

16.10.2020 // Contribute - Borepin

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On Windows

1. Install Visual Studio 2019 [download Visual Studio](#)
 - with Xamarin
 - with UWP
 - with .NET Desktop
2. Install GTKSharp for Windows [download GTKSharp](#)
3. Clone Borepin [download Borepin](#)
4. Load Borepin
5. Build Borepin

If Step 5. Build Borepin is failing because of GTKSharp, it could help to restart your PC.

Build GTK Project

1. Install mono, gtk-sharp, msbuild, nuget 1.1 Debian based

```
$ apt install mono-complete, gtk-sharp2, nuget
```

- 1.2 ArchLinux based

```
$ pacman -S mono, mono-msbuild, gtk-sharp-2, nuget
```

2. Clone Borepin

```
$ git clone https://gitlab.com/fabinfra/fabaccess/client.git
```

3. Build Borepin

```
$ cd client  
$ msbuild -t:Borepin_GTK
```

4. Run Borepin

```
$ mono ./Borepin/Borepin.GTK/bin/Debug/Borepin.GTK.exe
```

You can also use Rider or monodevelop as an IDE for development on Borepin

Testing

We use [NUnit](#) for testing.

Version #1

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