

MINI WEEKLY

# MG C Wiki

MAGAZINE



<https://monozamecommunity.wiki/>

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YEAR	2023	COST	0.00



HI! WELCOME TO THE LESS FORMAL MINI  
MAGAZINE SERIES. WITH THIS SERIES THE  
AIM IS TO POST A WEEKLY UPDATE FROM  
ACROSS THE MONOGAME SPHERE.

WE WILL TRY TO PRETTIFY THESE BUT  
THAT CAN TAKE A LOT OF TIME, SO THE  
AIM IS MORE LIKE A CLASSIFIEDS STYLE.

WITH THAT SAID, LET'S SEE WHAT HAS BEEN  
HAPPENING LATELY AND SEE WHAT COOL  
THINGS HAVE OCCURRED OR SURFACED.

THANKS FOR READING!

MONOGAME COMMUNITY WIKI TEAM.

## Forum, no wait not that one

A Forum was added to the MonoGame Discord, and it is being packed full of fun stuff!

If you are a member in the Discord, and have not already, take a visit to the Forum thread to contribute to its growth and usefulness!

If you have a complex issue that spawned many posts in another thread, consider moving it into a forum thread so that it can be easier to follow-up on, and future readers can also ask or search for help on a similar topic and get the help they need faster.

Contribute with any helpful topics you might have to hand, the more knowledge available, the better!

The screenshot shows the MonoGame Discord interface. At the top, there's a search bar with the text "forum" entered. Below the search bar, there are tabs for different categories: General, Programming, Windows, Linux, macOS, Android, iOS, UWP, Tooling, and DirectX. The "General" tab is selected. The main content area displays a "WELCOME TO THE FORUMS" message with a "New Post" button. Below this, there are two forum threads. The first thread is titled "Request for Documentation Translation | Pt-BR" and has a Brazilian flag icon. The second thread is titled "MonoGame.Aseprite" and has a "3rd Party Library" tag. The interface also shows a sidebar with "Channels & Roles" and "ANNOUNCEMENTS".

## From the original Forum

Nearing a decade long membership, thiagoromam has posted in the wake of the Unity Fiasco, while not driving the project, graciously released the foundational code for an Integrated Editor Environment within Visual Studio.

If you find yourself having the time to tackle this area of expertise and can drive it forward, take a visit over to the GitHub page:

<https://github.com/scrawlbit/dreambit>

Original Forum post:

<https://community.monogame.net/t/initial-effort-for-a-game-engine/19494>

### Initial effort for a

visual-studio



It's been a while since

### Initial effort for a game engine

visual-studio



It's been a while since we've seen thiagoromam — their last post was 8 years ago.

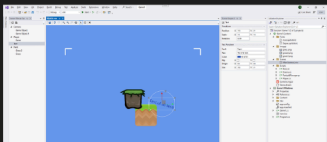


thiagoromam

1 ✎ 6d

Due to the recent news around Unity, and rising popularity for open-source alternatives in gamedev, me and my friend (Erick Santos) decided to make a git repo public for our initial effort to create a MonoGame engine as a Visual Studio extension.

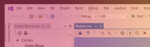
Overview



thiagoromam

Due to the recent news a  
in gamedev, me and my  
initial effort to create a M

Overview









From the new Forum, Aristurtle is on a roll  
Community member Aristurtle has been busy!  
Something about a rabbit?

<https://discord.com/channels/355231098122272778/1155185785633505290/1155185785633505290>

Should you need to use VS Code on Windows, Linux, or  
Mac, Aristurtle has you covered!

Hop on over, and should you be a Discord avoider, post  
a request for a Forum copy in the original Forum.

forum > VSCode Setup Guide

    Search  



## VSCode Setup Guide

Windows macOS Linux Tooling General

23 September 2023



Aristurtle   23/09/2023 17:55

This guide aims to show how to setup MonoGame development using Visual Studio Code on any operating system. It is broken down into several sections below.



### Note

There are a few caveats when using Visual Studio Code for MonoGame development, which are explained in the Section 8 of this guide.

Below you can find a table of contents with direct links to the relevant sections within this

# From the GitHubs, Aristurtle Strike II

Do you find yourself needing FMOD in your games?

Not sure where to start?

<https://github.com/AristurtleDev/tiny-fmod>

With great documentation as usual, Aristurtle has covered this area quite well.

☰ README.md

## TinyFmod

A .NET6 library that acts as a tiny wrapper around the FMOD C# Wrapper and exposes friendly methods for using the FMOD Studio API.

Note that not all FMOD Studio API interfaces are wrapped and are still available through this library by using the `FMOD` namespace

## How to Install

As of this moment, I do not have a build dll to provide or a nuget package. You will need to clone this repository and add the `TinyFmod.csproj` as a reference to your project.

As part of the FMOD user agreement, I am unable to distribute the reference FMOD dll/dylibs that are needed to use this. You will need to download them yourself by visiting <https://www.fmod.com/download>. To download the appropriate files, choose the download option under FMOD STUDIO and download the one for your operating system.

Once downloaded, within the downloaded files you will find the following directories

- `api/core/lib`
- `api/studio/lib`

## From the GitHubs, Aristurtle Strike III

While using MonoGame 3.8.1.303 you may have noticed something missing, the intellisense is not giving you any information, this is because the XML documentation was missed out, visit:

<https://github.com/AristurtleDev/monogame-xml-documentation>

to remedy this until the next release.

☰ README.md

### MonoGame Intellisense Documentation [↗](#)

When MonoGame 3.8.1.303 (a hotfix) was released, the NuGet packages did not include the XML documentation file. This means no intellisense with those nice juicy descriptions as to what things do when you hover over them.

