

Uno Platform

Series One

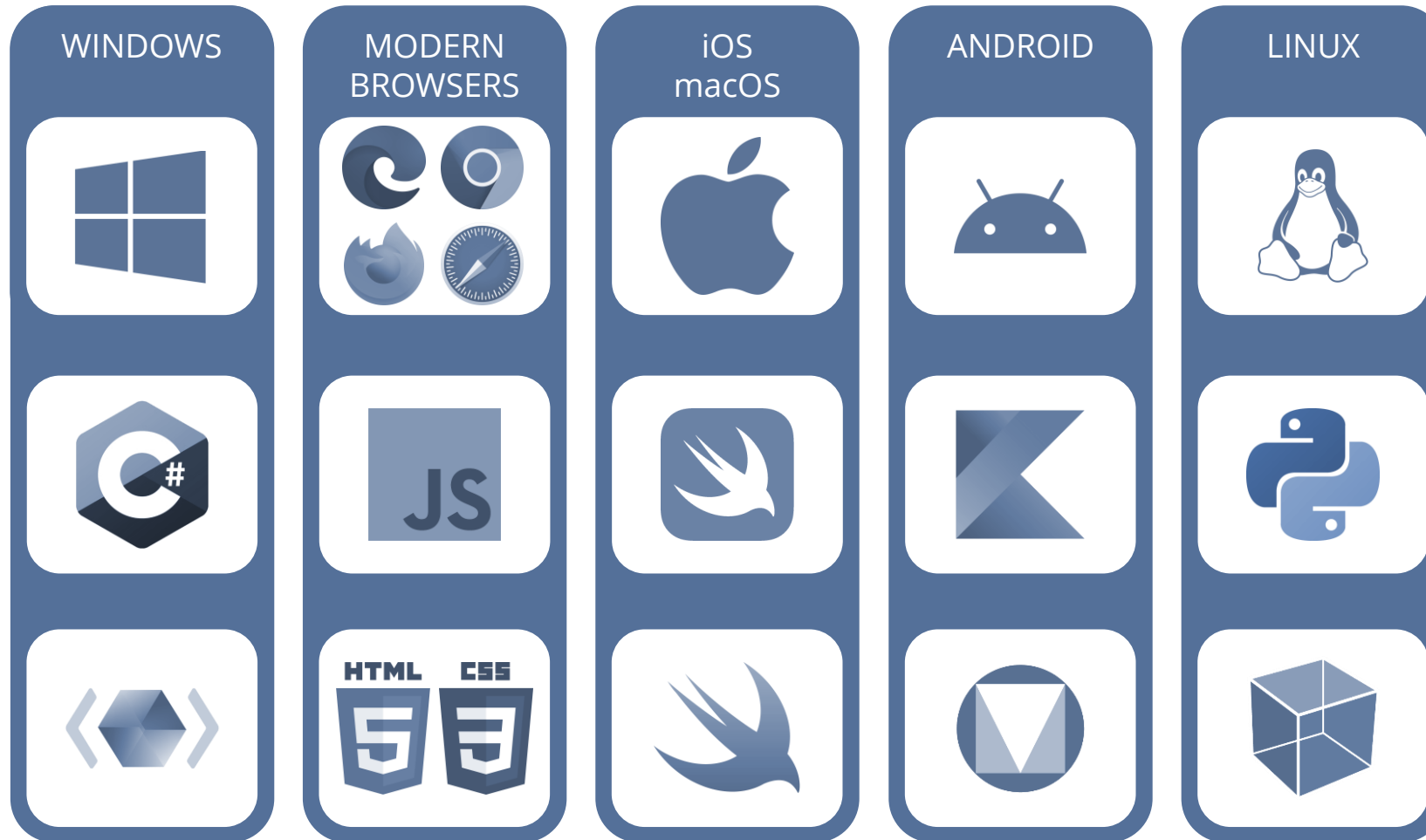


Development

Uno Platform

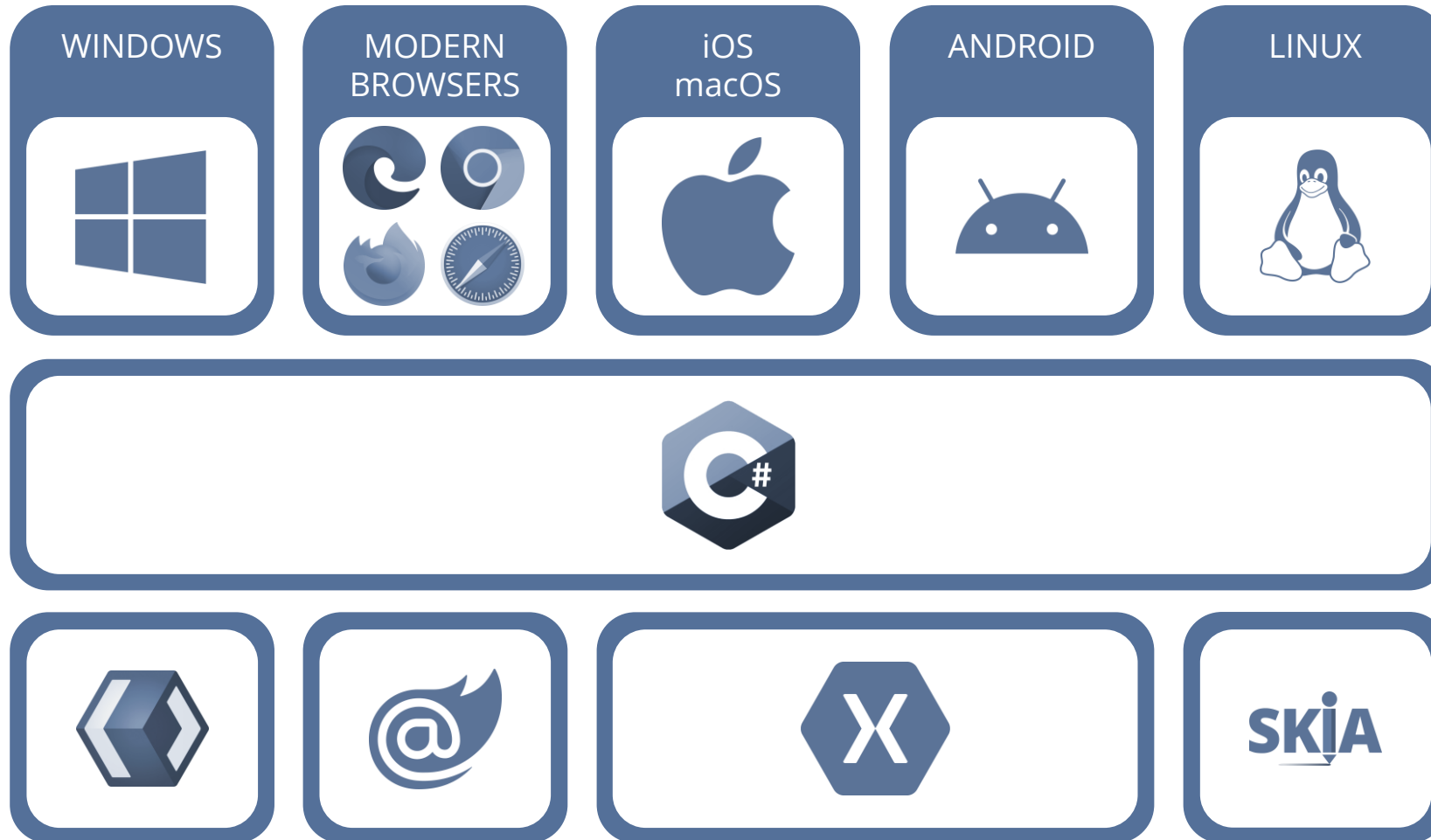


Native



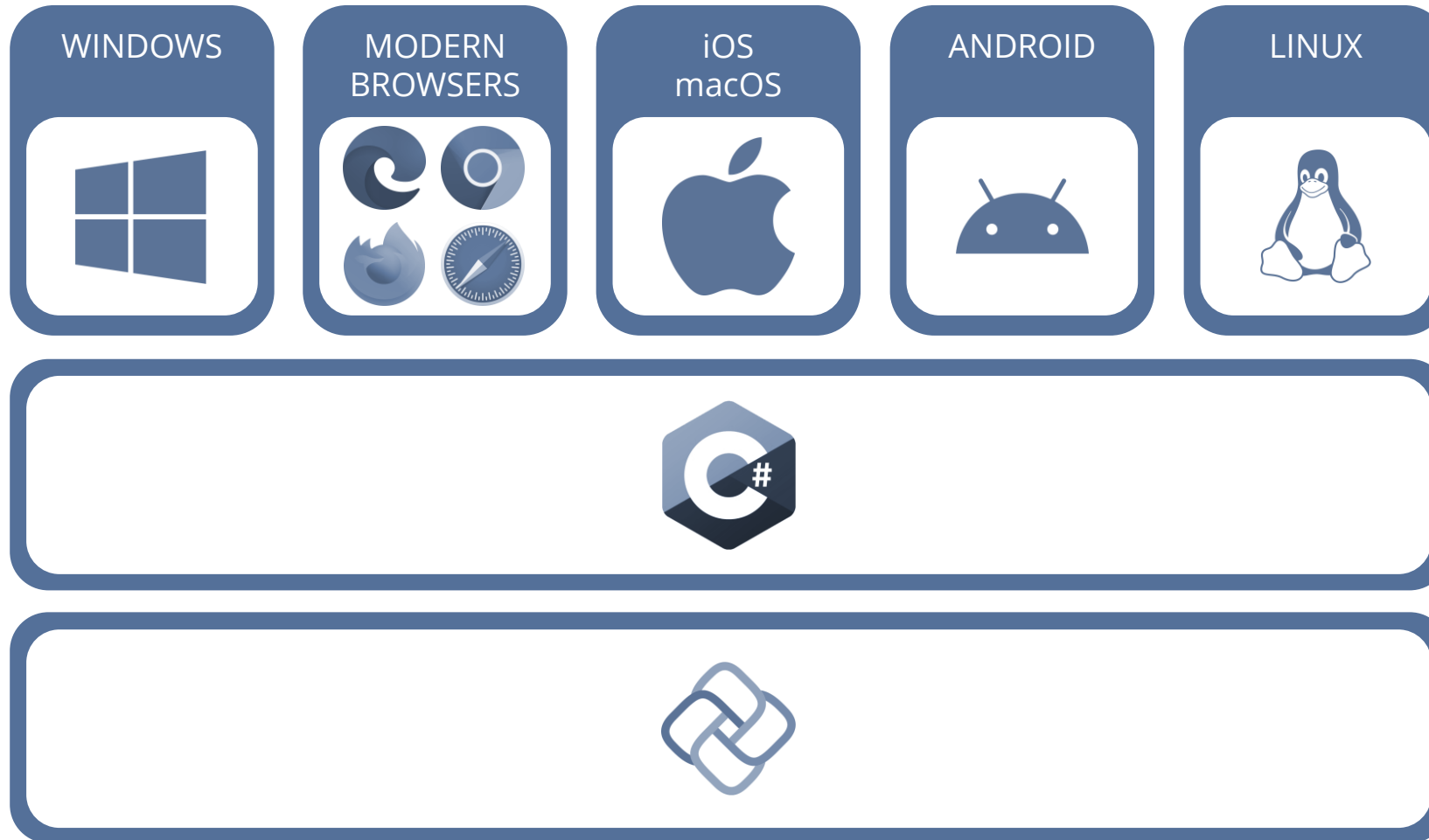
Development

C#



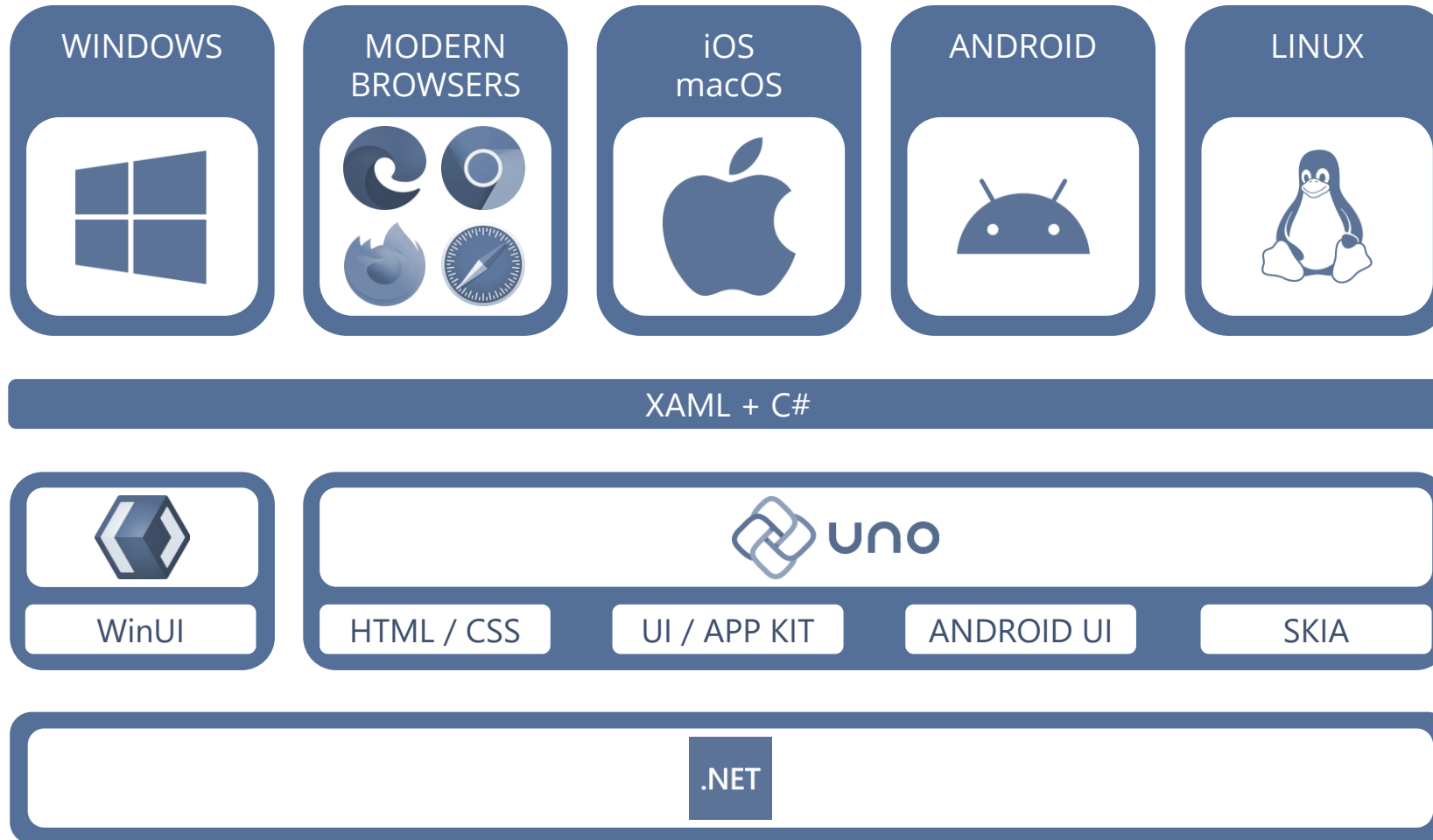
Development

Cross-platform



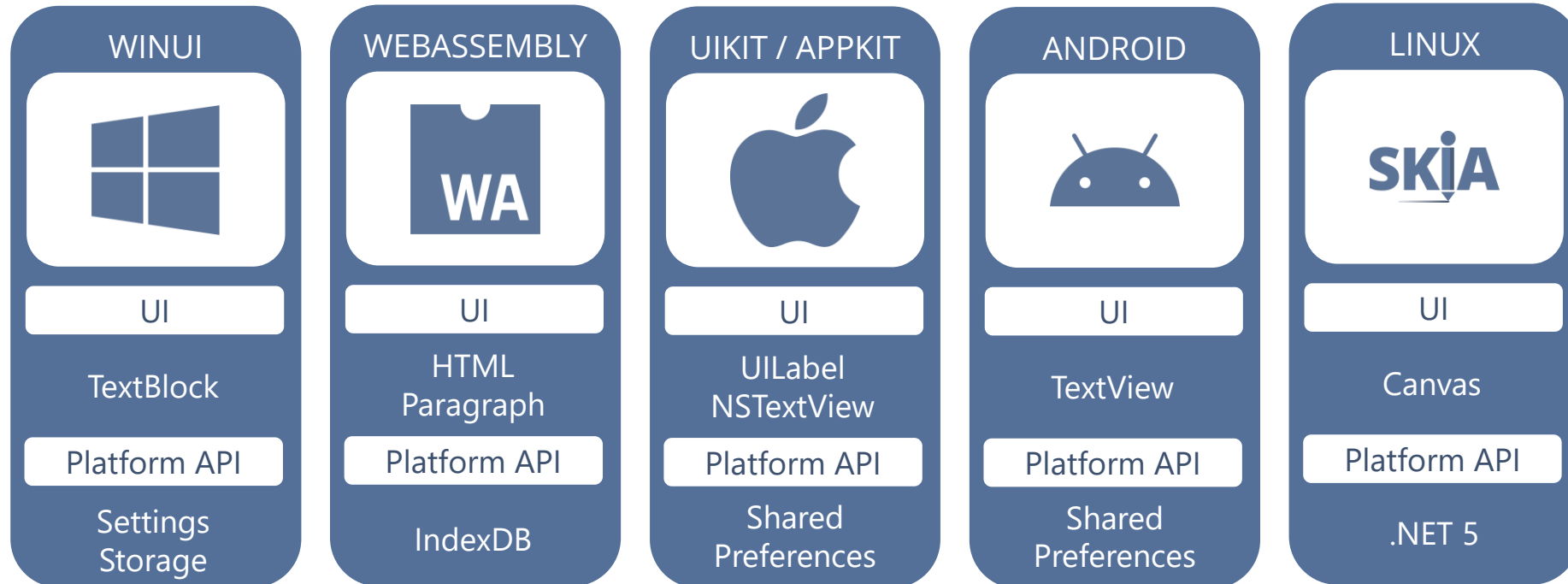
Development

Architecture



Development

Mappings



WinUI

WinUI makes it easy to build modern, seamless UIs that feel natural on every Windows device

