Optional Software Requirements to Follow Along on your own computer for M02 - Workshop: Native Mobile App Development for iOS, Android and Windows Using C# - Marcel de Vries & Roy Cornelissen

If you want to follow along with the workshop on your own computer, be sure to install some prerequisites on your computer before coming to Visual Studio Live! The tools are several gigabytes in total, so installing these during the workshop over hotel wifi is not optimal.

**Mac**

If you are using a Mac:

* If you want to build iOS apps, you will need the Apple Developer (Xcode 6) tools from <https://developer.apple.com/devcenter/ios> or through the Mac App Store (<https://itunes.apple.com/nl/app/xcode/id497799835?l=en&mt=12>)
* Download and the Xamarin Platform for Mac from <http://xamarin.com/platform>
  + The Xamarin installer will take care of all the Android dependencies
  + If you don’t have a Xamarin license yet, the 30-day trial will give you full access to all the features you need, so make sure you sign up for the trial license
* The default Android emulator from Google is very slow; if you already have a Xamarin license, you can use their Android Player, to be downloaded from <http://www.xamarin.com/android-player>, otherwise the Genymotion Emulator is a nice alternative: <http://www.genymotion.com>
* You should be ready to build iOS and Android apps with Xamarin now

Detailed instructions for installing Xamarin on a Mac can be found here: <http://developer.xamarin.com/guides/ios/getting_started/installation/mac/>

**Windows**

If you are using a PC with Windows, or run Windows as a VM on Mac in Parallels or VMWare:

* Install Visual Studio 2013 Professional or higher
* Download and the Xamarin Platform for Mac from <http://xamarin.com/platform>
  + The Xamarin installer will take care of all the Android dependencies
  + If you don’t have a Xamarin license yet, the 30-day trial will give you full access to all the features you need, so make sure you sign up for the trial license
* The default Android emulator from Google is very slow; if you already have a Xamarin license, you can use their Android Player for Windows, to be downloaded from <http://www.xamarin.com/android-player>, otherwise the Genymotion Emulator is a nice alternative: <http://www.genymotion.com>
* If you’re running Windows in a VM on a Mac then you should not install the Android emulator in Windows, but rather use the one you have on your Mac. Here are instructions on how to set this up: <http://developer.xamarin.com/guides/android/deployment,_testing,_and_metrics/android-player-with-visual-studio-in-vm/>
* You should be ready to build Windows Phone and Android apps with Xamarin now
* Only if you are running Windows as a VM on a Mac will you be able to build iOS applications, since you’ll need the iOS Build Host and the Apple developer tools for that. Follow the instructions above to set up your Mac correctly.

It is not a problem if you don’t have Mac hardware. You will still be able to follow along with the demos and experience developing apps for Android and Windows Phone.

Detailed instructions for setting up Xamarin on a Windows PC can be found here: <http://developer.xamarin.com/guides/ios/getting_started/installation/windows/>