

## Requirements

### **Mac**

XCode version 5.x.

### **IOS**

A device (iPhone/iPod/iPad) running iOS 6 or iOS 7.

## Installing the SDK

Installation of the CMX SDK is very simple. Simply extract the archive called **CMX SDK vX.X (iOS).zip**. After the extract process has been completed, you will get the following tree structure :

- Binary : contains binary version of the SDK (framework) and the documentation (docset).
- Source Code : contains the source code of the SDK and external libs used to build the SDK.
- XCode template : contains the XCode template used to create new CMX application.

### **Installing the documentation**

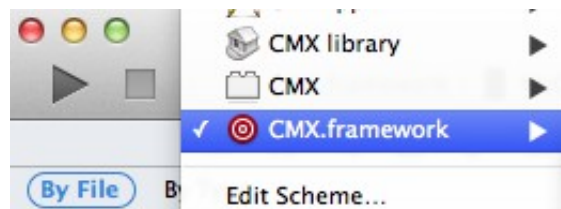
Copy **Binary/com.cisco.documentation.Cisco-CMX-SDK-vX.X.docset** file to  
~/Library/Developer/Shared/Documentation/DocSets

### **Installing the Xcode template**

- If needed, create a folder called **CMX** in ~/Library/Developer/XCode/Templates
- Copy **CMX Application (using SDK vX.X).xctemplate** folder (located in XCode template folder) to ~/Library/Developer/XCode/Templates/CMX

## Building the SDK

- Open **CMX.xcodeproj** file (located in Source Code/CMX/) with Xcode 5.
- Select **CMX.framework** target for an **iOS device**



- Select **Product > Archive** to build the release binary file (or **Product > Build** for the debug binary file)

**Note** : You don't have to change search paths (header or framework), everything has been configured as relative.

The framework file will be copied in **Distribution/CMX/**

### Notes for documentation :

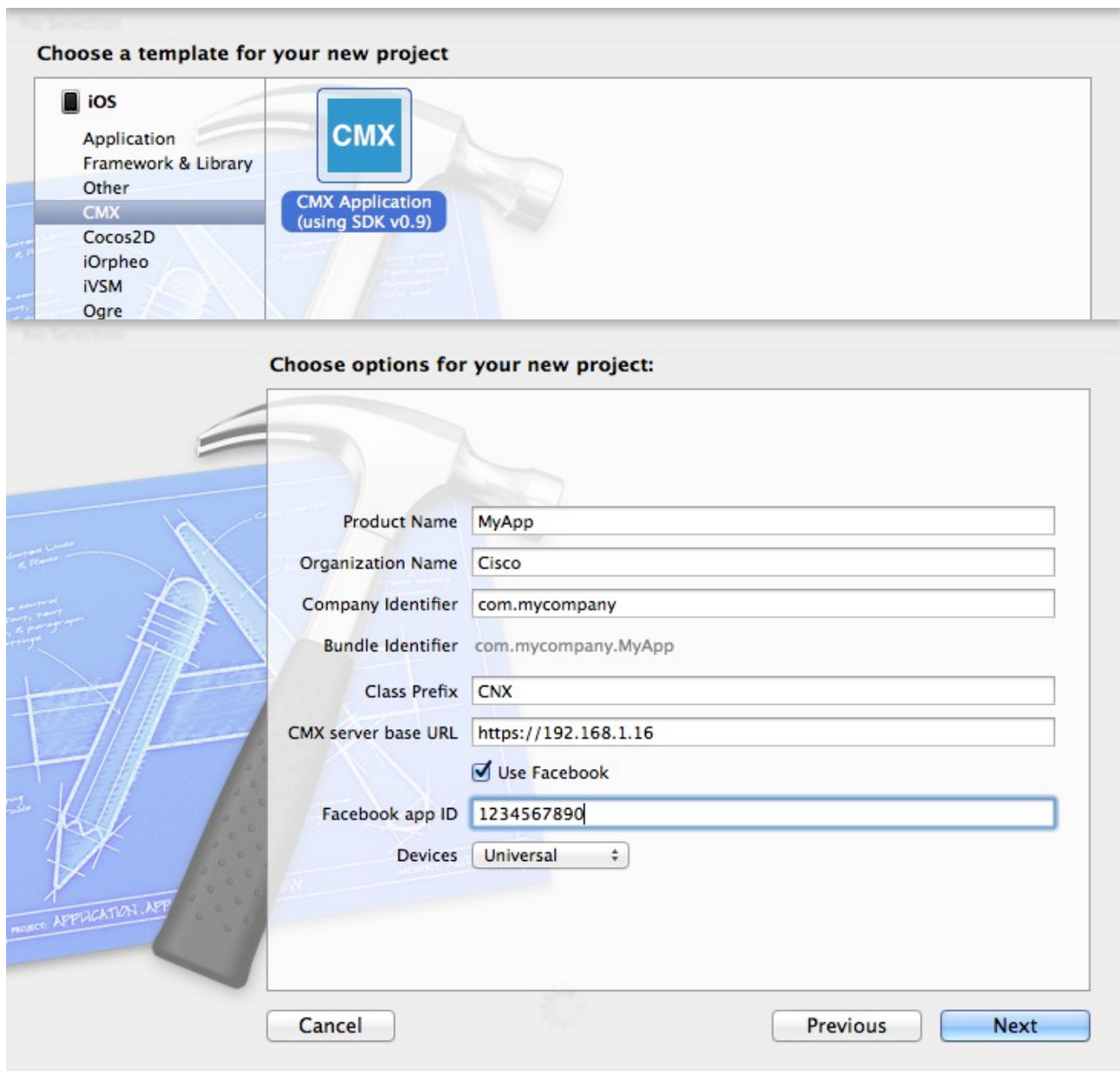
- To build the documentation, you must install the appledoc application (see <https://github.com/tomaz/appledoc>)
- Only the release version of the SDK build the documentation.
- The documentation (docset) will be copied in  
~/Library/Developer/Shared/Documentation/DocSets/

