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TouchXML installation guide

TouchXML is a libxml API wrapper written in Objective-C and usually helps with all your project XML needs. While writing my post about [parsing XML element attributes](#) and putting up demo project I realized that I tend to forget how to add TouchXML to new project, so here goes step-by-step of that procedure:

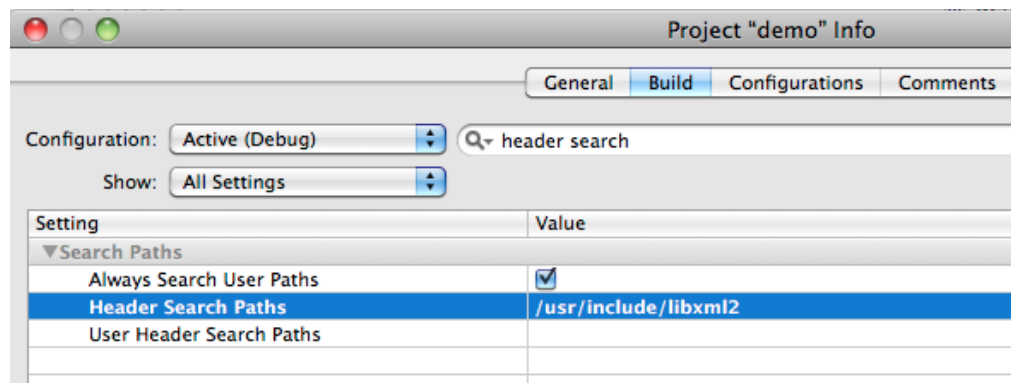
1. Get TouchXML

You can find archives to download in [touchcode project downloads](#) . Download TouchXML archive and extract it anywhere you like. It's common practice to keep such libraries and classes in *Developer/ExtraLibs* directory.

2. Enable *libxml2* library

First things first, before we actually add TouchXML files, we need to do some project configuration changes, so our project could use libxml library.

1. Go to "Project -> Edit project settings"
2. Activate "Build" tab
3. Search for "Header search paths" setting and add */usr/include/libxml2* value to it



4. Search for "Other linker flags" setting and add *-lxml2* value

