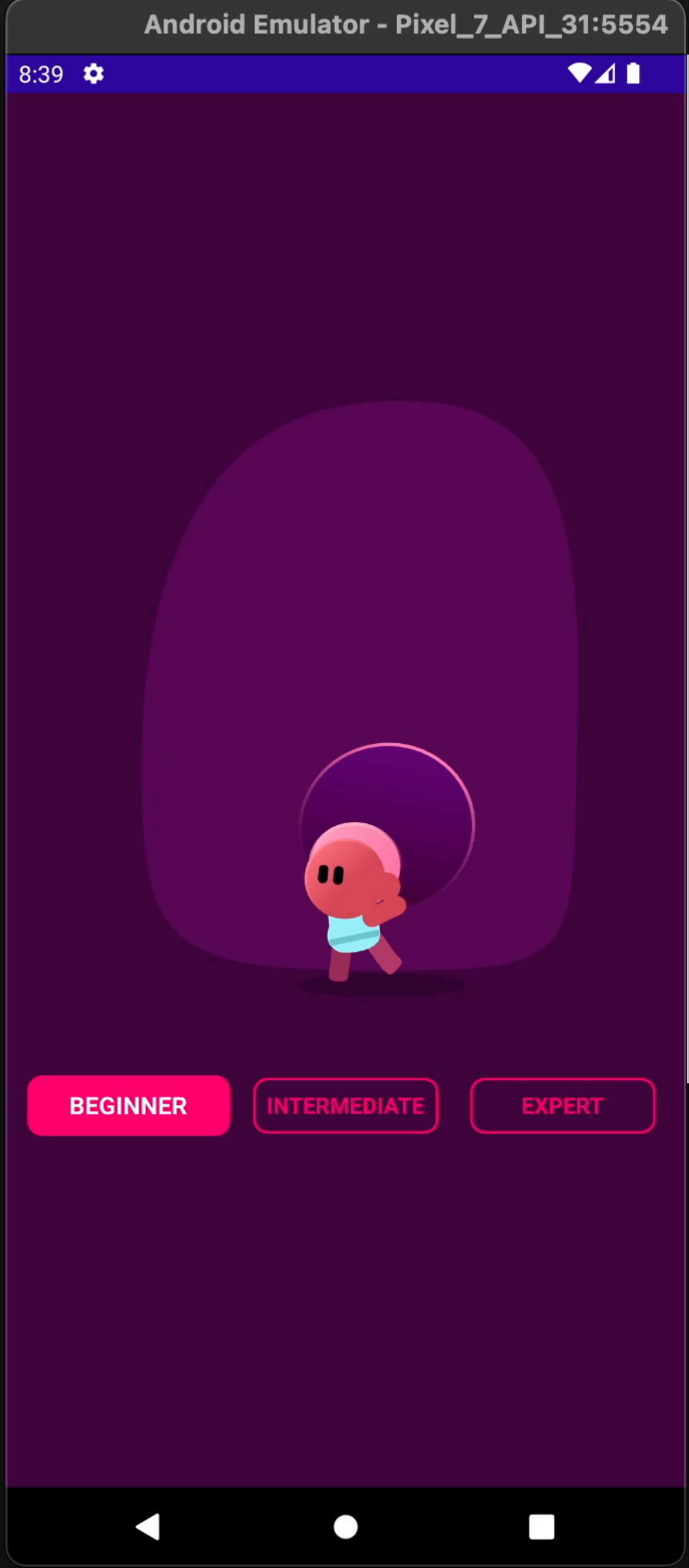
