Hello and welcome

The flowmaschine app for iOS was build to get different sounds out of different walking events. You can hear them in realtime, by wearing headphones and your iPhone in your pocket.

Let´s talk about what kind of walking events could be triggered.

First, of course, the normal walking. The app makes a difference between a step on the left or on the right food. So, these are the first two walking events.

The next most simple thing is walking fast. Here we have also two events, one for left and one for right.

Of course the app recognizes when you going to stop. This fires a one time standing event.

The next part is a little bit more complex. Imagine that you are walking for a longer period, maybe down a road. After a while you are in a kind of „continous walk“. That means, you are going in nearly same speed and rythm over a longer time. The app recognices this and is counting your steps. There will be up to five different level of a continuos walk, depence on how you configure it. The levels could start after different or same counts of steps.   
But what means „level“? Levels are sets of preconfigured sounds, coupled on the events like described before. We will show you later, how they are defined.

Six done, three more to go.  
The app remembers the way you´ve walked. After a while, it knows some special places. Such as the starting and end point, on your daylie way to work or school. These special places are also walking events.

Because of straight walking is not the only thing we do, there is a turn-event. It is used for left and right turning.

The last event is not really a walking event, it is just an event. the sound which is played when starting the app is called „Logo“.

Now we gonna explain to you, how you can configure the app. The good thing is, you don´t have to know anything about coding. But you have to install the stuff wich is needed for coding.

These are the pre-requirements

* A Computer with an OSX system on it. Of course every apple computer has this, but you can also use a windows PC with a virtual machine.
* An iPhone were you have the developer options switched on. You´ll need a real one. A simulator is not going to work because you have to wear it in your pocket.
* Oh good point, trousers with at least one pocket where an iPhone fits into
* A data cable
* Installed Java Runtime Enviroment
* Installed XCODE DIE - how to install them is not part of this video, but there are tons of tutorials out there
* Headphones
* The FlowMaschine project files
* The interface files
* And as many wav-sound files you like to use. Please keep in mind, that only wav files are working. The app is not compatible with mp3 or something else

Now ist time to learn how to configure your personal FlowMaschine. Please copy the FlowMaschine projectfiles and the interface files in a directory, where you can quickly find it.

Go into the interface folder an doubleclick „FlowMaschineInterface“.

Here we are. First of all, click on the button with the blu icon in the middle oft he top oft he window. We are going to set the path tot he FlowMaschine project. Please choose in the opening window the folder, where the projectfiles are located. If you change the location of this directory at a later time, you must repeat this step to set the new path in the interface. Otherwise it won´t be possible to build your project.

Well, on this diagram you see, wich kind of different parts could build a project. You can use this as reminder after you have understood what the single components are.  
The smallest part, or the end of every branch are single sounds. Thats good, because we want to play single sounds! To work with them, we need to integrate them in our interface.

Click on the drop down menu in the upper right corner. Choose the line „Sounds in libary“ by clicking on it. Actually there is nothing inside. To add sound files, click on „add“.

In the opening window you can choose wav-files and add them by clicking „Open“. Your wave files will appear in the list. You can also delete them here, if you want to.

Lets go back tot he startscreen and have a look what we could do next. There are to components who need only single sound files, „WalkBeat“ an „Soundcarpet“. Lets start with this guy.

A soundcarpet plays up to three sounds in a row with a random endurance of silence between them. You can choose the minimum and maximum oft he silence between the sounds. You can type your prefered milliseconds in this fields.  
Before you can safe your soundcarpet, you must type a name and choose soundfiles in every dropdown menu in this row.   
As you see in the example on the left side, playing a soundcarpet is not related tot he steps.  
Click on save, when you are done.

Next point is building WalkBeats.  
There are three different kinds of walkBeats. The random play plays all given sound in the WalkBeat in a random order. Continous plays them in the order you define the WalkBeat, and every X steps play sound number plays on every step the first, exept fort he defined step. Then the second is played.  
Again you can choose how many sounds are in this component. Here are a number of five possible.  
After typing a name, saving is possible.

The last component oft he big three ist he WalkAlong. This is used fort he continous walk, that I described before. After a count of your choice, the next level begins. You can choose up to five level and the count of steps, when you like to start the level.   
Reset after steps means, the count of steps when the last level should end. The counter will be 0 after that and the leveling starts again.  
But before we can do anything here, we have to setup a Level, as you can see in the diagram. Levels are builded with WalkBeats and Soundcarpets. So, make shure you have a couple oft hem.

Get into the Dropdown and choose Leveleditor.   
Now you can choose between 0 and five WalkBeats and Soundcarpets. For the WalkBeats you have to choose by wich foot they should be triggered.Also you can give them different volume.  
Fort he soundcarpets you have also to choose the volume.  
The example animation on the left gives you an idea how a level works, when you put three walkbeats and two soundcarpets in it.  
If you need additional components you can every time go to their related editors and come back in the level editor to choose them.  
Don´t forget to give your level a name an save it!

Now we can go back to the WalkAlong editor to setup a walkalong.

Give it a name and save it.  
Repeat all these steps until you think you have all you need. Every editor has a „Load“-button to make changes on your existing components.

Please click now on „Projecteditor“ in the upper left corner. Here you can see all the walkevents I told you in the beginning oft he video.

You don´t have to choose a component for every event. If you don´t need an event, leave the dropdown on „nothing selected“.  
The first four events are made for WalkBeats. You can choose here the previous made WalkBeats. Standing is an event for a single sound and will be played once.

In Continous walk you can insert an WalkAlong.

In special places goes a soundcarpet and the turn and logo events are made for single sounds.

Of course you can choose again the volume of every single event.

Before you can build the app for your phone you have to name your project and to save it.

But now it´s time to build the app for your Phone. Unfortunally the „Make App“ button is actually not working in the way it should. How ever, press the button because that builds all the stuff we need now in Xcode.

Go tot he folder where the FlowMaschine project is located and double click the file named „FlowMaschine2.xcodeproject. After a while, the Xcode pops up and shows us all the project files. No worry, you won´t do any complicated stuff. And most o fit you have to do just once.

On the left side you the the project explorer. One oft he files could be painted red. If so, that we have to fix because XCode is not recognizing this file by his own. Mark this one and press „Backspace“ to delete it. Get back your finder and look fort he file „Walking Primitives. Xcodeproj“. Drag and drop it in the top oft he projectexplorer in XCode direct under the first line „FlowMaschine2“  
Now it should appeare like you see here.  
What we did here was jthe only time weh ad to do it.

The next thing we have to do every time when we whant to use a new wav file. So like now.  
Scroll down until you see the directory „Audio“. Rightclick on it and choose the option „Add Files to „FlowMaschine2“. Doubleclick the folder „Soundfiles“ to open it, select all containing wav-files and click add. Fort he next time you have to do this, add only new files.

Now, plug in your iPhone with your USB cable. After a few seconds, when the computer has recognized the phone, you can select your device on this button here. Click it.

Now everything is ready and you can build the app. To do so, click the play-button in the upper left corner. The computer will tell you when it is ready and the app starts automatically on your phone.

Enjoy the FlowMaschine!!