



CodeLab II (CCO5000-20)

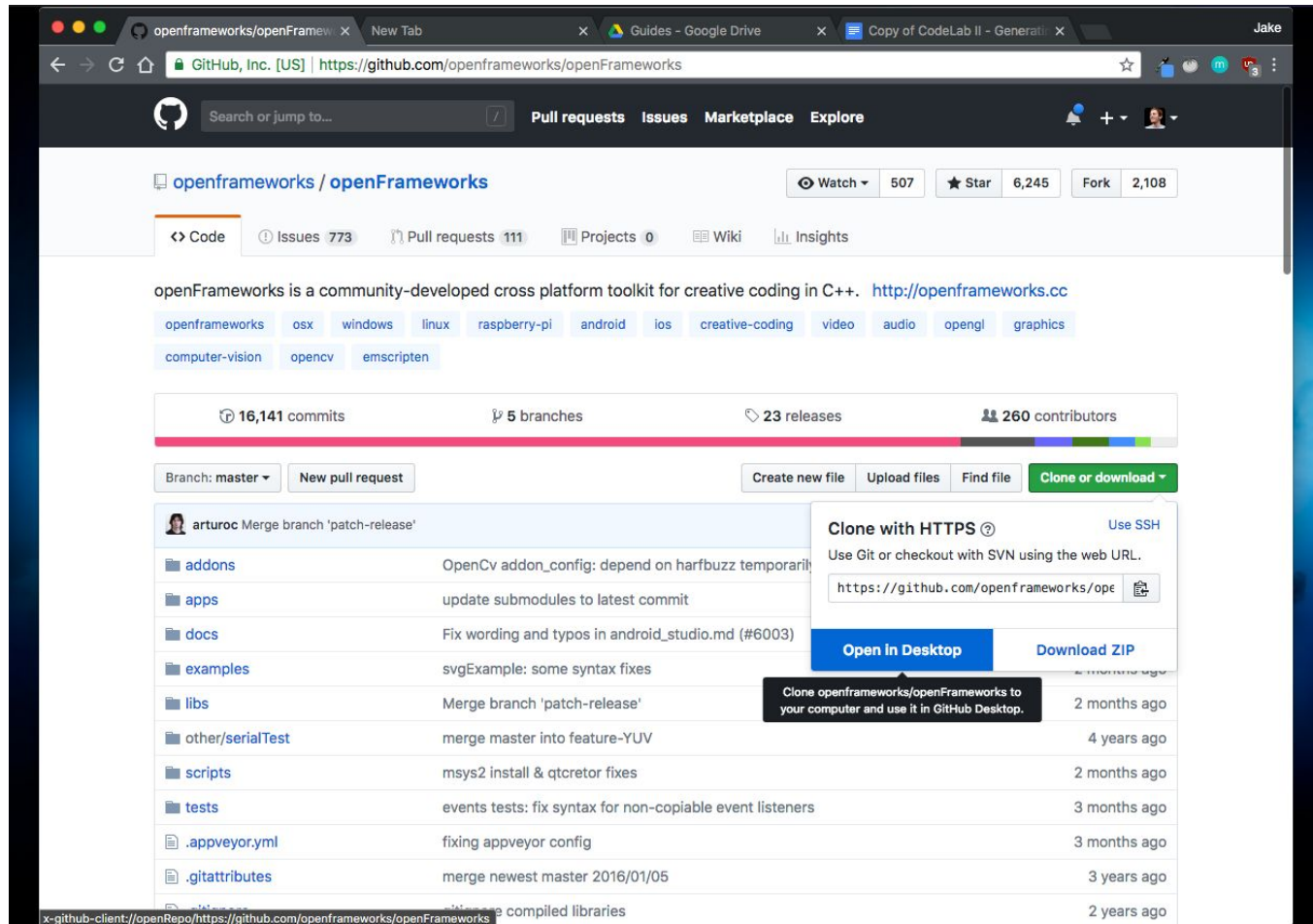
Setting up openFrameworks for Data Driven App - Xcode

