

GETTING STARTED

With FMOD Ex Programmer's API for Mac



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Introduction

Welcome to the FMOD Ex Programmer's API for Mac, the quickest and easiest way to get great sound and music into your Apple Macintosh games. This document will show you how to get started implementing FMOD Ex in your game by pointing you in the direction of detailed API documentation and support resources. While the FMOD Ex Programmer's API presents the same interface on all platforms, each platform does have its own unique features and limitations - Mac-specific features/limitations will be listed here along with any hints and tips for getting the most out of FMOD Ex on the Mac.

Have fun implementing great audio and drop us a line some time,

The FMOD Team
Melbourne, Australia
www.fmod.org

Support Resources

API documentation

Detailed API documentation can be found in the “documentation” directory/folder of your FMOD Ex Programmer’s API installation. This documentation is your main reference for information on FMOD Ex API classes and functions.

Forums

<http://www.fmod.org/forum>

This should be your first port of call for further FMOD information and questions on implementation. If you have a question related to FMOD, chances are someone else has already asked it. The FMOD forums are free for all FMOD users and are monitored by the FMOD team as well as being home to a strong community of FMOD developers, from student first-timers to top-level professionals working on games that are household names.

Email

support@fmod.org

This is our main technical support line. It’s monitored directly by the FMOD team and we aim to answer all emails within 24 hours. It’s free for all FMOD users and your issues will be addressed directly by the guys who wrote the code. If you can’t find an answer to your problem on the FMOD forums, shoot us an email and we’ll get right onto it.

Videos

<http://www.youtube.com/FMODTV>

The FMOD YouTube channel contains a growing number of videos of tutorials relating to FMOD and FMOD Designer. This channel is being added to all the time, so be sure to check back regularly.

Installation

FMOD libraries were built using OS X SDK 10.11

Libraries

Link one of these libraries into your project:

- Use **api/lib/libfmodex.dylib** to use FMOD Ex in your application.

Universal binaries

All FMOD libraries for Macintosh are shipped as universal binaries, this means FMOD will support applications designed for PowerPC, i386 and x86_64. This causes the libraries to be around triple the size compared with those that only support one variant. If you are only targeting certain architectures you can extract smaller individual libraries from the provided larger one using the "**lipo**" tool.

Example:

```
lipo -thin ppc libfmodex.dylib -output libfmodex_ppc.dylib  
lipo -thin i386 libfmodex.dylib -output libfmodex_i386.dylib  
lipo -thin x86_64 libfmodex.dylib -output libfmodex_x86_64.dylib
```

Troubleshooting

Find solutions for common platform specific issues here:

A quick note. Use the logging version of FMOD to get information in the tty or output log file.

Pulsating tone is suddenly audible

This is a fatal warning from FMOD's mixer. It means the mixer tried to allocate some memory and failed. Because of unexpected behavior at this point, the mixer sends a pulsating sine wave out through the speakers to let you know of this fact.

The solution for this is to reduce memory usage or provide more memory to FMOD, then restart the application.

Note that the tty/log output will display out of memory error messages, and `System::setCallback` can be used in the API to catch out of memory errors with `FMOD_SYSTEM_CALLBACKTYPE_MEMORYALLOCATIONFAILED`.