

## Global Set Up

### ***Config Generator Script***

CDCA uses an automator workflow to generate a configuration source code file that contains a constant for each sound file. It is recommended this is kept in a central location and added as a user script to XCode.

1. The workflow is called CD\_MakeSoundConfig. Store this in a directory such as Documents/XCodeScripts.
2. Within XCode, select the script icon (between Window and Help) and then select the “Edit User Scripts...” option.
3. Add a new script by clicking on the + button at the bottom left.
4. Choose “Add Automator Workflow...”
5. In the file selection dialog choose the CD\_MakeSoundConfig file that was created in step 1.
6. Set the Input option to “No Input”, set the Directory option to “Home Directory”, set the Output option to “Discard Output” and set the Errors option to “Display in Alert”

The script is now set up and can be run from the script menu to generate the configuration file call SoundConfig.h that is used by CDCA.

## Per Project Set Up

### ***Sound File Directory Structure***

CDCA uses the file SoundConfig.h to define constants for all your sound files and get information about what files should automatically be preloaded at start up. In order for this to work you must use the directory structure outlined below.

Firstly create a Sounds directory in the project root directory. Then create a directory called Preload below the Sounds directory. Note that these must be actual directories in the file system, not just folders in XCode. Also note that the case is important.

As you may guess, any sound files stored in the Preload directory will automatically be loaded at start up. Additionally any sound stored under the Sounds or Sounds/Preload directory will have a constant created for it using a simple rule. The constant is equal to the filename with the file extension removed and a kSI\_ added to the front. For example the sound file “mysupersound.wav” will have the constant “kSI\_mysupersound”. Therefore it is important to make sure the filenames for your sounds will have names that are suitable for use as constants.