1   Getting SMFramework

1.1   Getting Dependencies

SMFramework does not require much but it does require a few things:

- SMFramework does not require XCode to build it but it does require the SDKs provided with xcode.

- theos is required for the actual building.

- ATV2 Backrow.framework and AppleTV.framework headers

- it also requires gnutar and dpkg (for theos)

1.1.1   Theos

To install theos just follow the instructions on:
`http://iphonedevwiki.net/index.php/Theos/Getting_Started#For_Mac_OS_X`

   Once those instructions are followed you might want to add:

```
export  THEOS=/opt/theos
```

to your .profile file so the $THEOS variable is always set.

1.1.2   Headers

Once theos (and i assume Xcode) is/are installed, you need to download the Headers. Assuming we want SMFramework inside a folder: ∼/DVLP, we would do the following:

- go to the folder:

```
cd  ~/DVLP
```

- get the headers from github

```
git  clone  git://github.com/tomcool420/ATV2Includes.git
```

- no step 3

1.1.3 Gnutar and dpkg

the easiest way would be to simply use macports. (this is the methods explained here). Once macports is installed the following steps should be followed:

1. install dpkg

```
sudo port install dpkg
```

2. install gnutar

```
sudo port install gnutar
```

3. symlink gnutar to tar

```
sudo ln −s /opt/local/bin/gnutar /opt/local/bin/tar
```

1.2 SMFramework

Go back to your DVLP folder and clone SMFramework:

```
cd ~/DVLP
git clone git://github.com/tomcool420/SMFramework.git
```

And that's it you now have all that is required to install and compile SMFramework

2 Building SMFramework