



Quo Vadis?

The Windows Bridge for iOS



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Agenda

1. What is the Windows Bridge for iOS?
2. What are the benefits?
3. What it is not
4. How does it technically work?
5. Demo: Transform your iOS project
6. Conclusion

Introduction

What is it, how to use it and why?

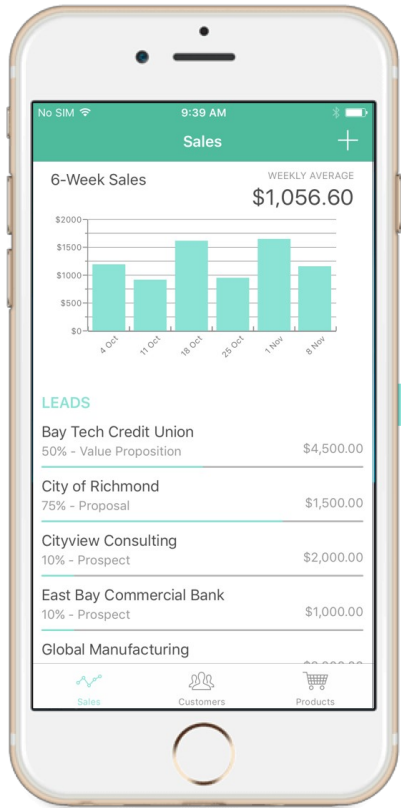
Windows Apps you already wrote

The Windows Bridge for iOS is a Microsoft **open-source** project that provides an **Objective-C** development environment for **Visual Studio** and **support for iOS APIs**.

The bridge is intended to enable iOS developers to create Windows apps using your **existing Objective-C code and skills**.



What is it exactly?

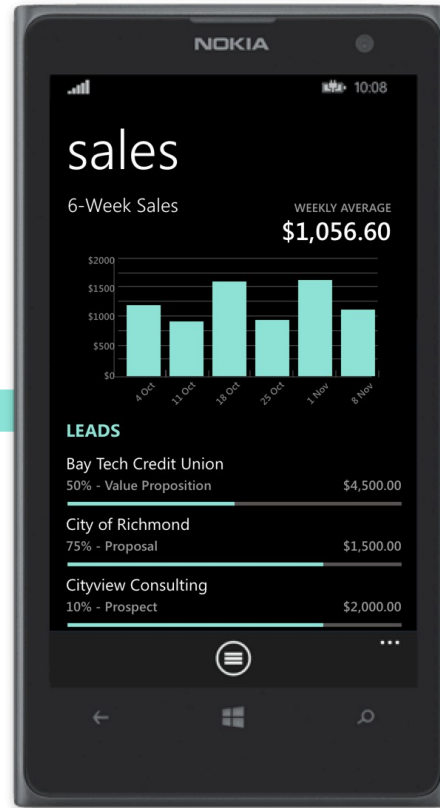


Objective-C compiler

Objective-C runtime

iOS API headers/libs

Visual Studio IDE integration



What are the benefits?

We took large parts of these frameworks and implemented them on Windows so that large parts of your existing codebase will just work

Nick Gerard

Program Manager on the Windows Bridge for iOS

Quickly get up and running on the UWP

Access UWP APIs directly from Objective-C

Additionally take advantage of the Apple frameworks

For whom is that?



iOS developer

Has existing apps

Doesn't want to develop a new Windows App

Wants to offer his existing app in the Windows Store



Objective-C developer

Willing to create Windows Apps

Wants to use his existing code, knowledge and skills

Wants to offer his app in the Windows Store

What it is **not**

- No Funeral for Windows 10 apps
- No One-Click solution
- Not bringing Windows Apps to iOS
- Not running an iOS App in a Sandbox on Windows

Why the bridge is not a port

Our goal is to help you write great Windows apps that use as much of your **existing code** and **knowledge** as possible.