Open-source project providing modern controls and styles for building Windows apps

Uno Platform targets Windows 10 devices such as Desktop, Tablet, Xbox, HoloLens & more



Development

WebAssembly

WebAssembly is a binary instruction format for a stack-based virtual machine

Designed as a portable compilation target for programming languages for modern browsers

Uno Platform creates visual tree, implements databinding & implements views in HTML / CSS



Xamarin

Xamarin is an application platform to build iOS, MacOS and Android apps with .NET & C#

Supports base framework for accessing native features, platform specific libraries & patterns

Uno Platform creates visual tree, implements databinding & implements views with native UI



Development

SKIA

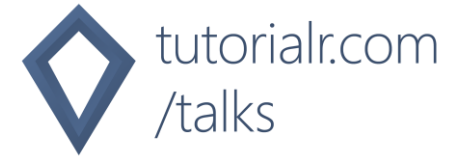
SKIA is a 2D graphics library providing common APIs across a variety of hardware & software

SkiaSharp is a cross-platform 2D graphics API for .NET platforms based on SKIA library

Uno Platform creates visual tree rendered with SkiaSharp & implements views with native UI



Libraries



ReactiveUI – composable, functional reactive model-view-viewmodel framework

ReactiveX – asynchronous programming with observable streams

Windows Community Toolkit – functions, custom controls & services for building apps

