

# 16.10.2020 // Contribute - Borepin

## Contribute - Borepin

### 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

Erstellt: 15 Oktober 2024 10:49:12 von Mario Voigt (Stadtfabrikanten e.V.)

Zuletzt aktualisiert: 25 Februar 2025 21:22:13 von Mario Voigt (Stadtfabrikanten e.V.)