Full Windows
API access

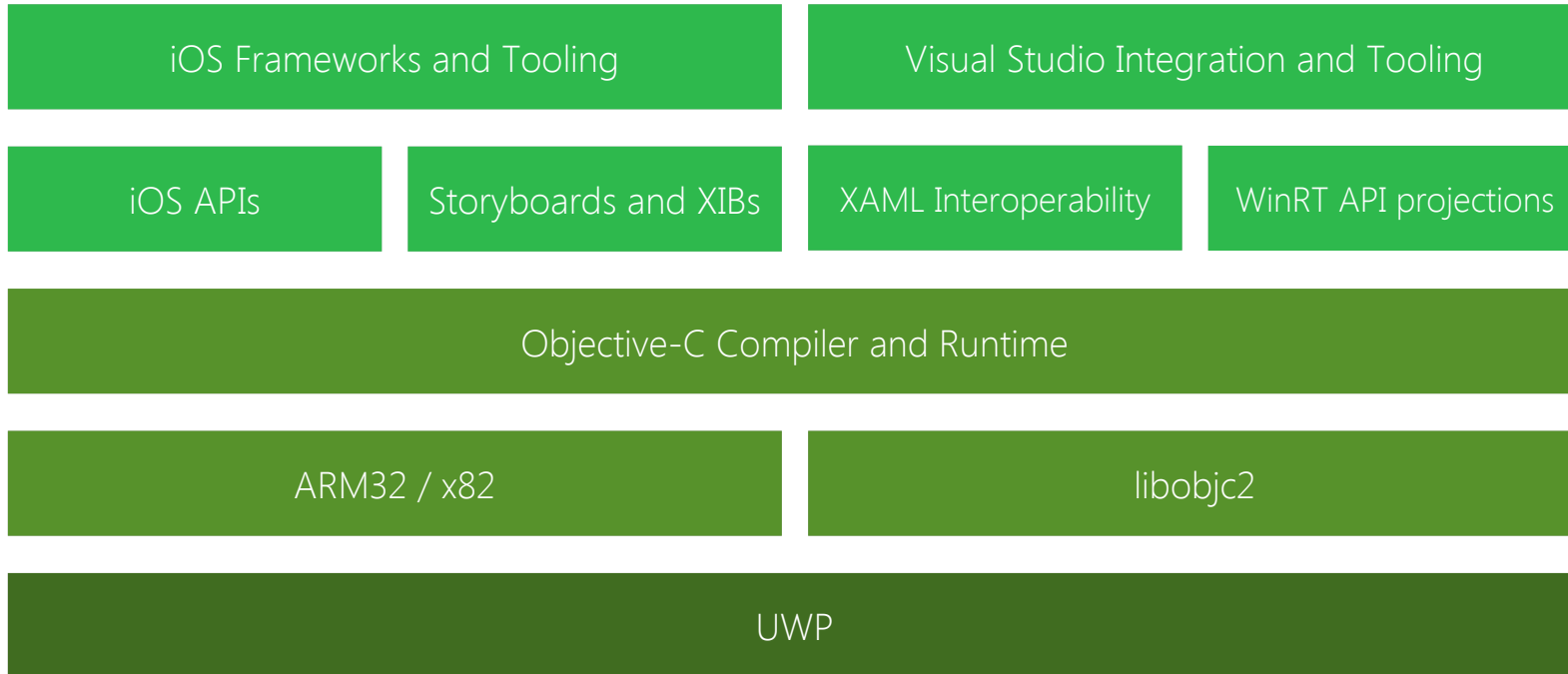
iOS
compatibility

No
sandboxing

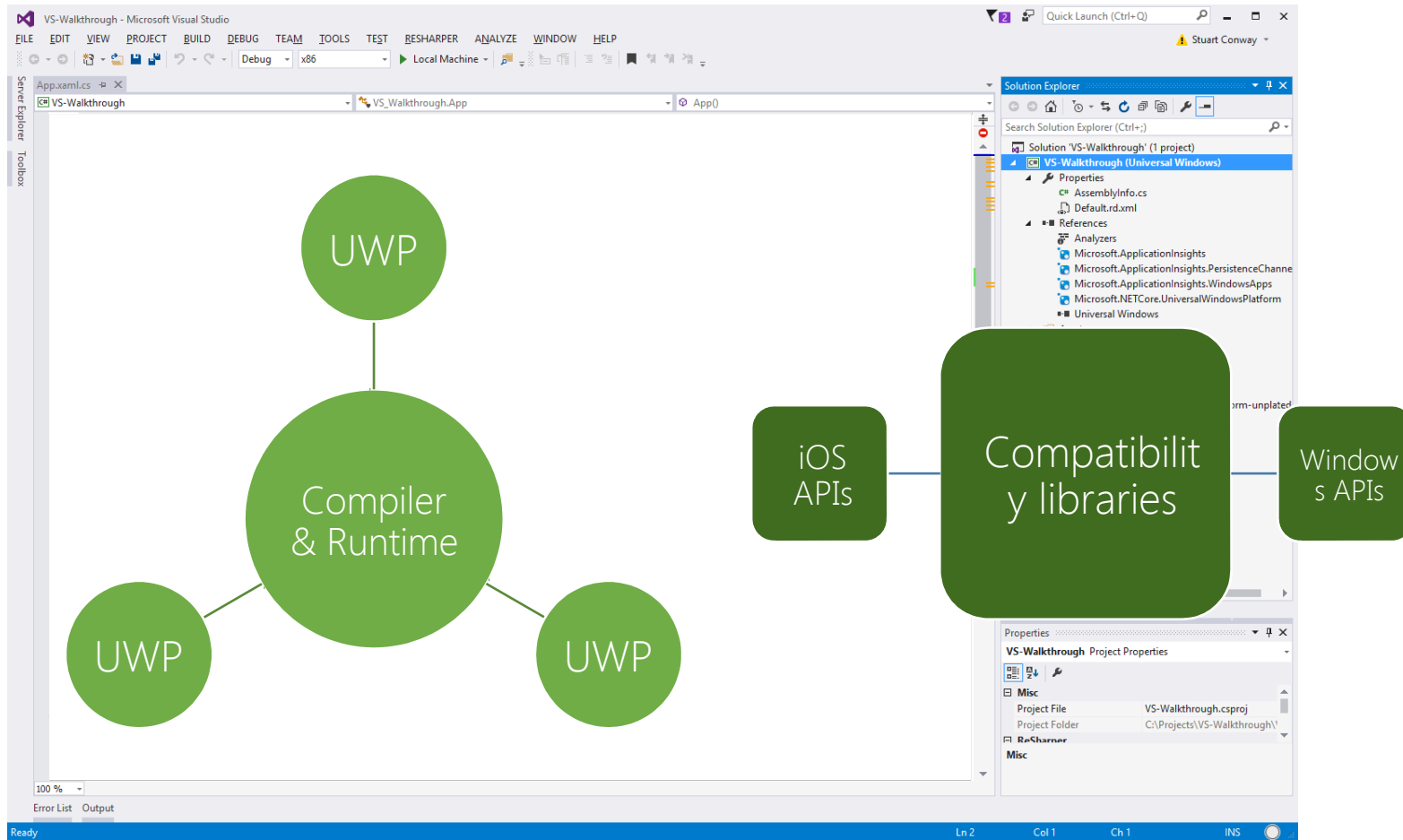
Technical view

How does it work under the hood?

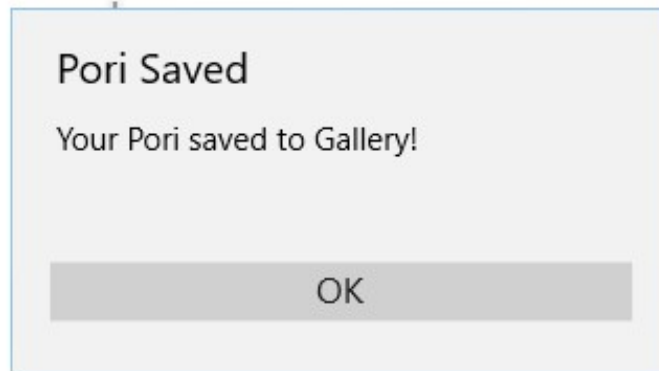
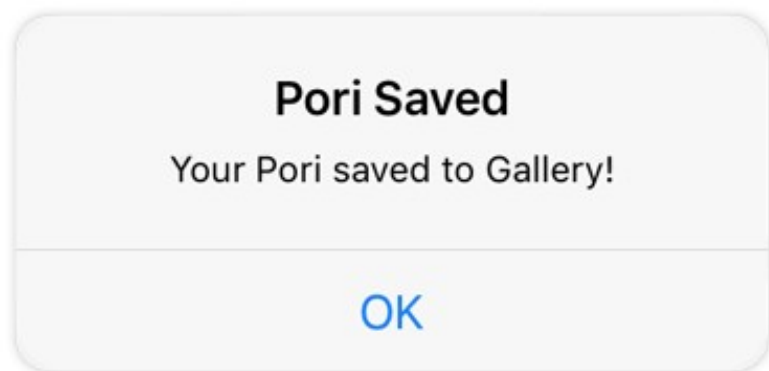
How does it technically work?



How does it work?



Transforming the UI



Demo time

May the demo gods be with us!

Conclusion

Let's wrap it up!

Open Source

The project can be found on GitHub under MIT license.

<https://github.com/Microsoft/WinObjC>

Not for street
credibility on
the developer
community

Fundamentally
important to
let the project
grow

New releases
every week.
Issues and PRs
welcome

The Swift question

Apple has made clear, that Swift is the future of iOS development so we are going to support Swift.

Nick Gerard

Program Manager on the Windows Bridge for iOS at //build 2016

Swift is still changing a lot

Looking forward to more language stability in Swift 3.0

Most apps are still written in Objective-C

Next steps

GitHub Repository

<https://github.com/Microsoft/WinObjC>

Roadmap

<https://github.com/Microsoft/WinObjC/wiki/Roadmap>

Quick Start Challenge

<https://github.com/Microsoft/WinObjC/wiki/Quick-Start-Tutorial>

Blog

<https://blogs.windows.com/buildingapps/tag/windows-bridge-for-ios/>

Try it on our free Windows VMs

<http://aka.ms/devessentials>



Thank you!
Time for your questions