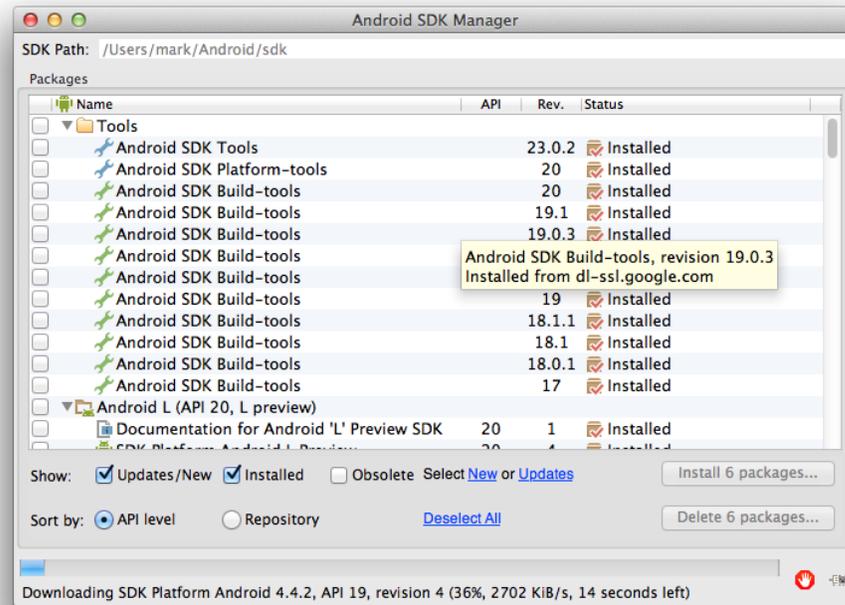
To test Android applications, you can either deploy to a physical device (preferred), or use an Android emulator. If you plan to use an emulator, we recommend you use **Xamarin Android Player** as it delivers higher performance over the Android SDK emulator.

1. Download the Xamarin Android Player install from www.xamarin.com/android-player, for Mac OS X you can download the standalone package, which includes Virtual Box.
2. Once installed, run the application and download a pre-configured image, there are several to choose from.
3. Launch the image from the Xamarin Android Player app by selecting it in the list and clicking the Play button.
4. It should then show up in the emulators list in Xamarin or Visual Studio.

Verify your Setup

1. Launch Xamarin Studio, it is in your applications folder (or you can use Spotlight to quickly open it).

2. The IDE should prompt you to either start a trial with Xamarin, or enter to your registered Xamarin account. Go ahead and do one of these two steps so you be able to build full applications, including the T-shirt test app.
3. Verify that you have all the Android SDK versions you will need. We recommend installing 4.0 through 5.1. You can get to the Android SDK options using the **Tools > Open Android SDK Manager** menu option.



4. Download the Tasky application from <https://github.com/xamarin/mobile-samples/tree/master/Tasky>, unzip it onto your desktop (or some other easily accessible location) and open the solution.
5. Open the solution (.sln) using Xamarin Studio and following the instructions below for iOS, Android or both.

Testing iOS on OS X with Xamarin Studio

1. Make sure the **TaskyiOS** project is the active project in Xamarin Studio (you can right-click and choose *Set As Startup Project* to change it if necessary).
2. Select the **Debug** configuration and one of the **iOS Simulator** choices in the toolbar, for example the iPhone 5 iOS 8.0 choice:



1. Click the "Run" button in the toolbar (looks like a "Play" icon).
2. It should build the application and then run it in the simulator.

Testing Xamarin.Android on OS X with Xamarin Studio

1. Make sure the **TaskyDroid** project is the active project in Xamarin Studio (you can right-click and choose *Set As Startup Project* to change it if necessary).
2. Select the **Debug** configuration and one of the choices in the emulator drop-down. If you don't see any choices, or you would like to configure the choices available, use the **Tools > Open Android Emulator Manager** to work directly with the Android SDK tool to create or delete emulators as described above.
3. Click the "Run" button in the toolbar (looks like a "Play" icon). It should build the application and then run it in the selected emulator.