Creative Computing

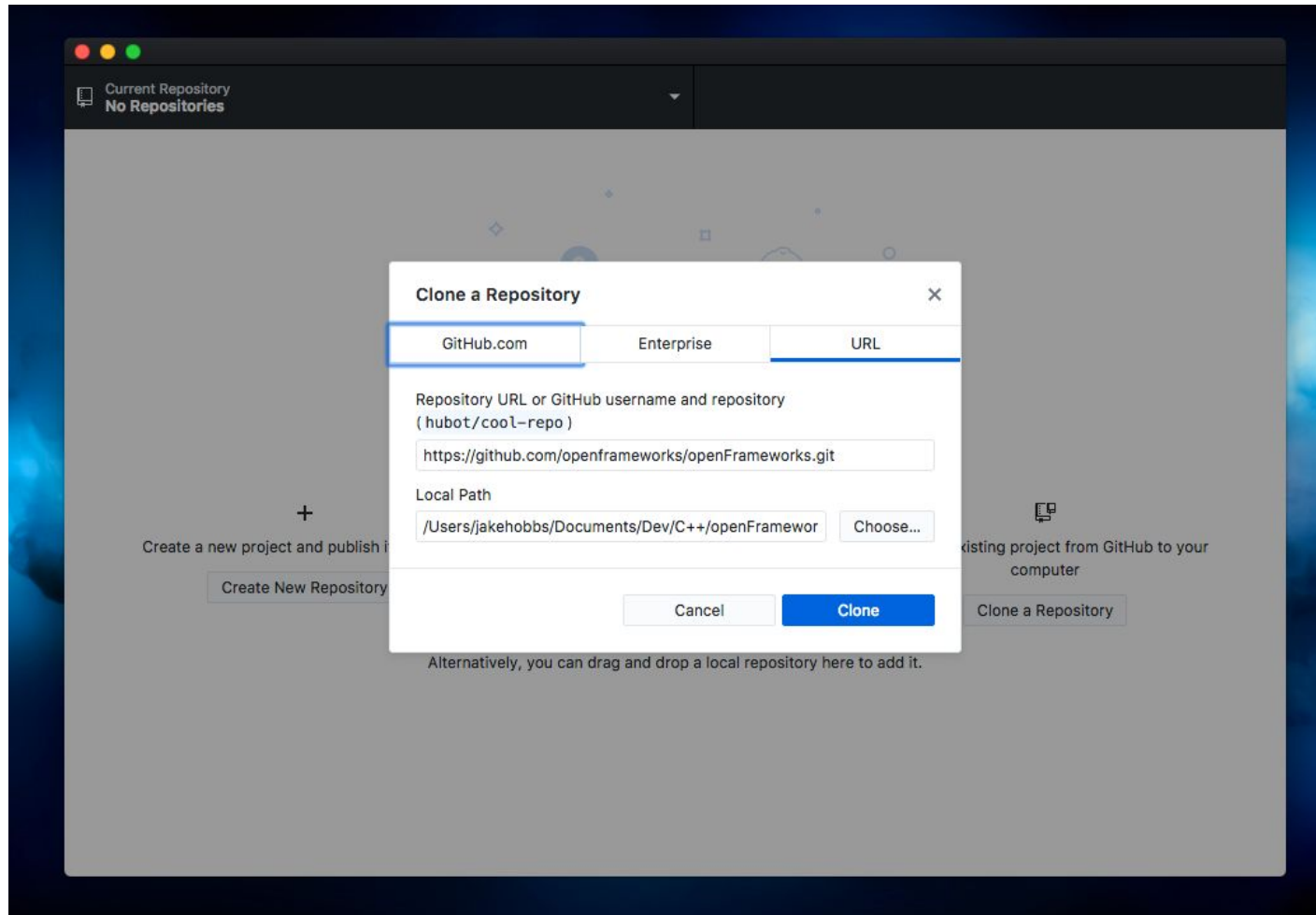
Writing, Film & Digital Creativity

College of Liberal Arts, Bath Spa University

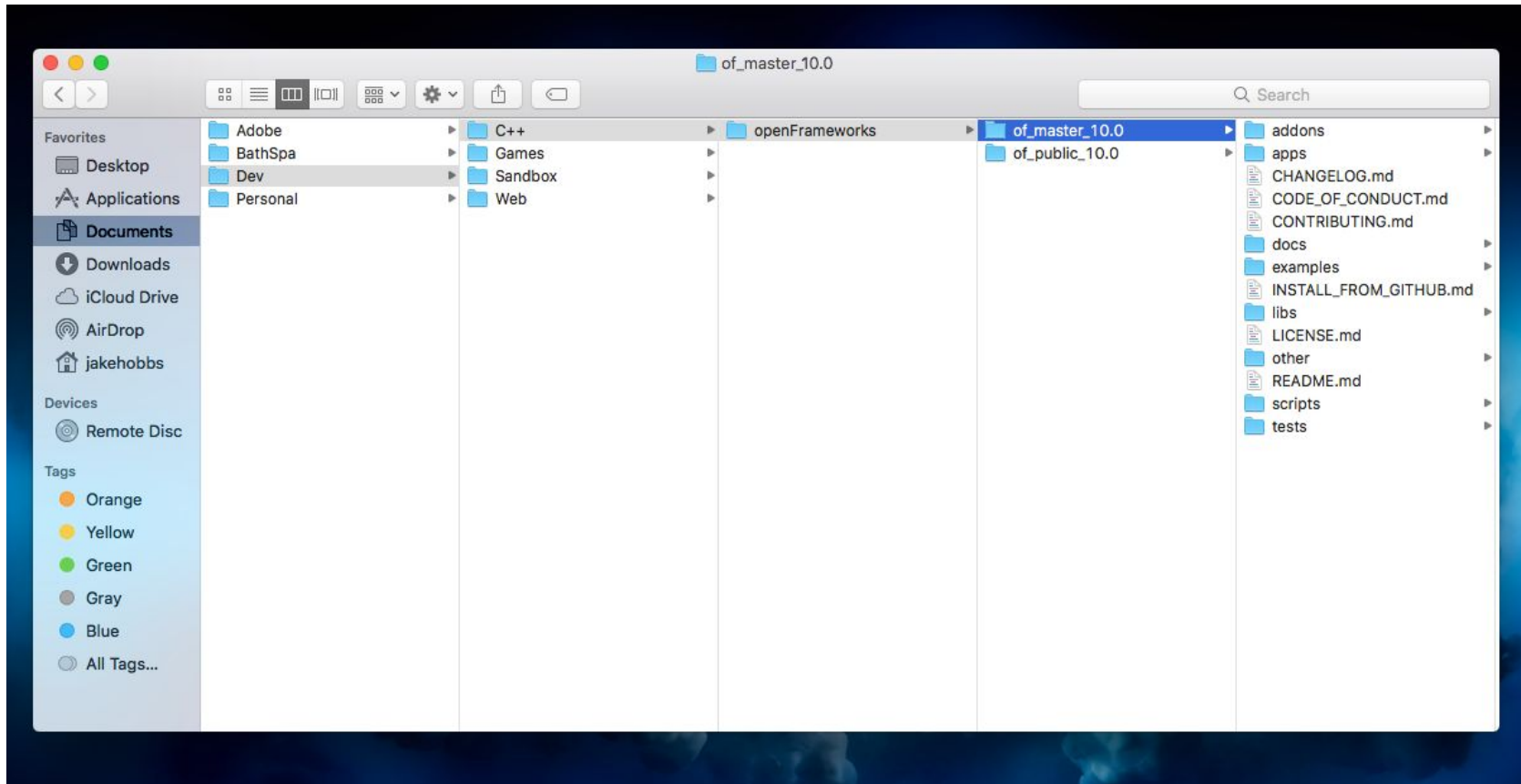
1. Download the master version of openFrameworks from the github page. You can do this by going to the following link: <https://github.com/openframeworks/openFrameworks> From here click the “Clone or download” button and select “Open in Desktop”. (A browser pop-up may open asking if you’d like to open Github Desktop - click ok).