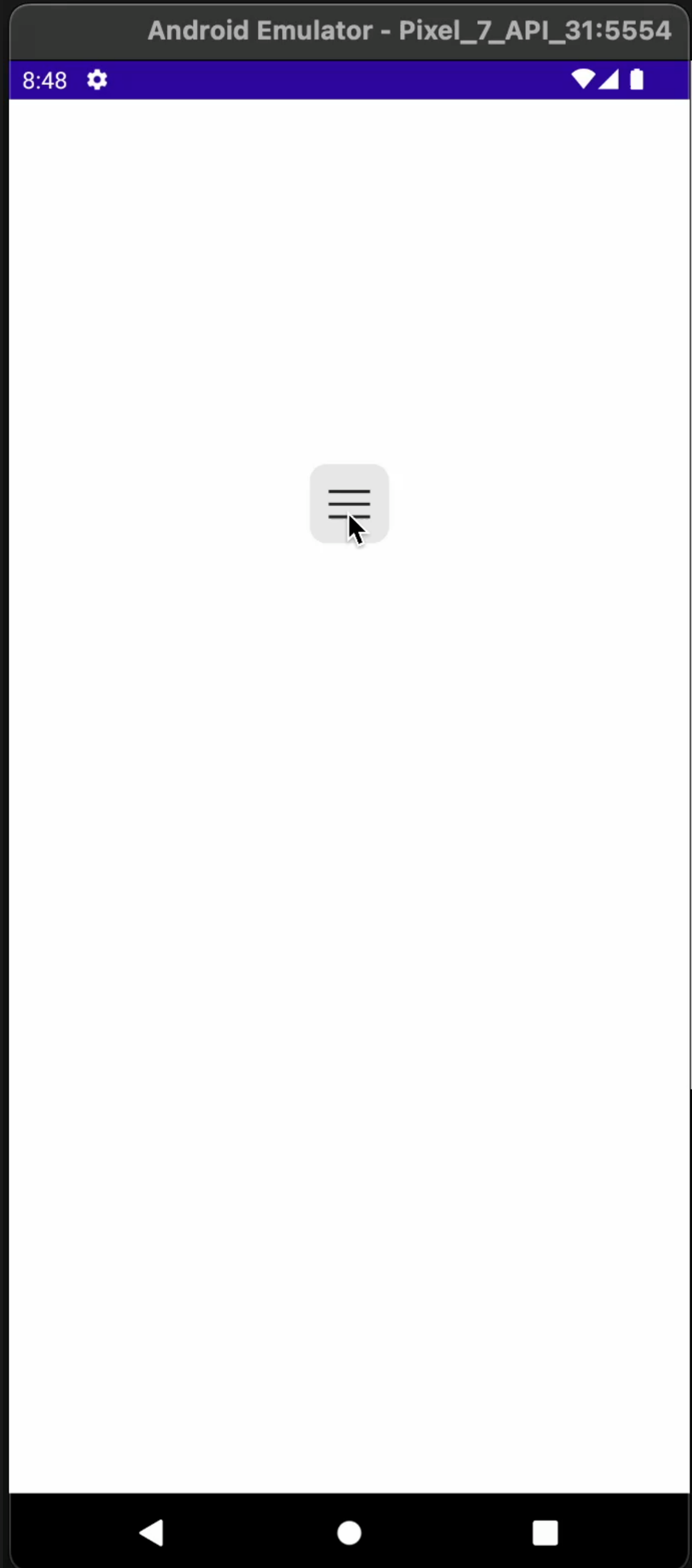
