



Getting started with Novell's MonoTouch for the iPhone

Version 2.0 for Voyager 8.0-RC3

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Introduction

Overview

A .NET solution has been created for use in MonoDevelop to provide examples of using Voyager on the iPhone. Please refer to the `VECompactFrameworkDeveloperGuide.pdf` for more information on using the .NET version of Voyager.

Preface

The purpose of this guide is to get MonoTouch users quickly started using Voyager. It assumes knowledge of Mono, MonoTouch, MonoDevelop, and C#.

This preface covers the following topics:

- Technical requirements
- Contacting technical support

Technical Requirements

Before following the steps of this guide, make sure that you have the following software available on your computer in addition to your Voyager installation:

- Mac OS X 10.5 (Leopard) or Mac OS X 10.6 (Snow Leopard).
- iPhone SDK 3.0 or 3.1 (<http://developer.apple.com/iphone/>)
- Mono 2.4.x for Mac OS X (<http://www.go-mono.com/mono-downloads/>)
- MonoDevelop 2.2 (http://monodevelop.com/Download/Mac_Preview)
- MonoTouch (http://www.mono-project.com/MonoTouch_Installation)

Contacting Technical Support

Recursion Software welcomes your problem reports, and appreciates all comments and suggestions for improving Voyager. Please send all feedback to the Recursion Software Technical Support department.

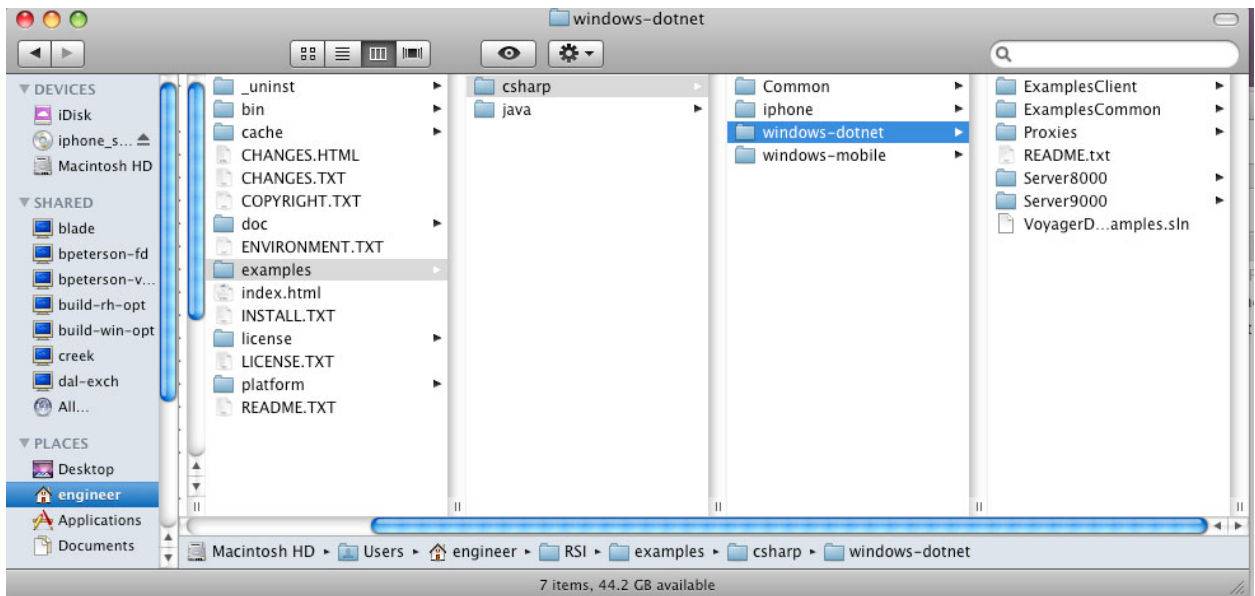
Technical support for Voyager is available via the web, email, and phone. You can contact Technical Support by sending email to psupport@recursionsw.com or by calling (972) 731-8800.

