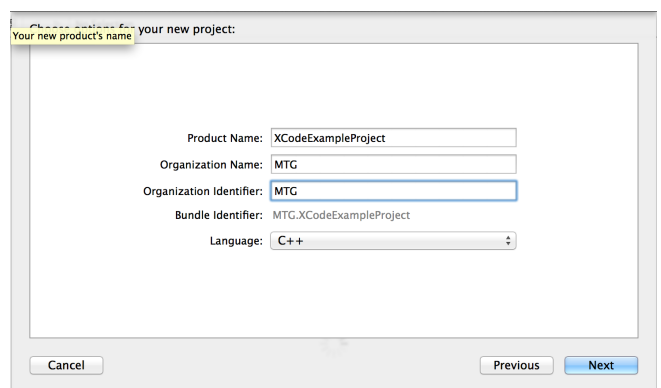
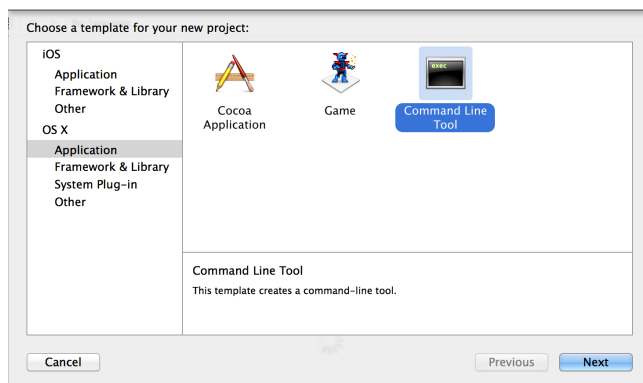


Essentia in Xcode 4

Tutorial for using the Essentia library in Xcode 4

Create a new project:

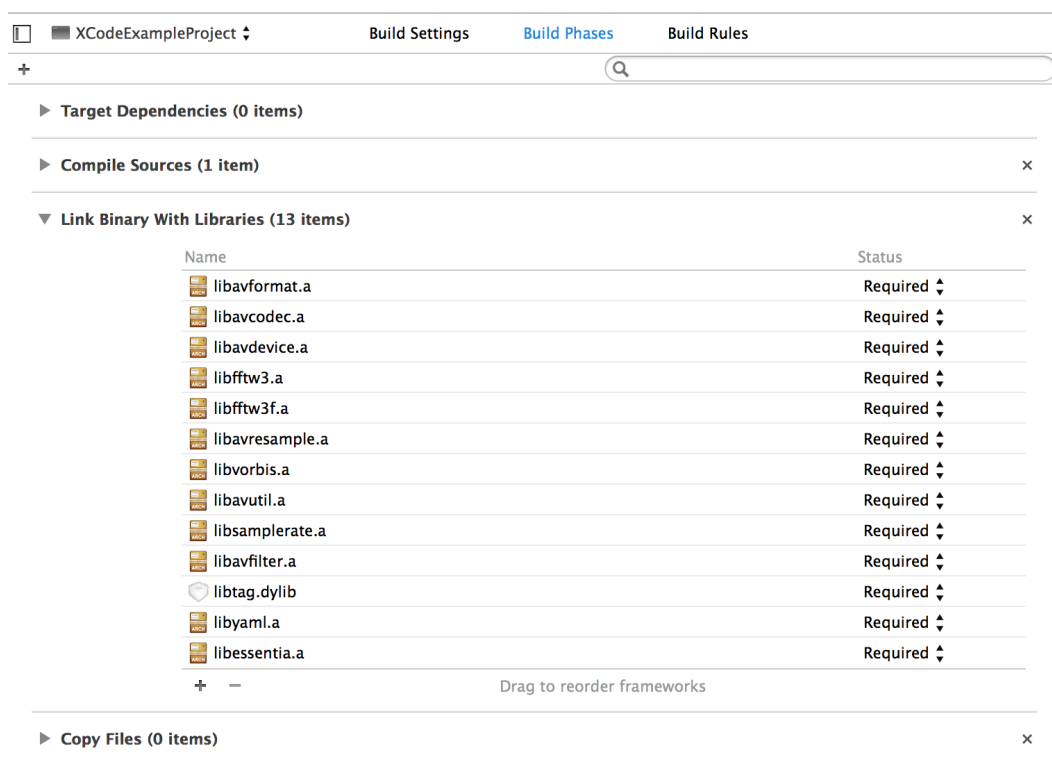
Create a Command Line Tool application and select c++ as a language.