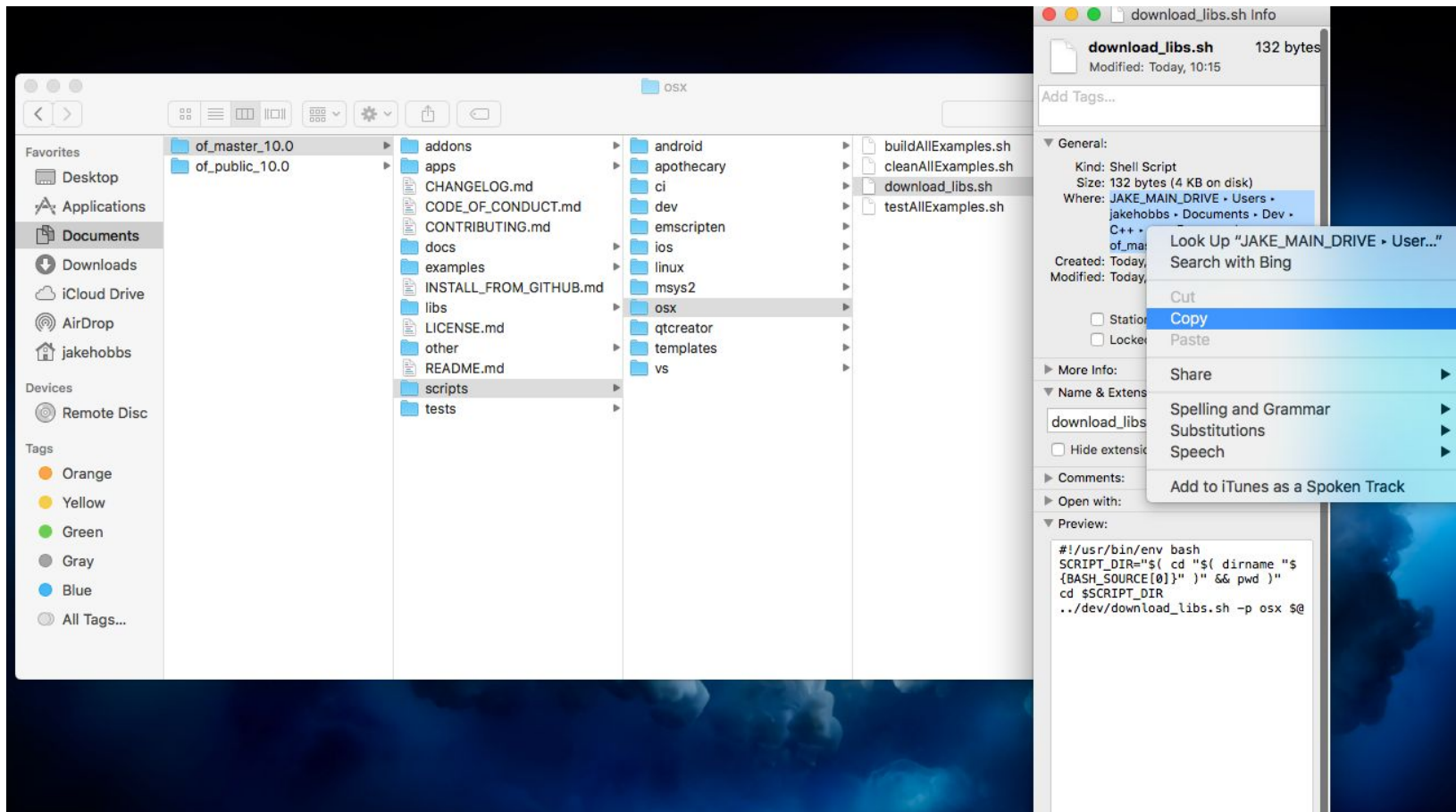
2. Github desktop will open and ask where you would like to clone the repository to. Select “Choose...” on Local Path and save it somewhere sensible. For example mine is saved in “Documents → Dev → C++ → openFrameworks”. Once you’ve selected a folder click “Clone”. Github desktop will now download openFrameworks to your machine, this may take a few minutes.