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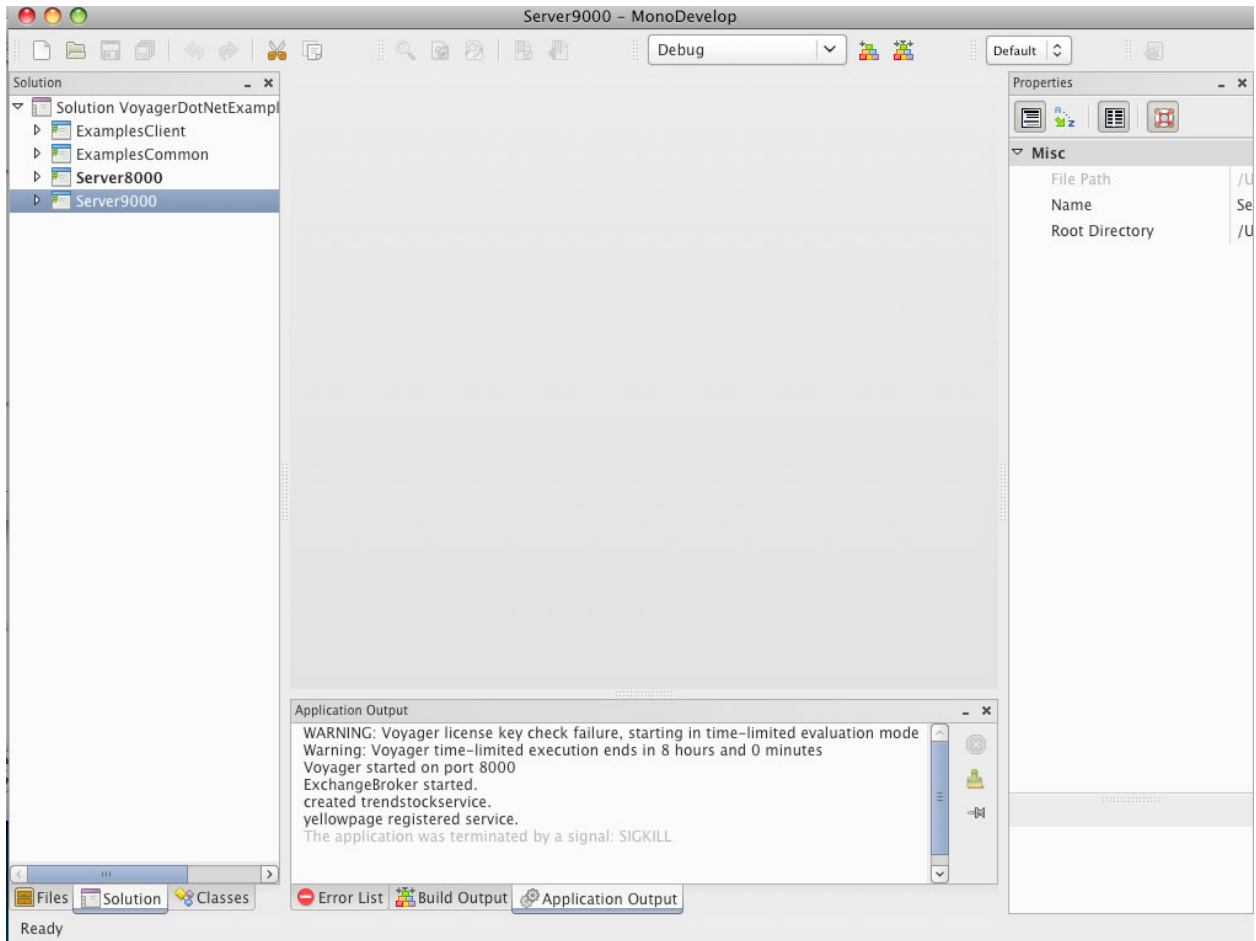
Running the iPhone examples

Preparation

Before running the iPhone examples, you will first need to build the .NET examples located in `$VOYAGER_HOME/examples/csharp/windows-dotnet` (e.g., `/Users/Bob/RSI/Voyager72/examples/csharp/windows-dotnet`).