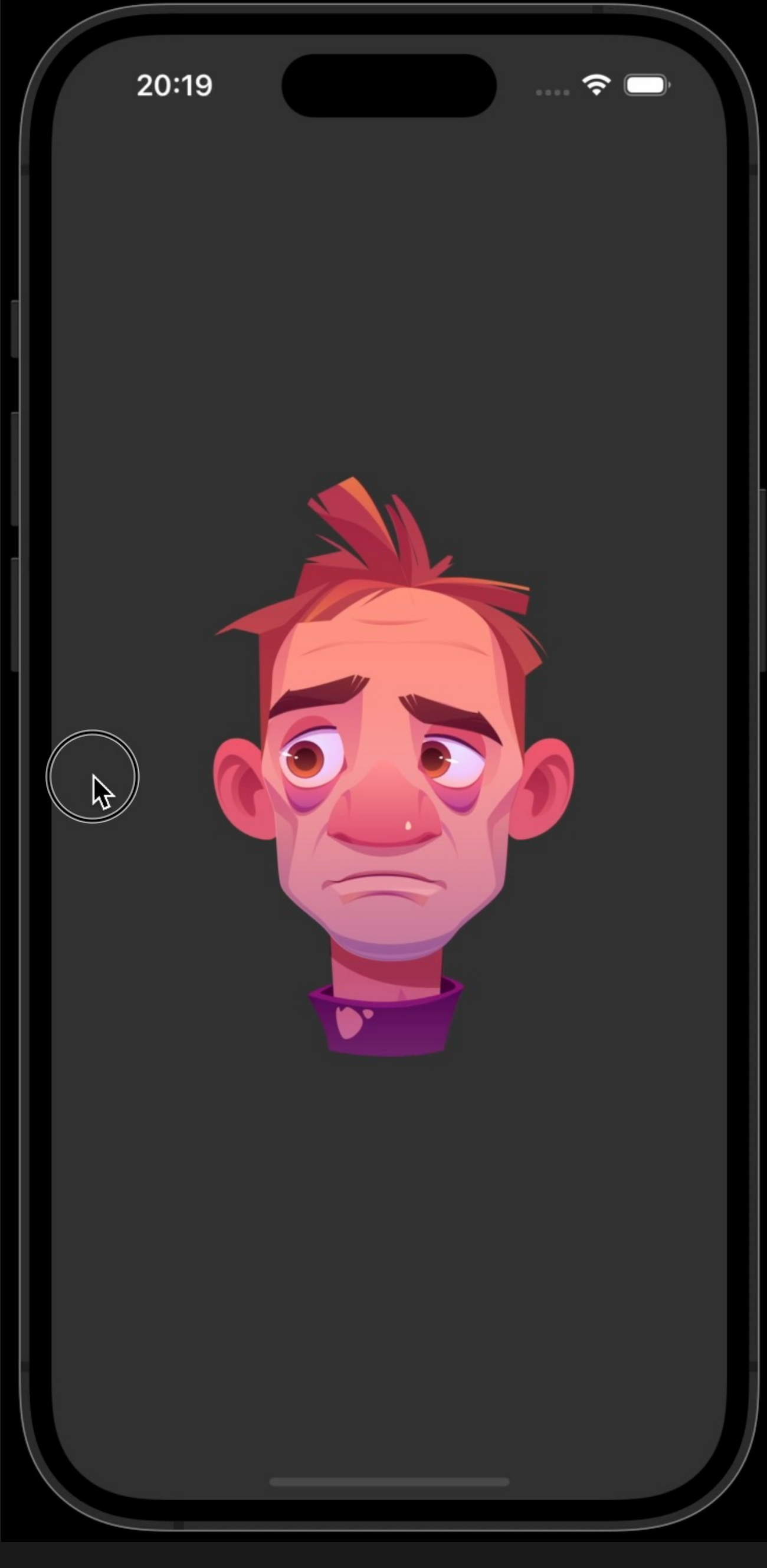
