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The Visual Studio Developer Experience (DevDiv) team is working on a preview of the Visual Studio Development Experience, or VSDE, that will be available for your favorite devices. We will provide regular updates on the progress of VSDE preview and a new set of guidelines for building high quality Xamarin.iOS and Xamarin.Android solutions for your mobile devices. For Xamarin.iOS solutions, VSDE will be available for the Xamarin.iOS for iOS 10.4 Release Preview, 10.5 and 11 update and Xamarin.iOS 12 and 13.0 as well. For Xamarin.Android, VSDE will be available for Android 5.1 and 6.0. In addition, Xamarin Studio 5.6 will be upgraded to support VSDE. Moving to Visual Studio 2017 is easy. There is one thing you need to do. Upgrade the Xamarin Studio and Xamarin itself to the most recent version. The process is automated and takes just a few clicks. But it requires you to install Visual Studio 2017. We also have the Xamarin Visual Studio 2017 Installer, which will walk you through the process and allow you to install it from the Visual Studio 2017 installer or from the web directly. We are continuously enhancing the developer experience in Visual Studio 2017. Already released were the first preview of the Xamarin Studio for Visual Studio 2017 preview and Xamarin Studio for Visual Studio Enterprise 2017 Preview. Also the Xamarin.iOS and Xamarin.Android SDKs (includes all needed tools) was released as preview features. For more information on the new features, please visit the following links:

Visual Studio 2015 Enterprise ISO Serial Keys CoreX

Hi John, I do use Visual Studio (community and professional) for .Net core (C#) development on Embedded Linux. Strictly speaking this is not true embedded and more like desktop style with running over a network connection, target debug daemon. I do use VisualGDB (have paid even the +\$100 license) and feel like you: it kinda works. Real embedded tools like SES or MCUXP are there for a reason: being able to debug the device. The other vendor provided aspect is that they provide specialized tools (pin configuration, clock configuration,) plus examples and starting projects. The later (getting started quickly) is something what others like PlatformIO can provide too. The special tools like the config tools they do not provide because it is far too much effort for them. But where the vendors like Segger or NXP excel is the ability to debug the target and get real insights (trace, SWO, fast flash programming, flash breakpoints, disassembly, fault analysis, data views, FreeRTOS awareness,). This is far beyond and more complex than just being able to step through the code and see the (high level) variables or doing some printf's. There *is* a difference between application level programming and things like JTAG/SWD debugging and implementing and a bootloader or an embedded application with realtime aspects. Hello John, (interesting discussions) I do use Visual Studio (community and professional) for .Net core (C#) development on Embedded Linux. Strictly speaking this is not true embedded and more like desktop style with running over a network connection, target debug daemon. I do use VisualGDB (have paid even the +\$100 license) and feel like you: it kinda works. Real embedded tools like SES or MCUXP are there for a reason: being able to debug the device. The other vendor provided aspect is that they provide specialized tools (pin configuration, clock configuration,) plus examples and starting projects. The later (getting started quickly) is something what others like PlatformIO can provide too. The special tools like the config tools they do not provide because it is far too much effort for them. But where the vendors like Segger or NXP excel is the ability to debug the target and get real insights (trace, SWO, fast flash programming, flash breakpoints, disassembly, fault analysis, data views, FreeRTOS awareness,). This is far beyond and more complex than just being able to step through the code and see the (high level) variables or doing some printf's. There *is* a difference between application level programming and things like JTAG/SWD debugging and implementing and a bootloader or an embedded application with realtime aspects. 5ec8ef588b

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