

## Redmine - Feature #4835

### Mono compatible .NET implementation of the redmine API

2010-02-13 05:52 - oliver stieber

<b>Status:</b>	New	<b>Start date:</b>	2010-02-13
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>		<b>% Done:</b>	0%
<b>Category:</b>	REST API	<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>			
<b>Resolution:</b>			
<b>Description</b>			
Hi,			
It would be good to be able to write .NET applications that can talk to redmine (in a way that's compatible with Mono).			
Integration should probably have some nice examples maybe a simple example client etc... bundled along with it. and some documentation that integrates with monodevelop and Visual Studio, though maybe just the xmldoc that sits in the assembly would be good enough if this can somehow be merged and with the existing redmine documentation and spat out for the IDE's to use.			
I'm more than willing to write this (I've been writing c# applications for the past 4.5 years and programming for 25)			

#### History

##### #1 - 2010-02-13 08:30 - Ricardo Amores

There is already a client using Mono for redmine.

<http://redmineclient.sourceforge.net/>

Although I can imagine why do you need a .net api, a java api (<http://www.redmine.org/issues/4834>), a java mobile client (<http://www.redmine.org/issues/4833>), a java mobile api (<http://www.redmine.org/issues/4831>), a symbian client (<http://www.redmine.org/issues/4832>) or an android client (<http://www.redmine.org/issues/4830>).

I think that the first thing to be done to support mobile devices is creating special views for those devices. Native clients can come later if they are needed

##### #2 - 2010-02-13 10:22 - Jean-Philippe Lang

- Category set to REST API