- Once downloaded go to the folder where you saved to and rename the downloaded folder so you can keep track of different versions. By default it will be named openFrameworks, I like to rename mine so I can tell the difference between the public version ([available here](#)) and the master version from github (see image below)

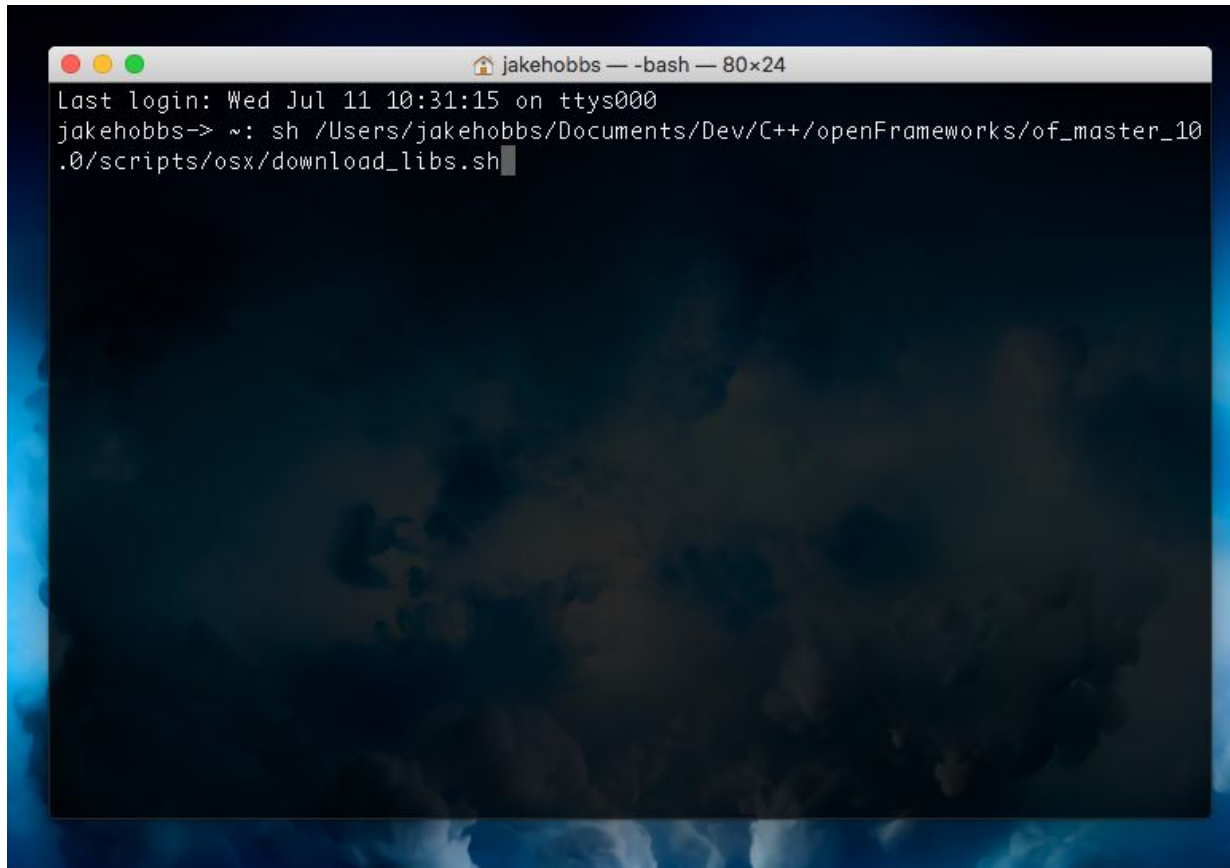


4. Now In this openFrameworks installation go to the following folder “*scripts* → *osx*”. Right click and get info on the “*download_libs.sh*” file and copy the file path