Prism – build well architected, extensible, maintainable & testable apps



Development



platform.uno

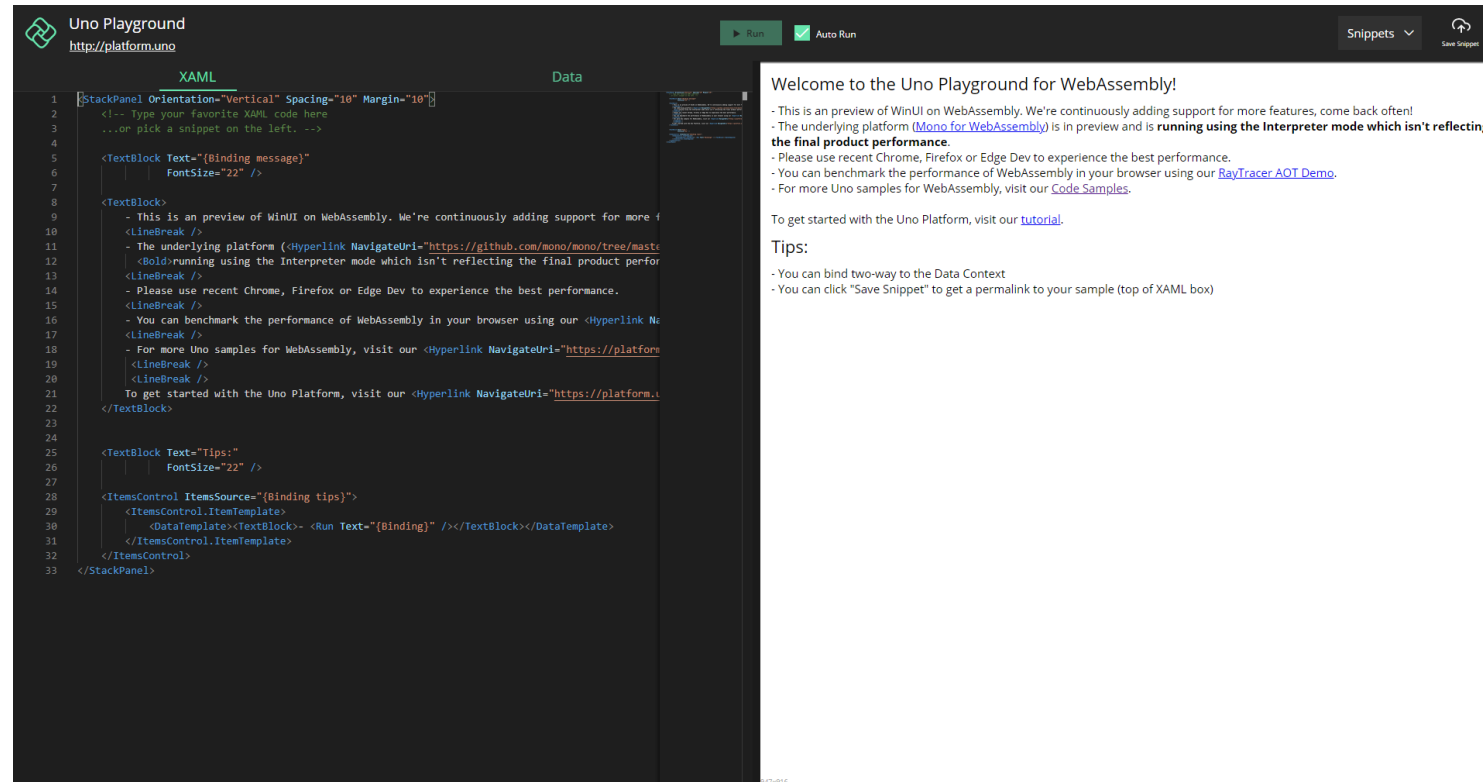
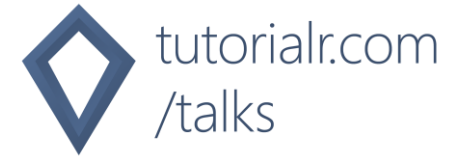
Uno Platform



Discover

Uno Platform	
How it works	Build pixel-perfect, single-codebase, multi-platform web, mobile and desktop apps with .NET
Uno Gallery	Collection of ready-to-use Fluent and Material code snippets to speed up multi-platform development
Code Samples	Full apps & code samples running C# and XAML on WebAssembly, Desktop and Mobile natively
Showcases	Thousands of developers use Uno Platform to build cross-platform web, mobile and desktop apps
Docs	Getting started, using Uno Platform features, controls, implemented views and more
Developers	Target platforms include iOS, Android, Web, Surface Neo / Duo, Windows 7, macOS and Linux
Blog	Read articles about Uno Platform. Learn how it generates code and other useful insights

