Volume

7

FLEXCEL STUDIO FOR .NET

TMS Software

Using FlexCel with Mono

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Introduction

FlexCel is fully managed code without any external dependencies, and this makes it possible to run in different platforms besides Windows and .NET. It can be used via Mono in a Linux server, or on OSX, iOS and Android via Xamarin. In general, code should be 100% compatible between .NET and Mono, but there are some points worth noting.

Installing

If you are Targeting Xamarin, we provide a xam package that you can use to install in Xamarin Studio. This is available in the Xamarin Component Store, and also as a download from our site. If you downloaded it from our site, you can manually install it by doing:

```
xamarin-component.exe install /path/to/your.xam
```

As explained here: http://forums.xamarin.com/discussion/5640/test-component-packaging#latest

And you can get xamarin-component from here:
https://components.xamarin.com/submit/xpkg

But remember, a Xam package is just a zip file. So if you are having trouble installing it, you can just unzip the files, and reference the correct FlexCel.dll for your platform.

For developing for Linux under MonoDevelop, you will have to manually copy FlexCel.dll to your development machine and add a reference to the assembly. Or if you prefer to develop in Visual Studio, then you don't need to do anything. Just compile your app in Windows under Visual Studio, and copy the files to the Linux server. There is no need to recompile under Mono, as Mono can read the dlls that Visual Studio generates.

Fonts

Probably one of the biggest problems you might get when using FlexCel in anything but Windows or OSX is the lack of fonts. Most of the default fonts in Excel are only present in Windows, and when you want to create a PDF file with them you will get a file that looks wrong. FlexCel needs to read the fonts to know the metrics, where the next character will go, where the line breaks are, etc.

We discuss how to deal with fonts when exporting in the document "UsingFlexCelPdfExport.pdf"; make sure you read it if you are thinking in deploying to Mono.

Bugs

In a perfect world we wouldn't have to write this one. But this is not a perfect world, and while Mono is a high quality piece of work, it has bugs, as does .Net or FlexCel itself. The problem being, that while .NET has bugs, you have probably tested in .NET, and workarounded them. But Mono has a different set of bugs, and the only way to know which, if any, affect you, is to test in Mono.

We do regular testing in Mono, and most tests pass ok. But you might find issues, so test heavily.