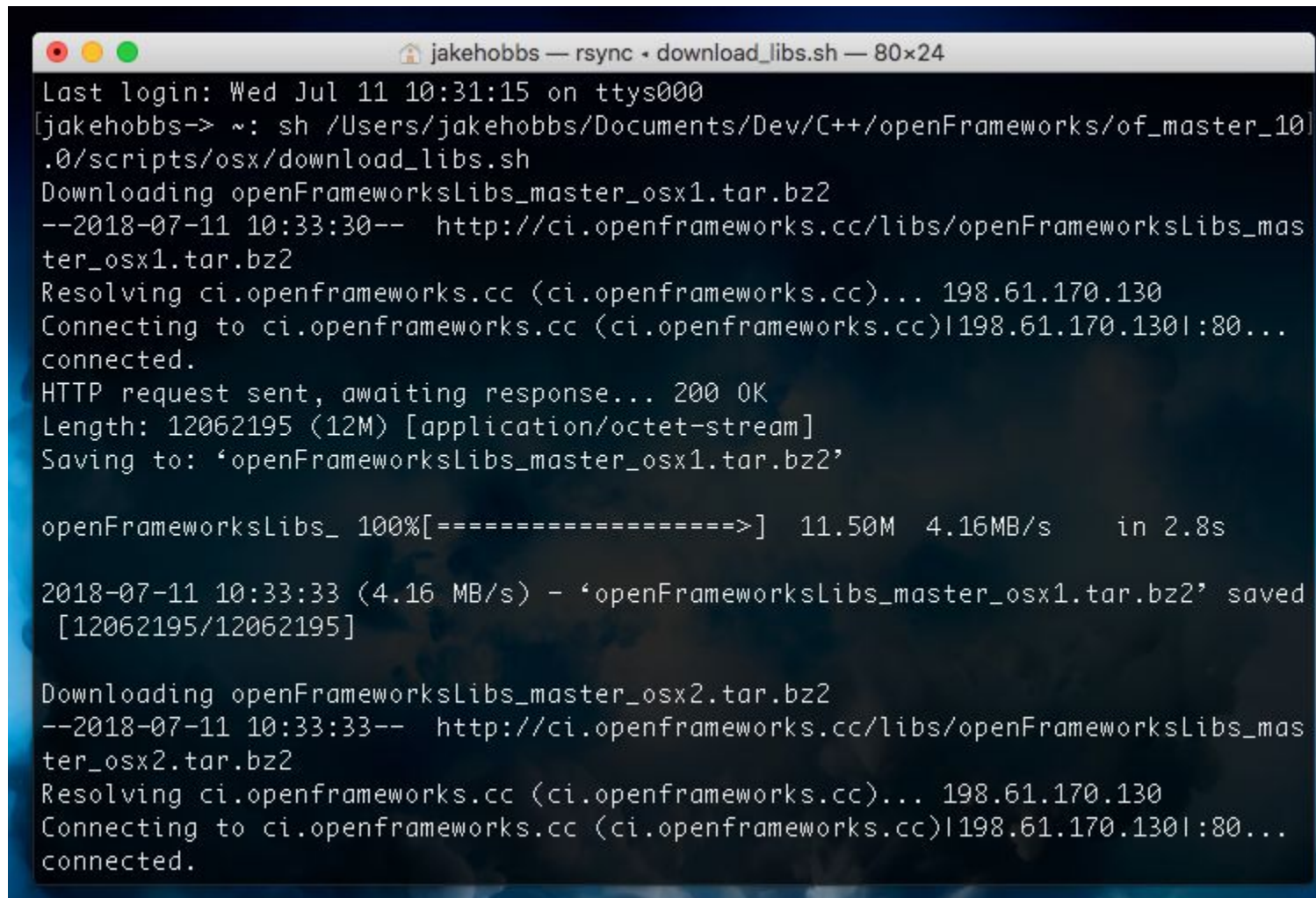


5. Open the Terminal program. This can usually be found in *Applications* → *Utilities* → *Terminal*. Once Terminal is open type **sh** followed by a space then paste the file path you copied from step 4. At the end of this file path ensure you also add the file name: **download_libs.sh**, then hit enter. For example what I would type would be something like:

```
/Users/jakehobbs/Documents/Dev/C++/openFrameworks/of_master_10.0/scripts/osx/download_libs.sh
```



6. This will download some libraries that openframeworks requires. The process may take a few moments depending on the speed of your internet connection. Once complete you may close Terminal.
- *NOTICE: If you get a wget command not found message at this point see steps 7 - 8. Else skip to step 9.*



```
jakehobbs — rsync • download_libs.sh — 80x24
Last login: Wed Jul 11 10:31:15 on ttys000
[jakehobbs-> ~: sh /Users/jakehobbs/Documents/Dev/C++/openFrameworks/of_master_10]
./scripts/osx/download_libs.sh
Downloading openFrameworksLibs_master_osx1.tar.bz2
--2018-07-11 10:33:30-- http://ci.openframeworks.cc/libs/openFrameworksLibs_mas
ter_osx1.tar.bz2
Resolving ci.openframeworks.cc (ci.openframeworks.cc)... 198.61.170.130
Connecting to ci.openframeworks.cc (ci.openframeworks.cc)|198.61.170.130|:80...
connected.
HTTP request sent, awaiting response... 200 OK
Length: 12062195 (12M) [application/octet-stream]
Saving to: 'openFrameworksLibs_master_osx1.tar.bz2'

openFrameworksLibs_ 100%[=====>] 11.50M 4.16MB/s in 2.8s

2018-07-11 10:33:33 (4.16 MB/s) - 'openFrameworksLibs_master_osx1.tar.bz2' saved
[12062195/12062195]

Downloading openFrameworksLibs_master_osx2.tar.bz2
--2018-07-11 10:33:33-- http://ci.openframeworks.cc/libs/openFrameworksLibs_mas
ter_osx2.tar.bz2
Resolving ci.openframeworks.cc (ci.openframeworks.cc)... 198.61.170.130
Connecting to ci.openframeworks.cc (ci.openframeworks.cc)|198.61.170.130|:80...
connected.
```

7. If you got a wget command not found message in step 6 you will need to install wget tools to your mac. The easiest way to do this is with [Homebrew](#), a handy tool that helps you quickly download different development packages on mac:

- Paste the following command into terminal and hit enter:

```
usr/bin/ruby -e "$(curl -fsSL https://raw.githubusercontent.com/Homebrew/install/master/install)"
```

- This will download homebrew to your computer. Once the process is complete you can use the following homebrew command in terminal to install the wget tools.

```
brew install wget
```