Open the `VoyagerDotNetExamples.sln` solution file in MonoDevelop and rebuild the solution



Mono server/iPhone client example

Running the server processes

Open a terminal window to your `$VOYAGER_HOME/examples/csharp/windows-dotnet/Server8000/bin/Debug` directory. Run `mono Server8000.exe` in the terminal. Open another terminal to your `$VOYAGER_HOME/examples/csharp/windows-dotnet/Server9000/bin/Debug` directory. Run `mono Server9000.exe` in the terminal. You should see something similar to the following output:

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```
Terminal — mono — 80x24
macmini:Debug engineer$ pwd
/Users/engineer/RSI/examples/csharp/windows-dotnet/Server8000/bin/Debug
macmini:Debug engineer$ mono Server8000.exe
WARNING: Voyager license key check failure, starting in time-limited evaluation
mode
Warning: Voyager time-limited execution ends in 8 hours and 0 minutes
Voyager started on port 8000
ExchangeBroker started.
created trendstockservice.
yellowpage registered service.
█
```

```
Terminal — mono — 80x24
macmini:Debug engineer$ pwd
/Users/engineer/RSI/examples/csharp/windows-dotnet/Server9000/bin/Debug
macmini:Debug engineer$ mono Server9000.exe
WARNING: Voyager license key check failure, starting in time-limited evaluation
mode
Warning: Voyager time-limited execution ends in 8 hours and 0 minutes
Voyager started on port 9000
Stockmarket bound.
█
```

Running the iPhone examples client

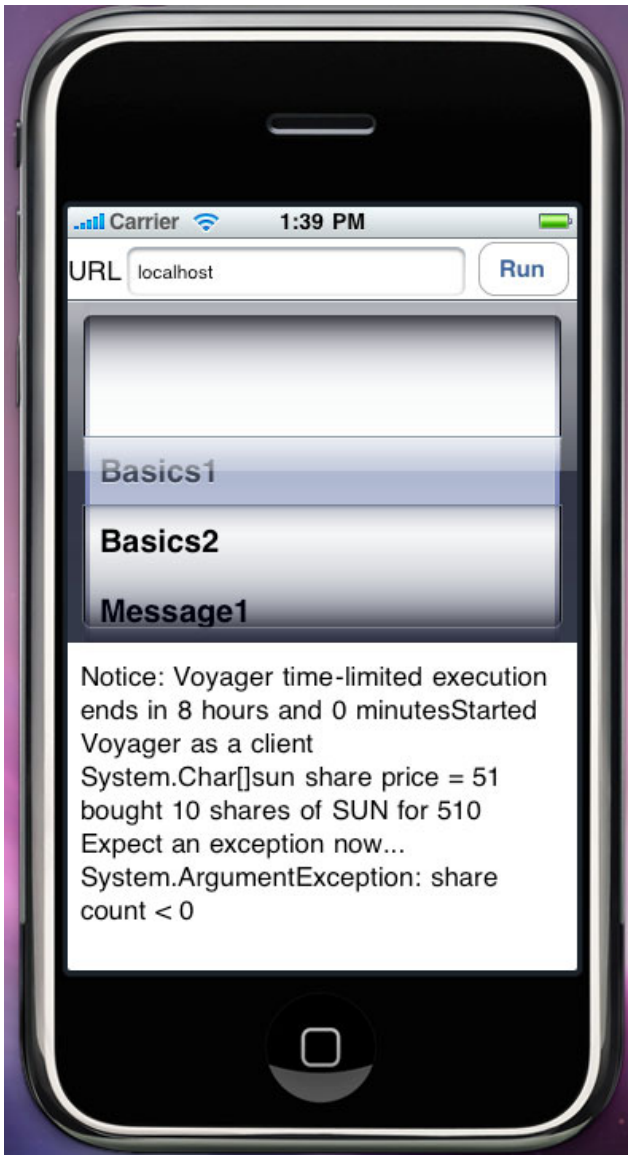
Next, open \$VOYAGER_HOME/examples/csharp/iphone/VoyageriPhoneExamples.sln in MonoDevelop and rebuild the solution. **Important:** Please note that the chosen build configuration has the “-nolink” mtouch option and the “iPhone” Define Symbol. Select ExamplesClient as the startup project and select Run from the MonoDevelop menu. The iPhone examples client should appear in the iPhone simulator.



Choose the Basics1 example from the picker to select Bascis1 and then click the “Run” button.
The message:

News: Sun Releases Java
Sun share price = 53
Bought 10 shares of SUN for 560
Expect an exception now...
should appear on the screen

Please refer to the README.txt in the iPhone examples directory for running the other examples.



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