You can also get the latest source code from the git repository (<http://projects.myorpheo.com/git/cmx/ios.git>).

The master branch contains the latest stable version, whereas the development branch contains latest fixes.

## Creating a new application

Using XCode 5, create a new project (**File > New > Project...**), choose the **CMX Application** template then press **Next**.



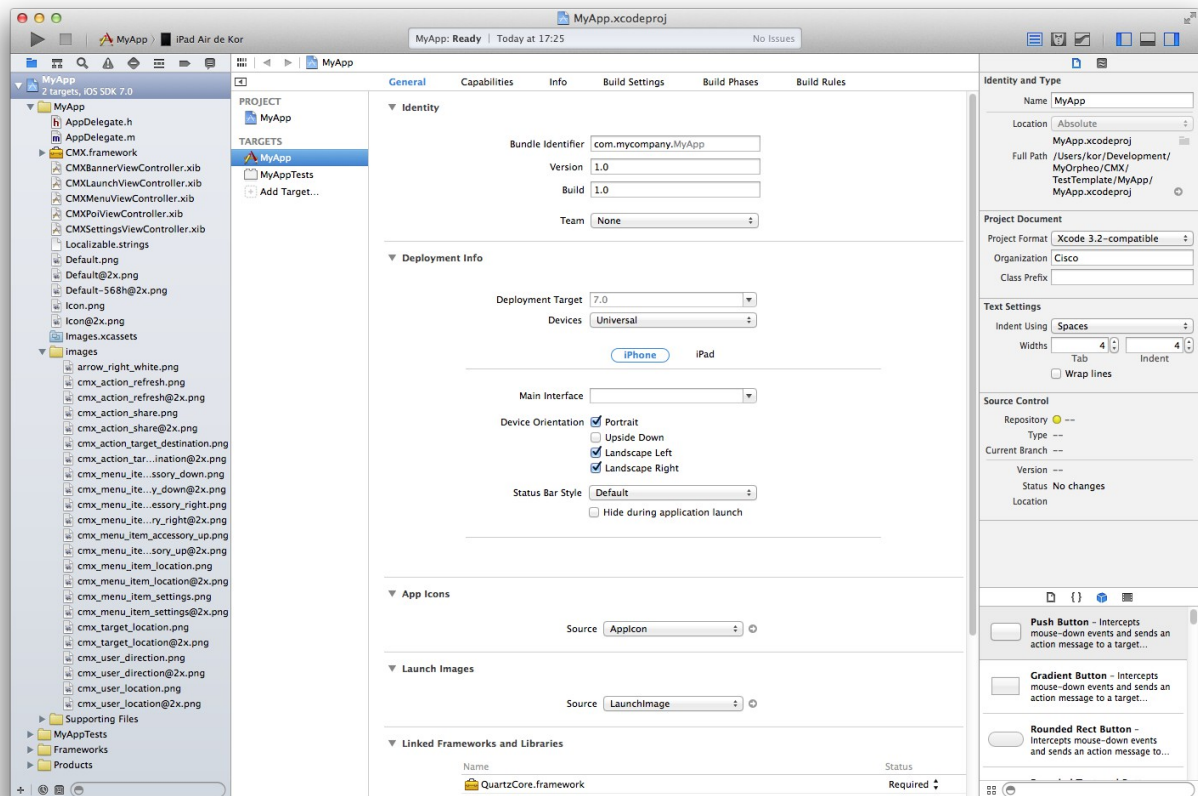
The screenshot shows the Xcode 5 project creation interface. The top section, titled "Choose a template for your new project", displays a list of templates on the left (iOS, Application Framework & Library, Other, CMX, Cocos2D, iOrpheo, iVSM, Ogre) and a large preview of the selected "CMX Application (using SDK v0.9)" template on the right. The bottom section, titled "Choose options for your new project:", contains a form with the following fields and values:

Field	Value
Product Name	MyApp
Organization Name	Cisco
Company Identifier	com.mycompany
Bundle Identifier	com.mycompany.MyApp
Class Prefix	CNX
CMX server base URL	https://192.168.1.16
Use Facebook	<input checked="" type="checkbox"/>
Facebook app ID	1234567890
Devices	Universal

At the bottom of the dialog are three buttons: "Cancel", "Previous", and "Next".

Fill the form with your own name/identifier/server URL/Facebook app ID.

Then create the project. You'll get the following project :



Select your target device, then build the project (**Product > Build**).