8. Once wget is installed return to step 6 to download the required library files.

9. Now we need to download the addons required for the Data Driven Application. These are listed below:

<https://github.com/bakercp/ofxGeo>

<https://github.com/bakercp/ofxHTTP>

<https://github.com/bakercp/ofxIO>

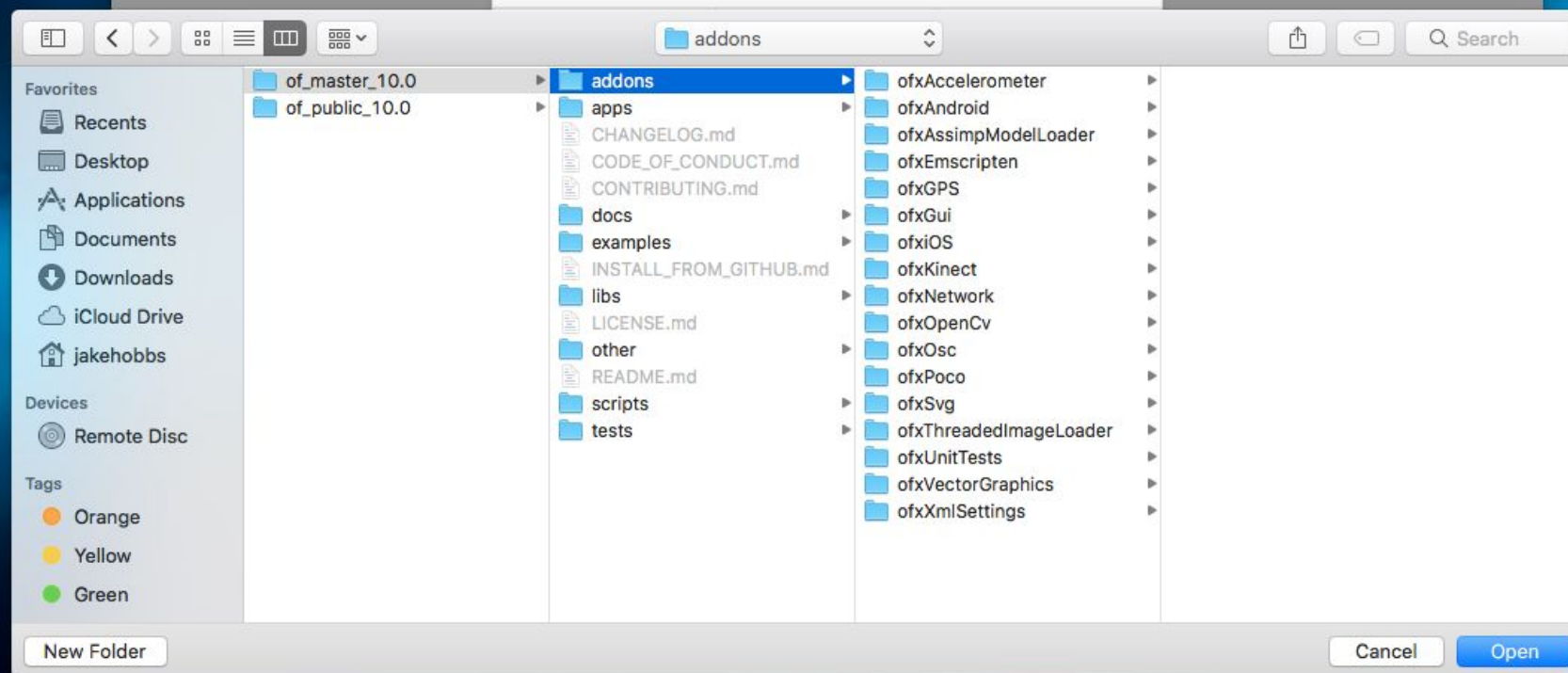
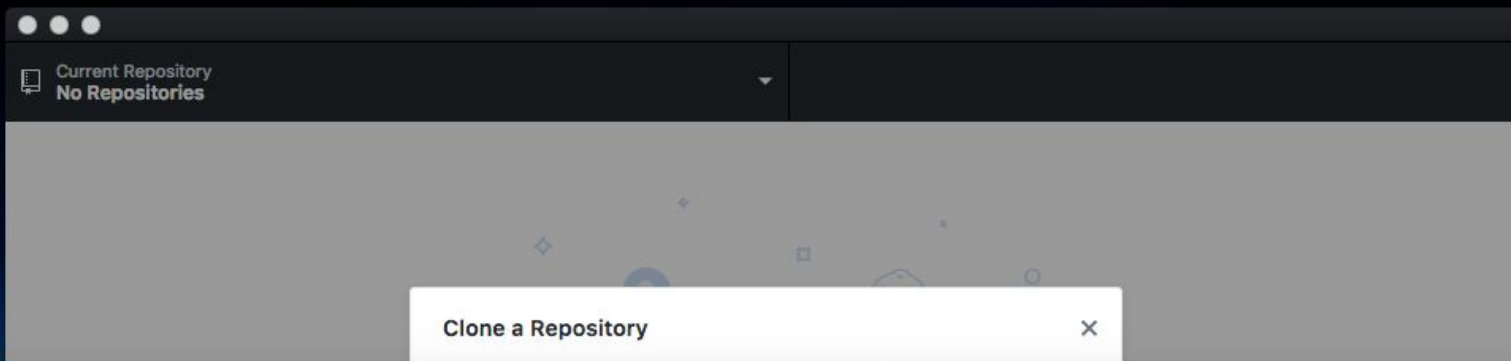
<https://github.com/bakercp/ofxNetworkUtils>