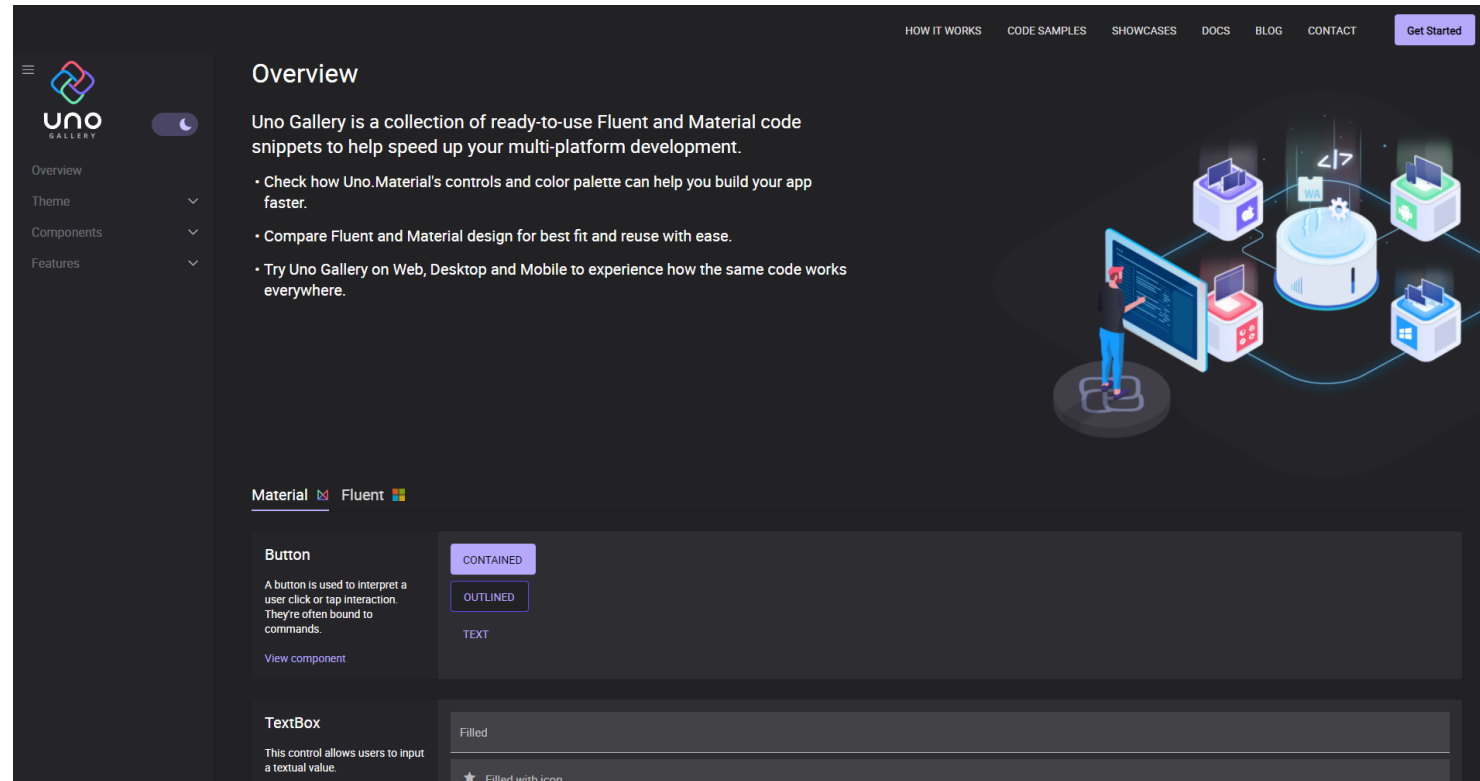
playground.platform.uno



platform.uno



gallery.platform.uno

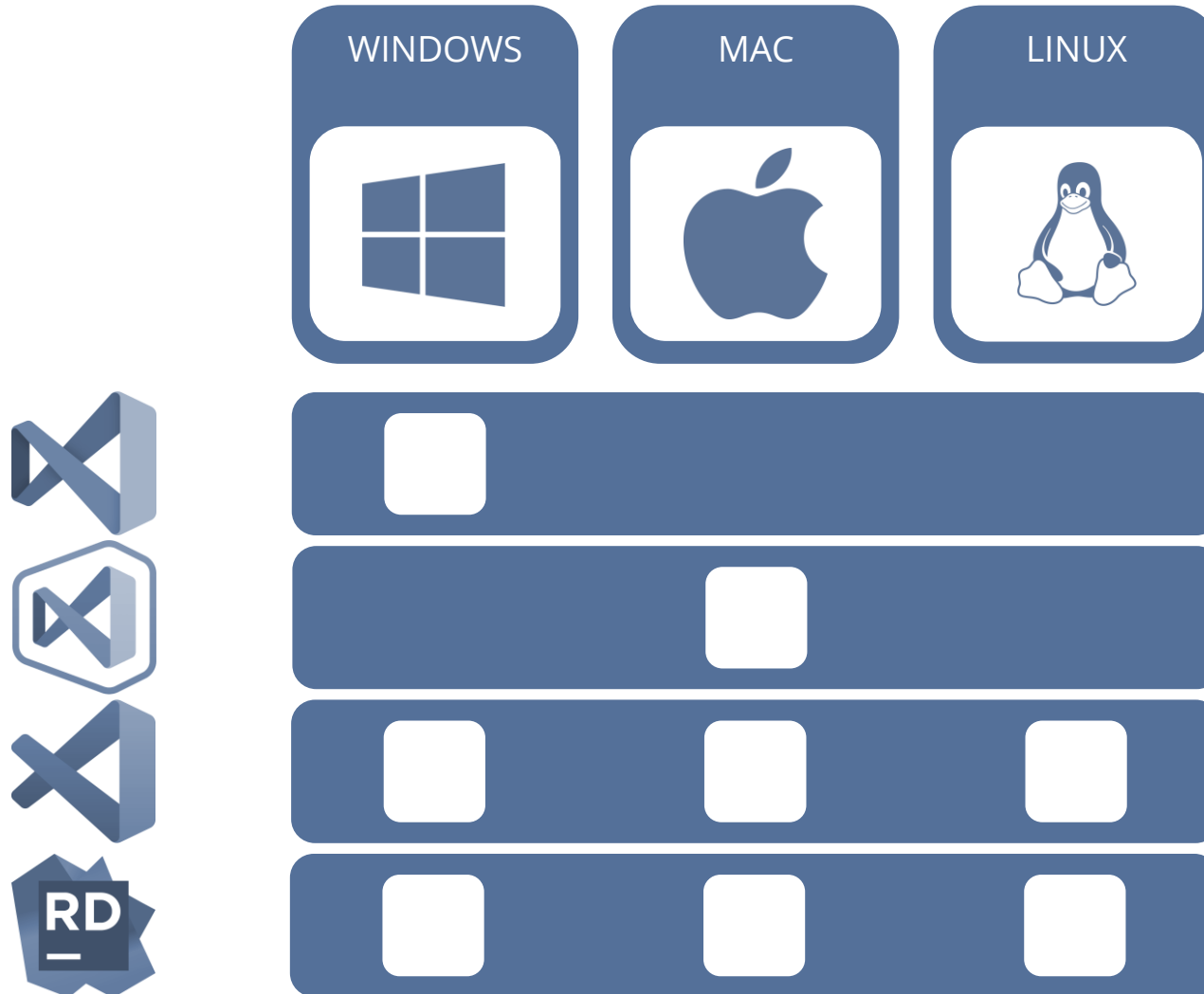


Getting Started

Uno Platform



Environments



Getting Started

Setup

Visual Studio 2019 for Windows

Universal Windows Platform development

Mobile development with .NET

ASP.NET and web development

Uno Platform Solution Templates

Visual Studio 2019



Universal Windows Platform development



Create applications for the Universal Windows Platform with C#, VB, or optionally C++.



Mobile development with .NET



Build cross-platform applications for iOS, Android or Windows using Xamarin.



ASP.NET and web development



Build web applications using ASP.NET Core, ASP.NET, HTML/JavaScript, and Containers including Docker support.



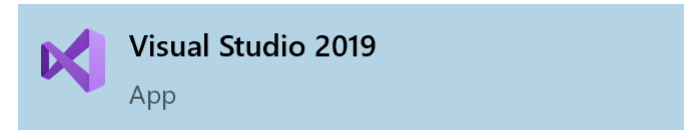
Uno Platform Solution Templates

