

Chapter 22: AppSettings Reader in Xamarin.Forms

Section 22.1: Reading app.config file in a Xamarin.Forms Xaml project

While each mobile platforms do offer their own settings management api, there are no built in ways to read settings from a good old .net style app.config xml file; This is due to a bunch of good reasons, notably the .net framework configuration management api being on the heavyweight side, and each platform having their own file system api.

So we built a simple [PCLAppConfig](#) library, nicely nuget packaged for your immediate consumption.

This library makes use of the lovely [PCLStorage](#) library

This example assumes you are developing a Xamarin.Forms Xaml project, where you would need to access settings from your shared viewmodel.

1. Initialize `ConfigurationManager.AppSettings` on each of your platform project, just after the 'Xamarin.Forms.Forms.Init' statement, as per below:

iOS (AppDelegate.cs)

```
global::Xamarin.Forms.Forms.Init();
ConfigurationManager.Initialise(PCLAppConfig.FileSystemStream.PortableStream.Current);
LoadApplication(new App());
```

Android (MainActivity.cs)

```
global::Xamarin.Forms.Forms.Init(this, bundle);
ConfigurationManager.Initialise(PCLAppConfig.FileSystemStream.PortableStream.Current);
LoadApplication(new App());
```

UWP / Windows 8.1 / WP 8.1 (App.xaml.cs)

```
Xamarin.Forms.Forms.Init(e);
ConfigurationManager.Initialise(PCLAppConfig.FileSystemStream.PortableStream.Current);
```

2. Add an app.config file to your shared PCL project, and add your appSettings entries, as you would do with any app.config file

```
<configuration>
  <appSettings>
    <add key="config.text" value="hello from app.settings!" />
  </appSettings>
</configuration>
```

3. Add this PCL app.config file **as a linked file** on all your platform projects. For android, make sure to set the build action to '**AndroidAsset**', for UWP set the build action to '**Content**'
 4. Access your setting: `ConfigurationManager.AppSettings["config.text"]`;
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