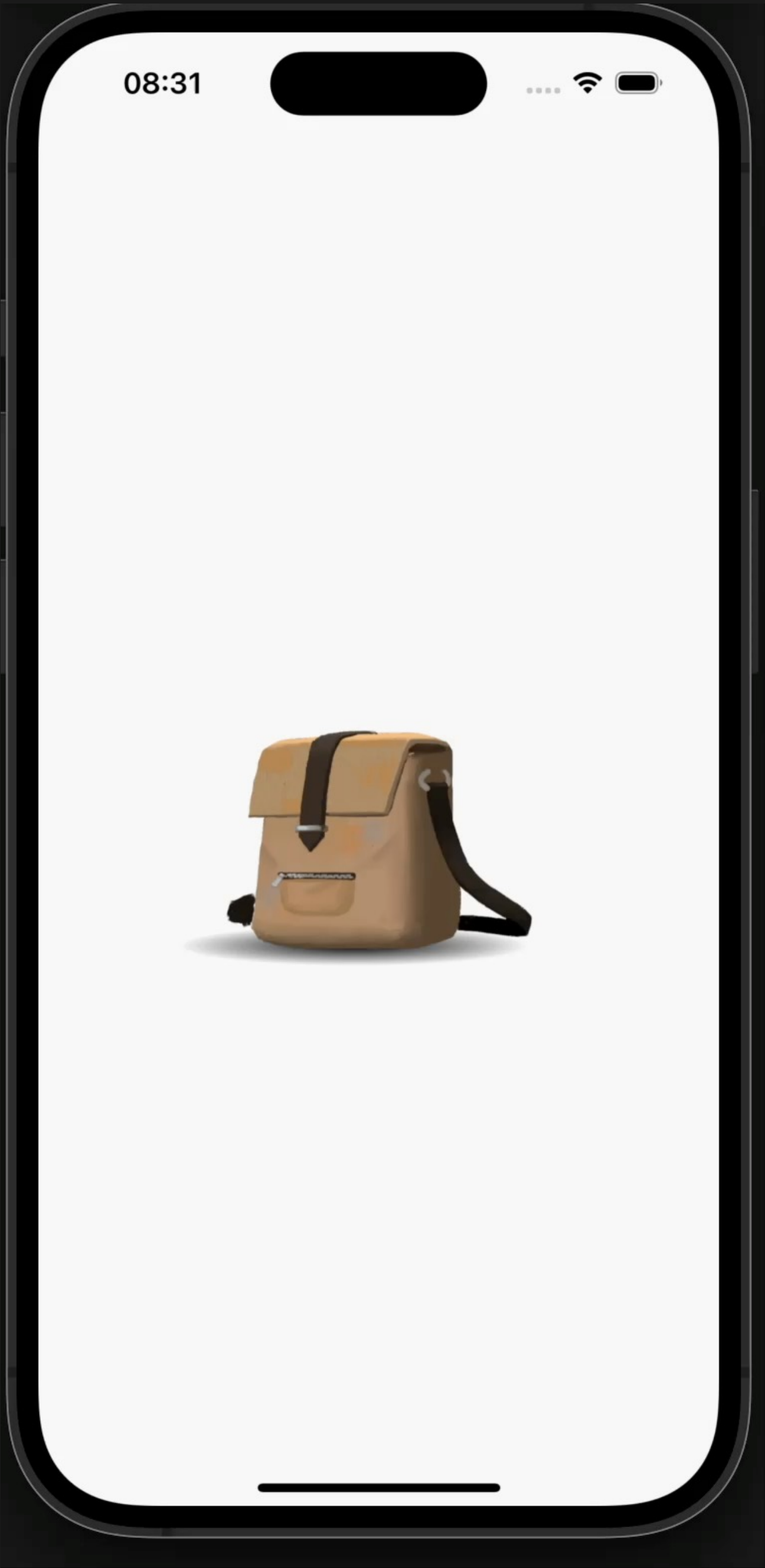