A solution template for Uno Platform enabled projects.

Getting Started

Start

Launch Visual Studio 2019
Select Create a new project
Choose Cross-Platform App (Uno Platform)
Set Project Name & Location then select Create



Create a new project

Choose a project template with code scaffolding to get started



Cross-Platform App (Uno Platform)

Solution template for creating a cross-platform XAML app with the Uno Platform that targets UWP, Android, iOS, and WebAssembly


Android C# iOS macOS Mobile UWP Web Windows
WebAssembly Uno Platform

Project name

UnoPlatform

Location

C:\Users\rogue\source\repos

Solution name 

UnoPlatform

☐ Place solution and project in the same directory

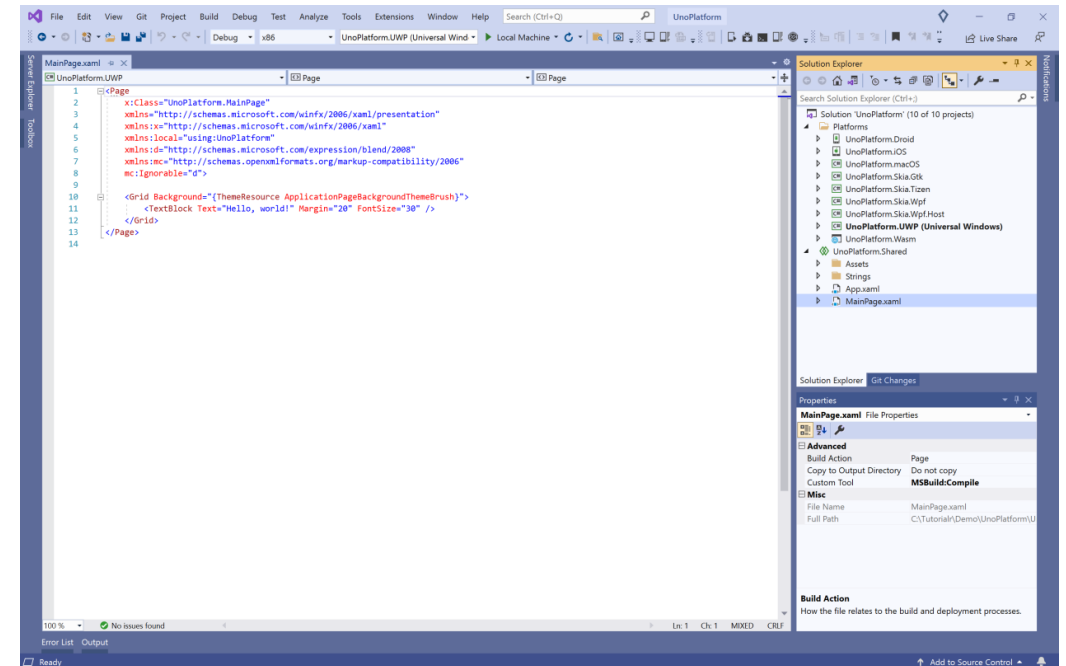
Getting Started

Solution

Solution contains projects for platforms including Android, iOS, macOS, Windows and WebAssembly