Why were they not included? Oversight? Mistake? I dunno, things happen.

So, if you want to include them yourself, you would need to manually clone the MonoGame git repo, update the csproj files to tell them to generate the documentation file, then build the projects to get them.

But that's a lot of work, I hear you.

So I've done it for you, in this repo.

### How to Include the Missing Intellisense [↗](#)

To get the intellisense back, you'll need to include the `MonoGame.Framework.xml` file inside the NuGet package folder that is downloaded on your computer. It's not as complicated as it might sound, steps are provided below. Where you place the file will be dependent on your operating system.

## XAML for UI

New Community member Marek\_Novosad has started out with a real hit topic by posting their project called Noesis, a UI framework based on XAML, a real treat for UWP users wanting to shift over to Desktop development while maintaining XAML usability, see more on the Forum thread:

<https://community.monogame.net/t/native-noesis-ui-renderer/19579>

### “Native” Noesis UI renderer

■ Showcase



This is the first time Marek\_Novosad has posted — let's welcome them to our community!



Marek\_Novosad

11h

Hi all, I want you to introduce my small “native” Noesis renderer library. I found some Noesis integration samples, but only for the WindowsDX platform. This solution brings Noesis theoretically to all MonoGame-supported platforms. The library is still under development, the majority of the functionality is complete, and it is working in my game without any issues. The project license is MIT, and I am very open to any cooperation on future development. [GitHub - ManoxCZ/Noesis.Monogame](#)



Reply

created

 11h

last reply

 10h

1

reply

6

views

2

users





## The Return of Aristurtle Strike IV!

Jokes aside, we love Aristurtle, and without his contributions, MonoGame would be for the worse. With that said, should you be an Aseprite user, and be wanting to use it in your workflow, a new support thread has been added to the Discord Forum:

<https://discord.com/channels/355231098122272778/1156803657803776030/1156803657803776030>

Be sure to drop by there to ask for help or suggest enhancements, and show your appreciation for this valued toolset.

forum > MonoGame.Aseprite

✂️ ⭐ 👤 ⋮ 🔍 📄 ?




MonoGame.Aseprite

Tooling 3rd Party Library

28 September 2023



Aristurtle   28/09/2023 05:04

Creating this forum as a space to talk about my MonoGame.Aseprite library. If anyone has any questions about using it, feedback etc, you can post here if you'd like.

### Description

MonoGame.Aseprite is an free and open source library for the MonoGame Framework that assists in importing Aseprite .ase/.aseprite files into your game project. No need to export a spritesheet from Aseprite and have to deal with a PNG + JSON file. With MonoGame.Aseprite, you use the Aseprite file directly.

## Blog Posts To Read

Community member SimonDarksideJ has blogged again! This time, the title is longer!

<https://darkgenesis.zenithmoon.com/monogame-meet-vscode.html>

In this post he walks you through setting up MonoGame with Visual Studio Code!

So, go light, or heavy, the choice is yours!

# MonoGame, meet VSCoDe

game development

[view on GitHub](#)

xna

monogame



## Share a little love

Secret note, there is a hidden easter egg in this issue, did you spot it?

On the **Forum**, you can click **hearts** to give likes, this is something not to overlook, if a reply was helpful to you, be sure to give some hearts out, there is a limit too, so, give to the replies that you value most.

On the Discord, there is the **Welcome** thread, be sure to hit a **MonoGame** reply to each new joiner, to let them know you welcome them to the community, and be sure to visit the **Introductions** thread to give the same to every introduction, we want to be a community for good, and engaging in the community helps lift some shadows for some users, as interaction online can be a daunting prospect, so, please be a welcoming member of the community and share some love.

And a gentle reminder, please be courteous, tensions may rise with replies, and often humour or tone can be misunderstood in text form, ask for clarification if in doubt or take a step back for a few minutes.

This concludes this issue.

Happy Coding!

MINI WEEKLY

# MG C WIKI

MAGAZINE



# THANKS

WHILE WE TRY TO INCLUDE ALL RELEVANT COPYRIGHTS AND ACKNOWLEDGEMENTS WE ARE ONLY HUMAN PLEASE INFORM US SO THAT WE MAY MAKE THE CORRECTIONS FOR FUTURE DOWNLOADS.

WHILE WE ARE A COMMUNITY RUN PROJECT THIS IS ENTIRELY FOR FUN BUT WE STILL TRY TO HOLD A LEVEL OF PROFESSIONALISM AND WILL WHERE POSSIBLE ATTEMPT TO MAINTAIN A HIGH LEVEL OF RESPONSIBILITY AND WILL ALWAYS RESPECT THE COPYRIGHTS OF OTHERS JUST LET US KNOW IF WE INFRINGED YOUR RIGHTS AND WE SHALL REMOVE CONTENT AS SOON AS POSSIBLE WE ARE UNABLE TO CHANGE PREVIOUSLY DOWNLOADED COPIES UNFORTUNATELY HOWEVER WE SHALL UPDATE THE DOWNLOAD FILE WITH ANY CORRECTIONS.

THANK YOU FOR YOUR UNDERSTANDING.

OUR AIM WITH THIS PUBLICATION IS TO SPREAD AWARENESS OF PRIMARILY THE MONOGAME COMMUNITY THE FRAMEWORK AND ITS AMAZING DEVELOPERS AND THEIR PROJECTS.

PAID ADS ARE ALWAYS STATED OTHERWISE ASSUME NOT PAID OR AFFILIATED.

THOUGH I DO NOT HAVE ANY EXPECTATIONS FOR THIS TO BECOME A PROFIT MAKING ENDEAVOUR.