

Xamarin News Roundup

QUEENSLAND C# MOBILE DEVELOPERS MEETUP
2016 01 21

News: Products

- UrhoSharp game engine released
<https://blog.xamarin.com/3d-game-engine-for-android-ios-and-net/>
// C# port of the Urho3D game engine
// scene management, actions, animations, physics audio, agent navigation, networking
- Xamarin Inspector 0.5.0 released
<http://forums.xamarin.com/discussion/59219/inspector-0-5-0-released>
// improvements to rendering in the REPL, including better support for enumerables, new renderers
// new “Standalone” mode that can connect to an app on the simulator without running XS
- Xamarin.Forms 2.1.0-pre released
<http://forums.xamarin.com/discussion/54153/xamarin-forms-1-5-1-released>
// ControlTemplates, Effects, ListView virtualisation on Windows, bugfixes

News: Community

- Xamarin Evolve Student Scholarships
<https://blog.xamarin.com/introducing-xamarin-evolve-student-scholarships/>
// applications open till Feb 1 for free Evolve ticket
// open to high-school, diploma and university students
- New Xamarin.Forms Custom Controls course on Pluralsight
<https://app.pluralsight.com/library/courses/custom-controls-xamarin-forms/>
// taught by Jesse Liberty
// just 45 minutes short
- Plugins for Xamarin 2.0
<http://motzcod.es/post/134355371052/build-apps-faster-with-plugins-for-xamarin>
// new templates, lots of update plugins, life is good

News: Community

- New Xamarin.Forms blog

<http://xfcomplete.net/>

// written by Jason Smith, the creator of XF

- New episodes on the Xamarin Podcast

<https://soundcloud.com/xamarin-podcast>

// “Xamarin 4”

// “Building games for iOS, Droid, AppleTV, Playstation and more”

// “Test your way to a 5 star app”

Thank you sponsors



Who's hiring + open to the floor

HERE TONIGHT?



Mobile Technologies - Brisbane Technology Park in Eight Mile Plains

Chat to Michael or email michael@mobilet.com.au

Looking for Mid/Senior Level C# Developers with skills in C#, Xamarin, ASP.NET MVC, AngularJS, TDD, Entity Framework, Git, AWS

FROM SEEK, ETC



More from the floor?

Call for speakers