<https://github.com/bakercp/ofxMediaType>

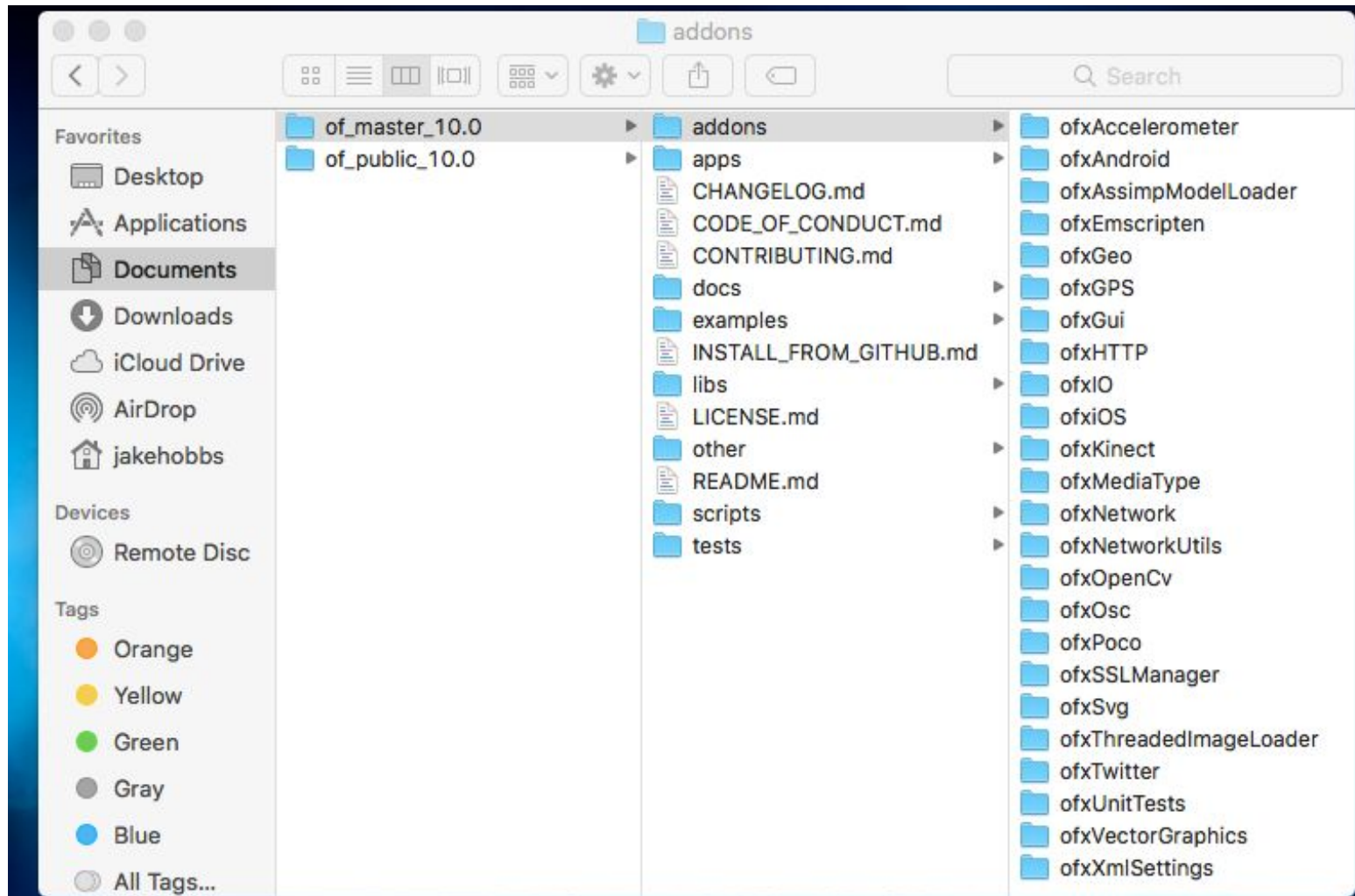
<https://github.com/bakercp/ofxSSLManager>

<https://github.com/bakercp/ofxTwitter>

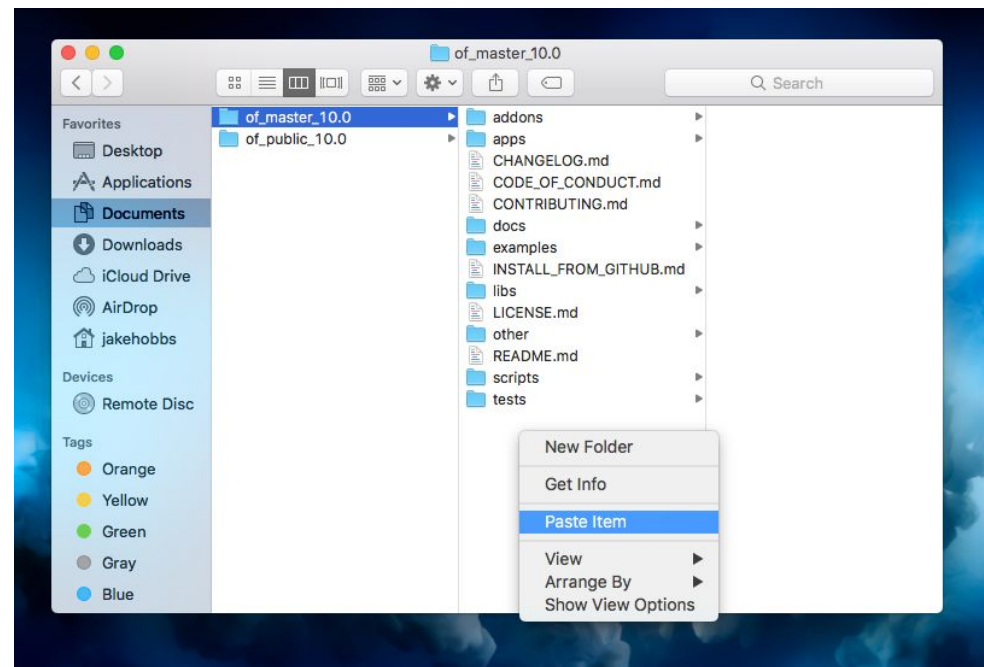
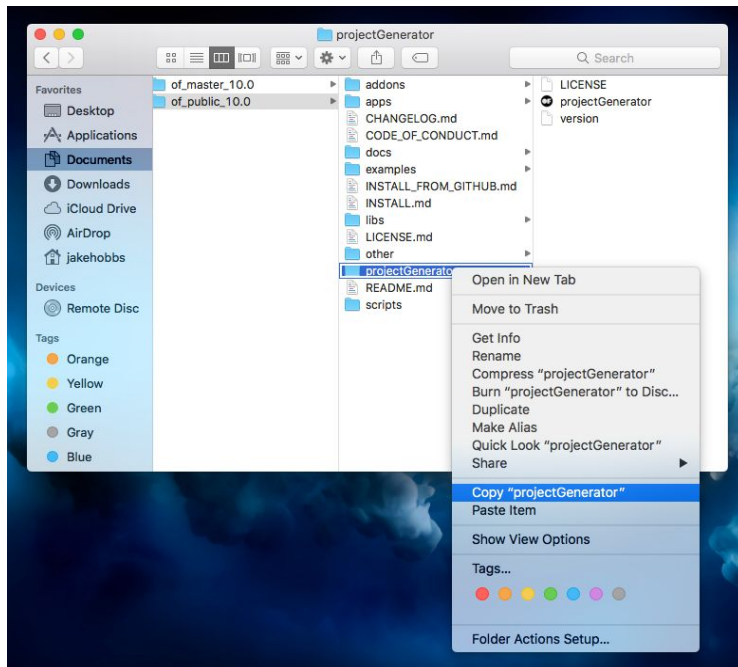
Go to each of these links in turn and click the “Clone or download” button and select “Open in Desktop” (like in step 1). Once Github desktop has opened select “Choose...” on local path and navigate to the addons folder of your openFrameworks installation and click “Open”. Repeat this process for each of the addons listed above.