.NET Maui og interaktive animasjoner med Rive

Mathias Mørk

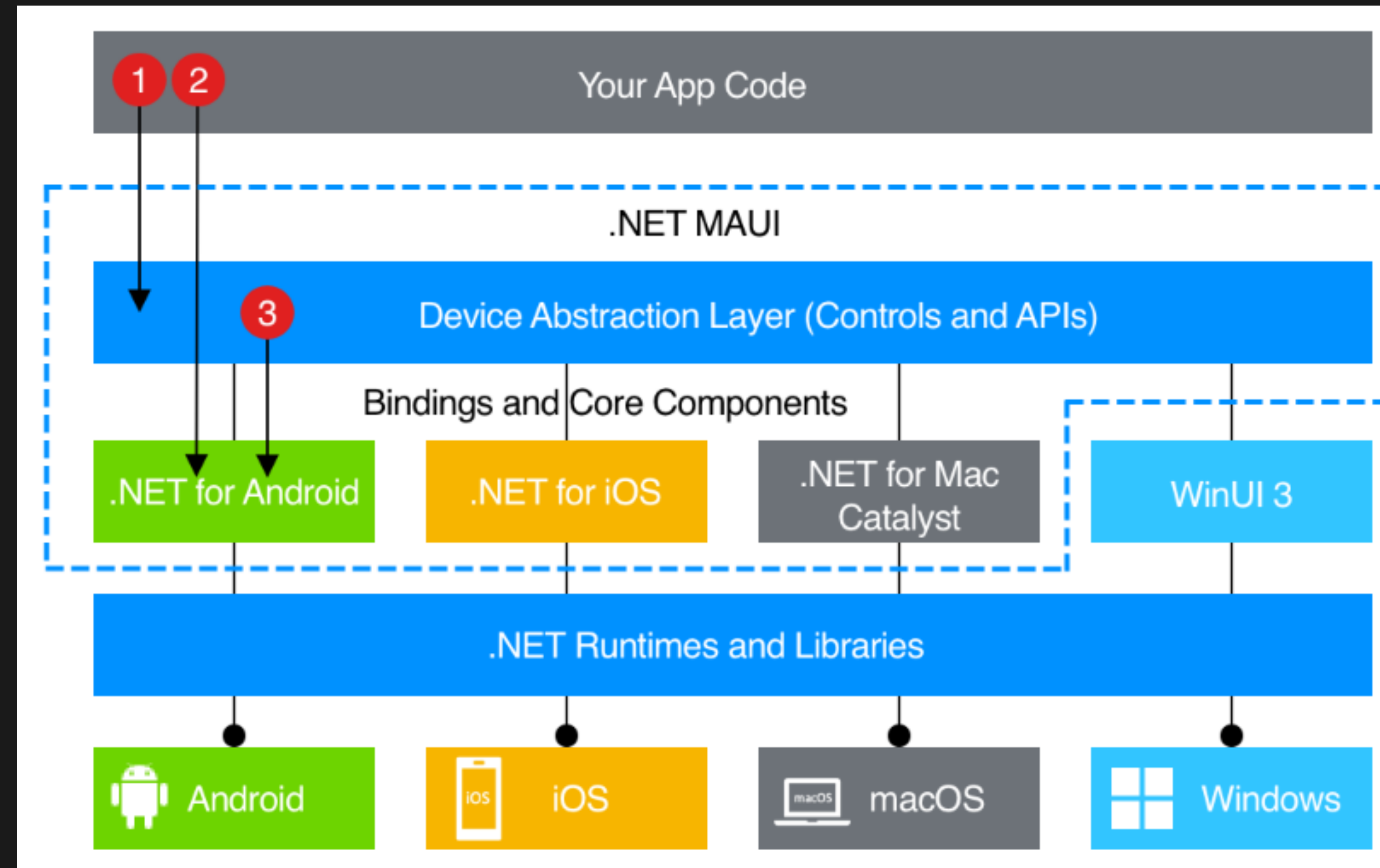


MAUI

- Crossplatform UI-rammeverk basert på C# og .NET

Neste versjon av
Xamarin.Forms

Fritt valg av UI-strategi



Nytt i .NET 9

- Fokus på stabilitet

HybridWebView

Native AOT for iOS og Mac

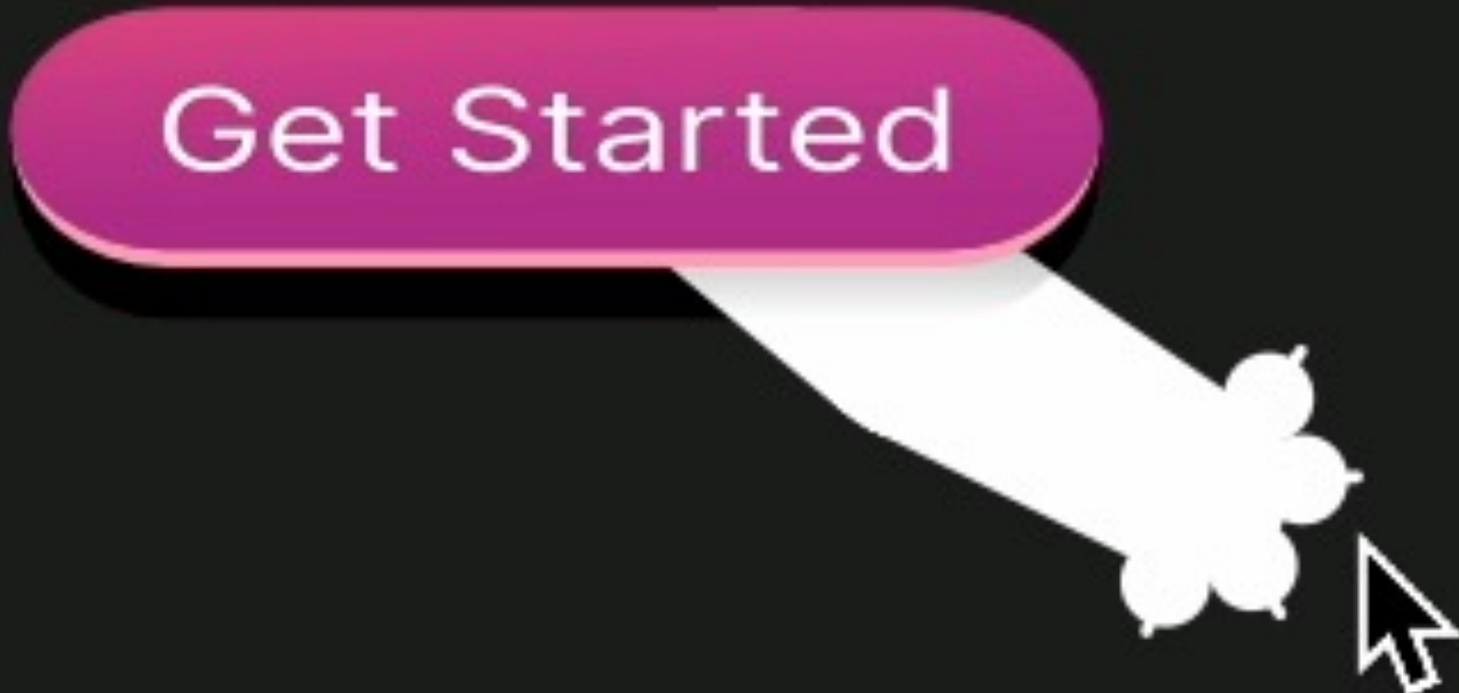
Native Library Interop eller «Slim binding»

RIVE

- Animasjonsbibliotek

Design, animasjonsverktøy
og runtime i ett

State Machine, inputs og
listeners



Get Started

`</>` Rive Runtimes

Run Rive anywhere

Open-source libraries to load and control your Rive graphics in apps, games, and websites.