Link with Essentia and dependencies:

In Finder: Go —> Go to folder —> “usr/local/lib”

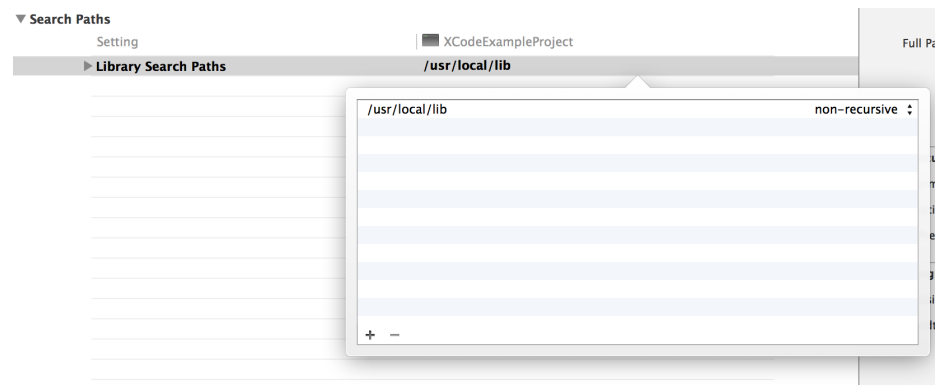
In Xcode: Build phases —> Link binary with libraries



Drag and drop the following files into Xcode: **libavutil.a, libavcodec.a, libvorbis.a, libavdevice.a, libsamplerate.a, libavfilter.a, libfftw3f.a, libfftw.a, libavformat.a, libavresample.a, libavutil.a, libtag.dylib, libyaml.a** and **libessentia.a**

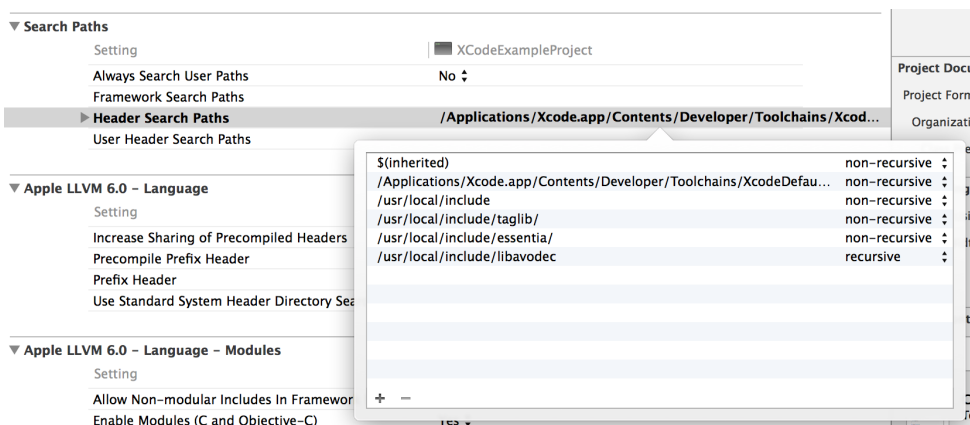
Set the library search path:

In Build Settings, add **/usr/local/lib** to the library search paths.



Set the header search path:

In Build Settings, add **/usr/local/include, /usr/local/include/taglib/, /usr/local/include/essentia/** and **/usr/local/include/libavcodec** to the header search paths.



Include libraries and headers:

In your code, add the following lines:

```
#include "essentia.h"
#include "taglib.h"
#include "fftw3.h"
#include <essentia/algorithmfactory.h>
#include <essentia/essentiamath.h>
#include <essentia/pool.h>
```