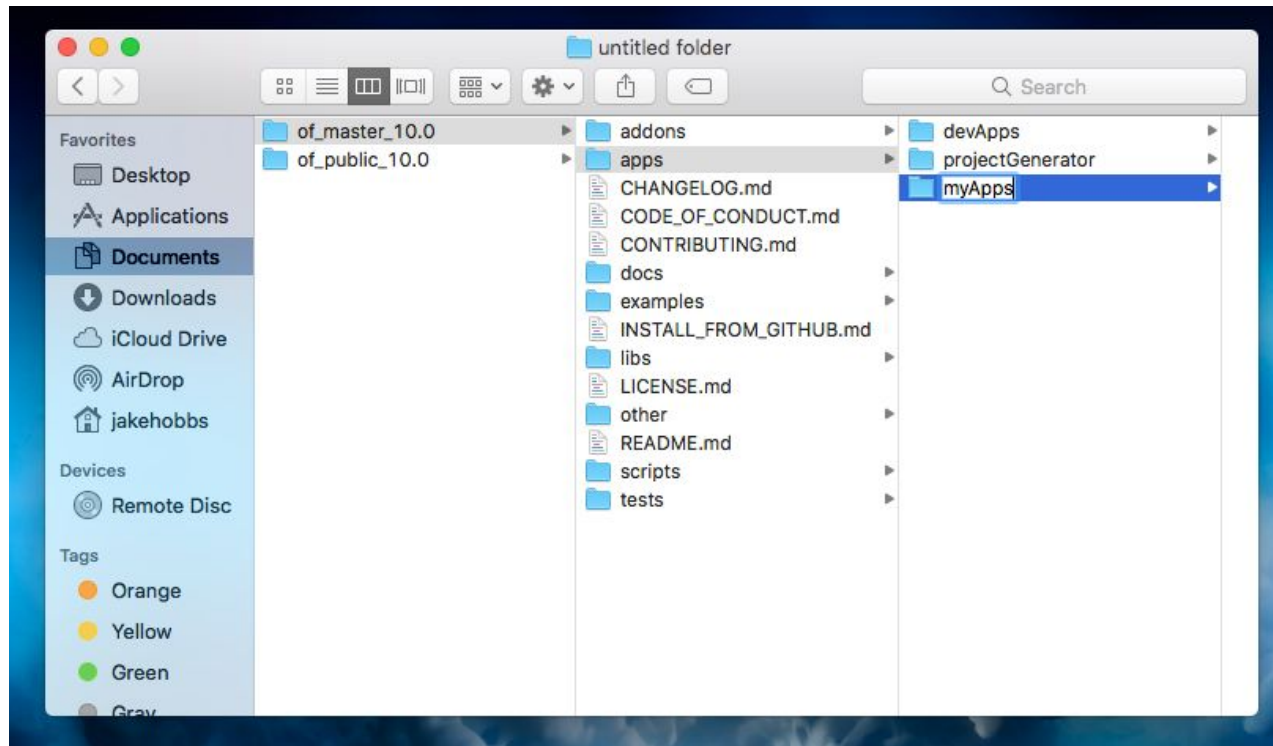
10. Your addons folder should now look something like this



11. This master version of openFrameworks from github does not come with the project generator included. The easiest way to add the project generator is to copy it from the public version of openFrameworks into your master version. You should have the public version downloaded from previous weeks sessions, so go to this openFrameworks installation copy the project generator folder and paste it into the master installation. If you don't have the public version ([available here](#)), download it then copy the project generator.



12. Go to the “apps” folder of the openFrameworks installation right click and create a new folder called “myApps”



13. Your openFrameworks installation is now setup ready to begin building the Data Driven Application. For guidance on how to get the basic project setup from your assignment repository see the following guides:

Generating Data Driven App Project (Option 2) - Xcode

Creating Twitter App for Data Driven App