Web



iOS



macOS



Android



Windows



Flutter



React



React Native



Rust



C++



Defold



Tizen



Unity



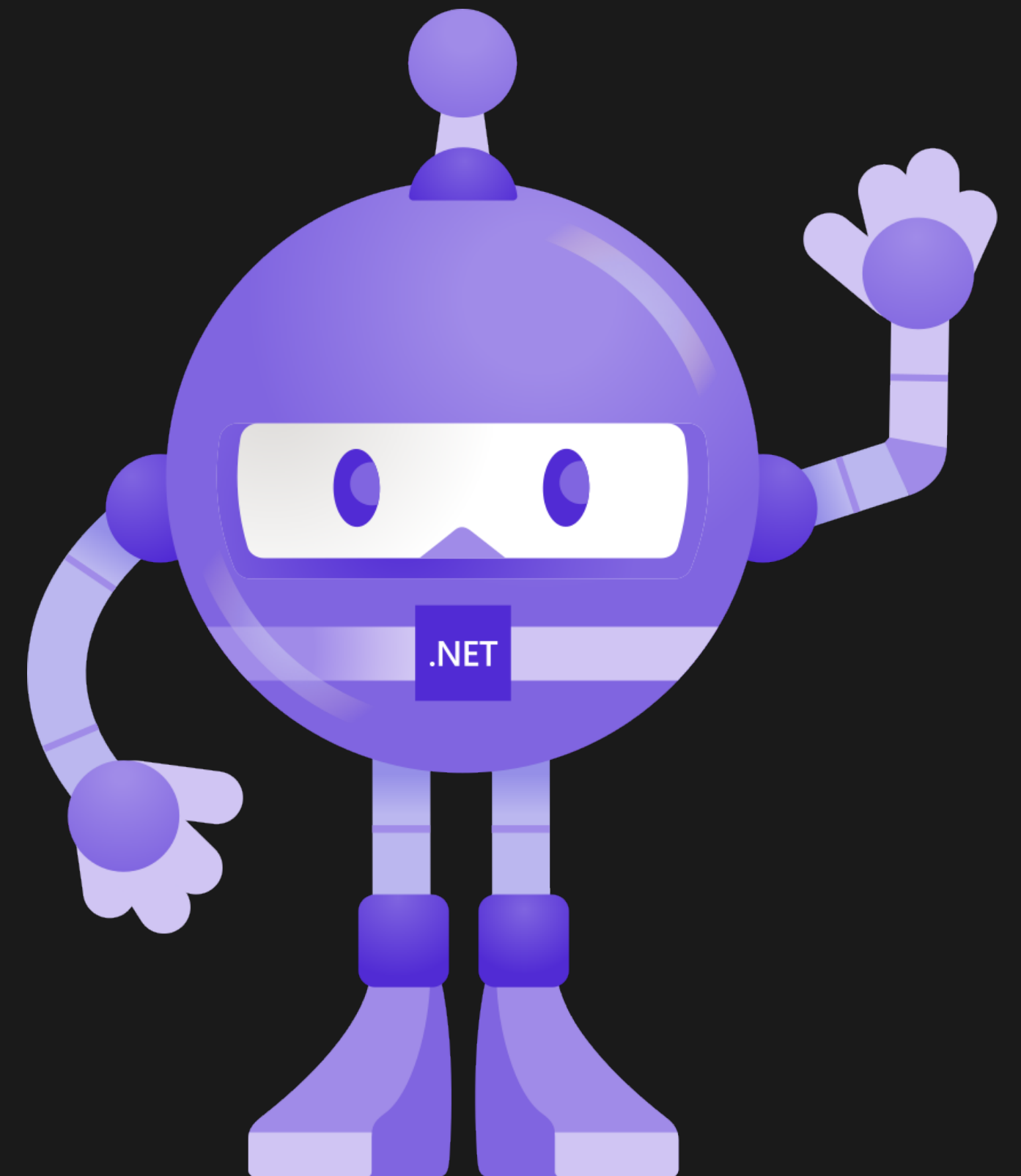
Unreal



Framer

- Verktøy for å bruke tredjeparts native bibliotek

Full vs Native Library Interop/«Slim binding»



