# Documentation

* Error while setting up OpenFrameworks in my XCode.
  + Root cause : Latest version of XCode had some incompatibility issues with OpenFramework
  + Solution: this thread -> <http://forum.openframeworks.cc/t/warning-before-upgrading-to-xcode-7/20755>
* Error while creating the FFT
  + Used ofSoundStream.create() instead of the ofSoundStreamSetup.create() Fixed by looking at the example.
* Build error after XCode update:

Check dependencies

error: There is no SDK with the name or path '/Users/avrosh/Documents/of\_v0.8.4\_osx\_release/libs/openFrameworksCompiled/project/osx/macosx10.10'

* XCode watch format to look into pointer arrays –
* Do not normalize Audio blocks in case of streamed audio.