Shared Project is where your XAML, C# and Assets are provided for each platform

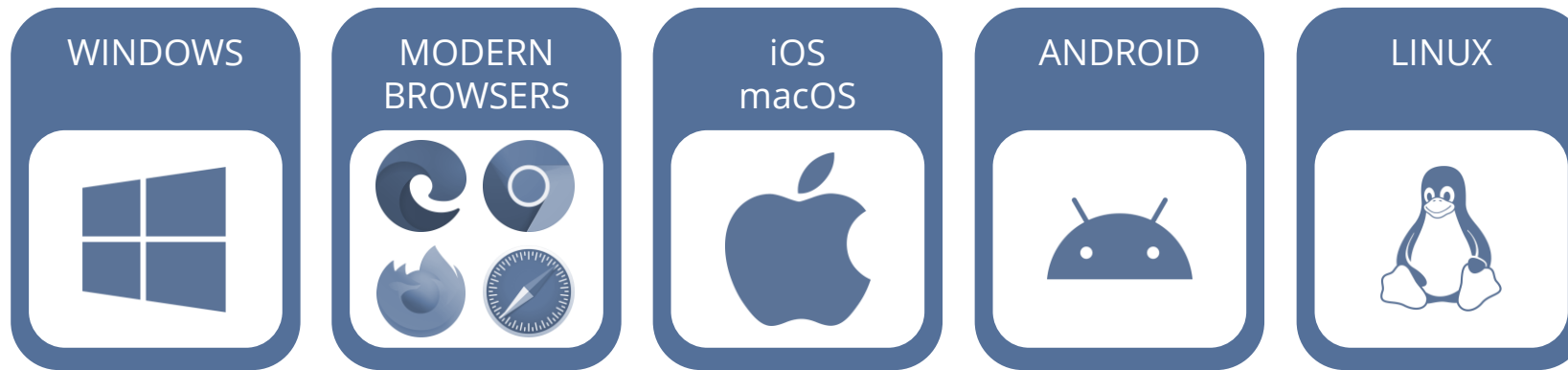
Set as Startup Project the target platform to launch such as UWP (Universal Windows)




Getting Started

Summary

Uno Platform



Summary





HOW IT WORKS UNO GALLERY CODE SAMPLES SHOWCASES DOCS DEVELOPERS ▾ BLOG CONTACT US ▾ [Get Started](#)

Pixel-Perfect Multi-Platform Applications with C# and WinUI



The first and only UI Platform for single-codebase applications for Windows, WebAssembly, iOS, macOS, Android and Linux

[Get Started](#)

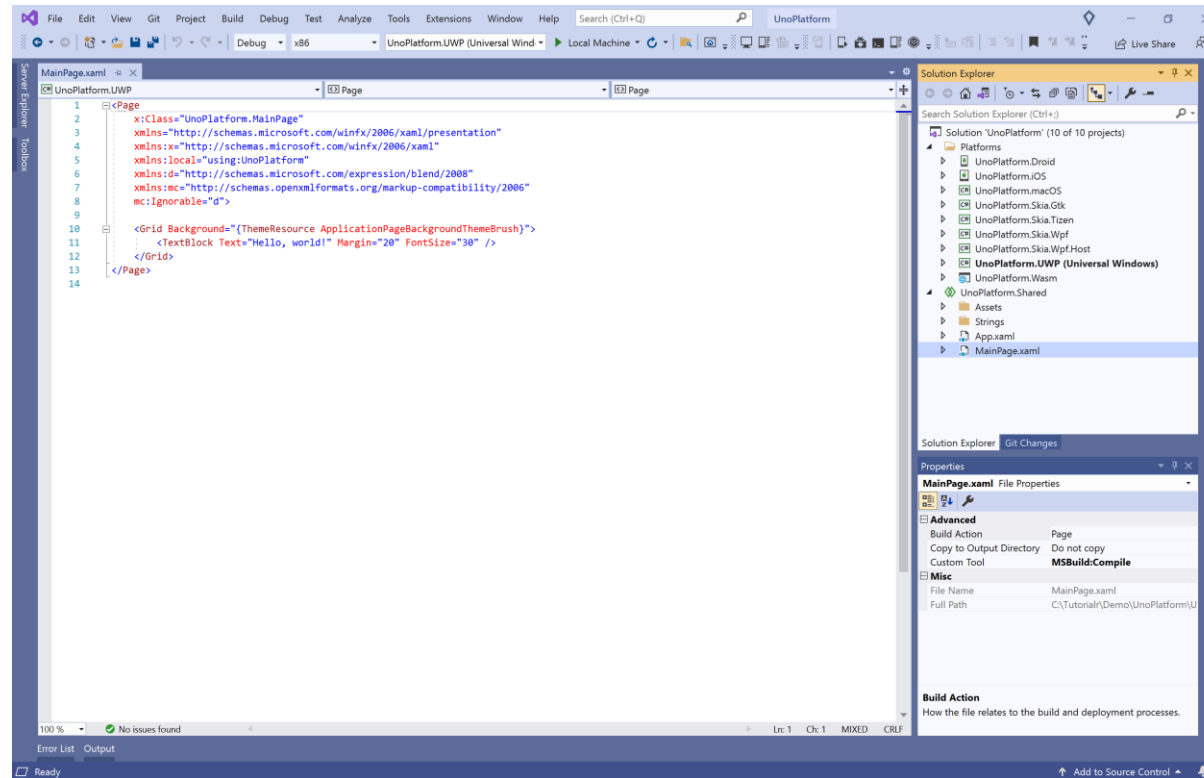
 

Target All Operating Systems & Browsers

The only open source-platform for creating true single-source,



Getting Started



Summary



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