Target platform: MAUI iOS Android Mac Catalyst

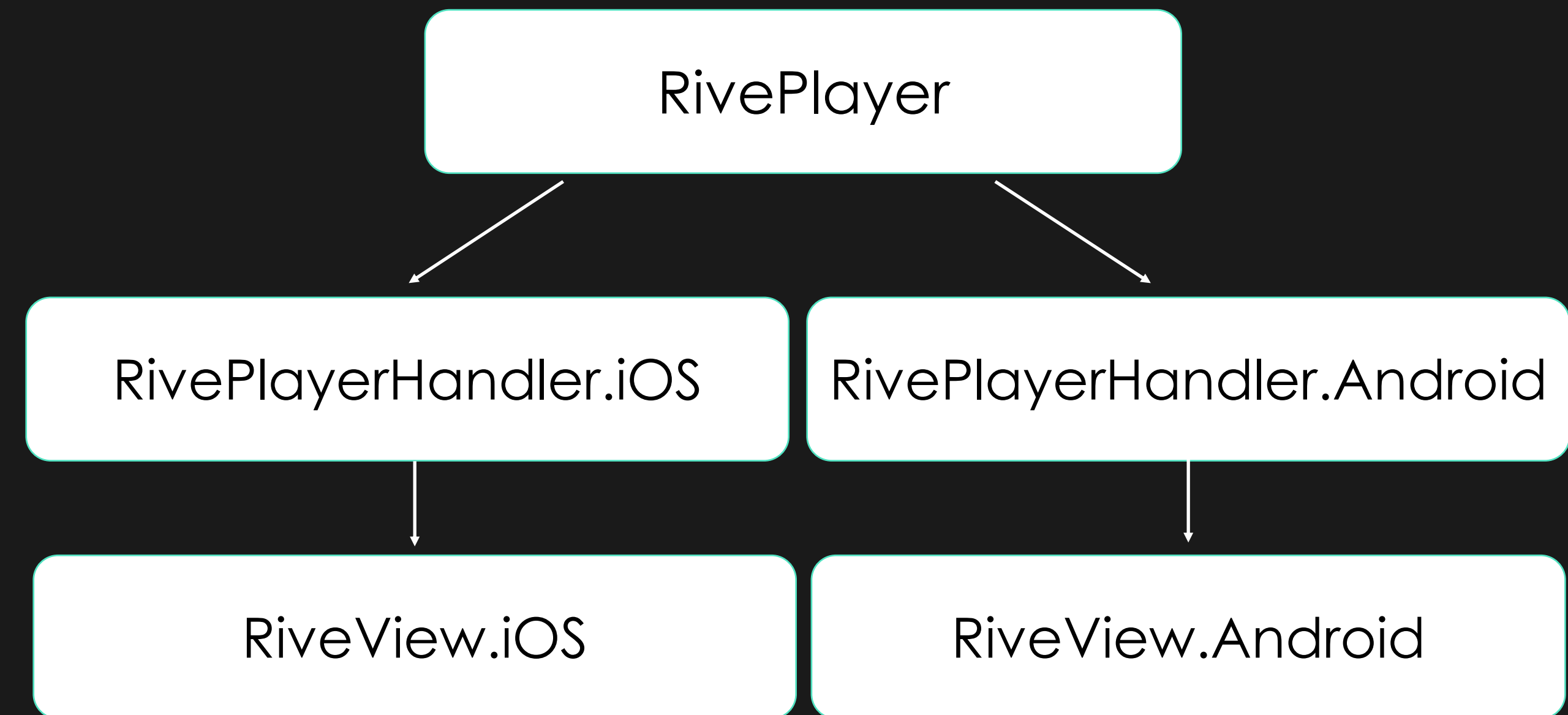
Type:

Binding Library



- Lag control og definer API

Handlers



nova
net

DEMO

Nuget: Rive.Maui

<https://github.com/matmork/rive-maui>