

Forum:[Hack Forums](#)

Thread: [Cross Platform NETCORE UI?](#)

Gashi - November 28, 2020, 5:25 pm

Does anyone have any experience/knowledge about this?

Currently, my app is written in C#, it is not netcore due using WPF. I want to convert it to netcore so it could be used cross platform, anyone got any experience with this?

Any ways to do it cross platform, doesn't have to be WPF.

Rmdy - November 28, 2020, 5:31 pm

Never tested this Avalonia UI but it says it is a cross platform ui framework.
You can check it their work on github.

Can't post a link at the moment. Sorry

Regards,
Rmdy

MavenGradle - November 30, 2020, 1:59 pm

Cross platform WPF/WinForms desktop application development using the default features available in .NET Core or .NET 5 without using any other libraries or frameworks is currently not possible because WinForms/WPF applications are limited to Windows only at this point in time.

However, there are solutions that you can use to achieve your goals such as:
[Maui](#) (which builds upon Xamarin.Forms and will very likely be included in .NET 6 or the version beyond that)

[Uno Platform](#)

[Avalonia](#)

[Mono](#)

[Xamarin.Forms](#)

And obviously there's Blazor which relies on the browser:
<https://dotnet.microsoft.com/apps/aspnet/web-apps/blazor>

itcorp - December 3, 2020, 2:08 pm

(Nov 30, 2020 02:59 PM)MavenGradle Wrote: [\[CITE\]](#) Cross platform WPF/WinForms desktop application development using the default features available in .NET Core or .NET 5 without using any other libraries or frameworks is currently not possible because WinForms/WPF applications are limited to Windows only at this point in time.

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You have made a great post buddy and clearly explained the current problem which developers encounter on this issue. From mentioned frameworks my choice would most likely be Avalonia for cross platform development. And I think that Avalonia would be ideal especially for users who have experience in WPF, because Avalonia is literally cross platform version of WPF and uses a derivative of WPF which supports Windows, Linux, Mac, IOS and Android. But it is also important to emphasize that the listed frameworks are still on the way to rise and that they are not stable as well as having a lot of bugs which will be removed over time. But that's my opinion, again you make a great post buddy and thanks for that.

I wish you all the best.

GuerillaMethod - December 9, 2020, 9:32 am

As MavenGradle correctly pointed out, your best bet would be one of those options.

I personally use Xamarin.Forms when I need to target iOS, Android and Windows 10 (UWP) at the same time. You can also add WPF or macOS as one of the targets, but my experience tells me it's not really suitable for production.

If you are good with WPF/UWP's XAML flavour, you are better off using Uno framework as it pretty much does the same thing + you can get the WebAssembly as well. I haven't spent much time on it, but the project itself sounds really promising