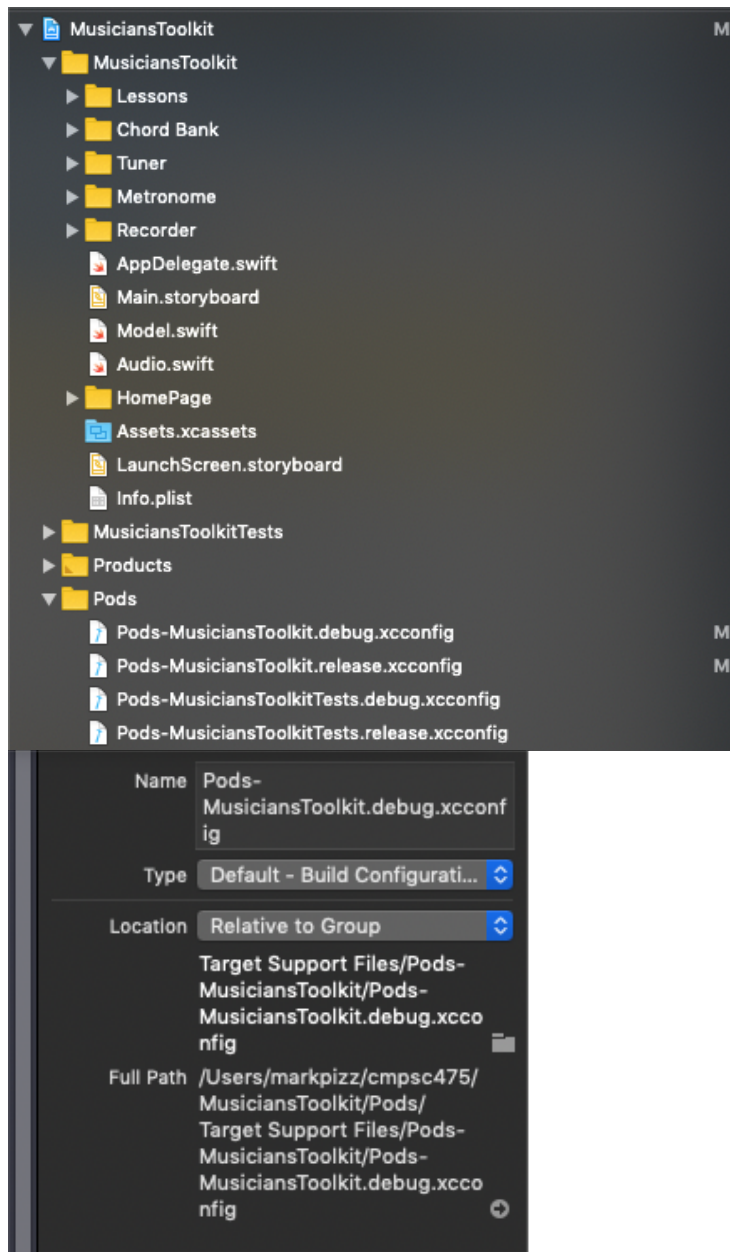


Installation Guide:

1. Clone the project
 - a. Try to build the project, it might work right away if it has built in the past.
2. Go into Pods/AudioKit/iOS/AudioKit.framework
3. Unzip the AKBinary.zip file. Leave this file in the folder.
4. Open the .xcworkspace file. Try to build the project. If it fails: see these steps:
5. On the left hand side, navigate to the Pods folder. Its contents may be red. If so:
 - a. Select the first file
 - b. In the inspector: select the small folder icon just above and to the right of “Full Path”

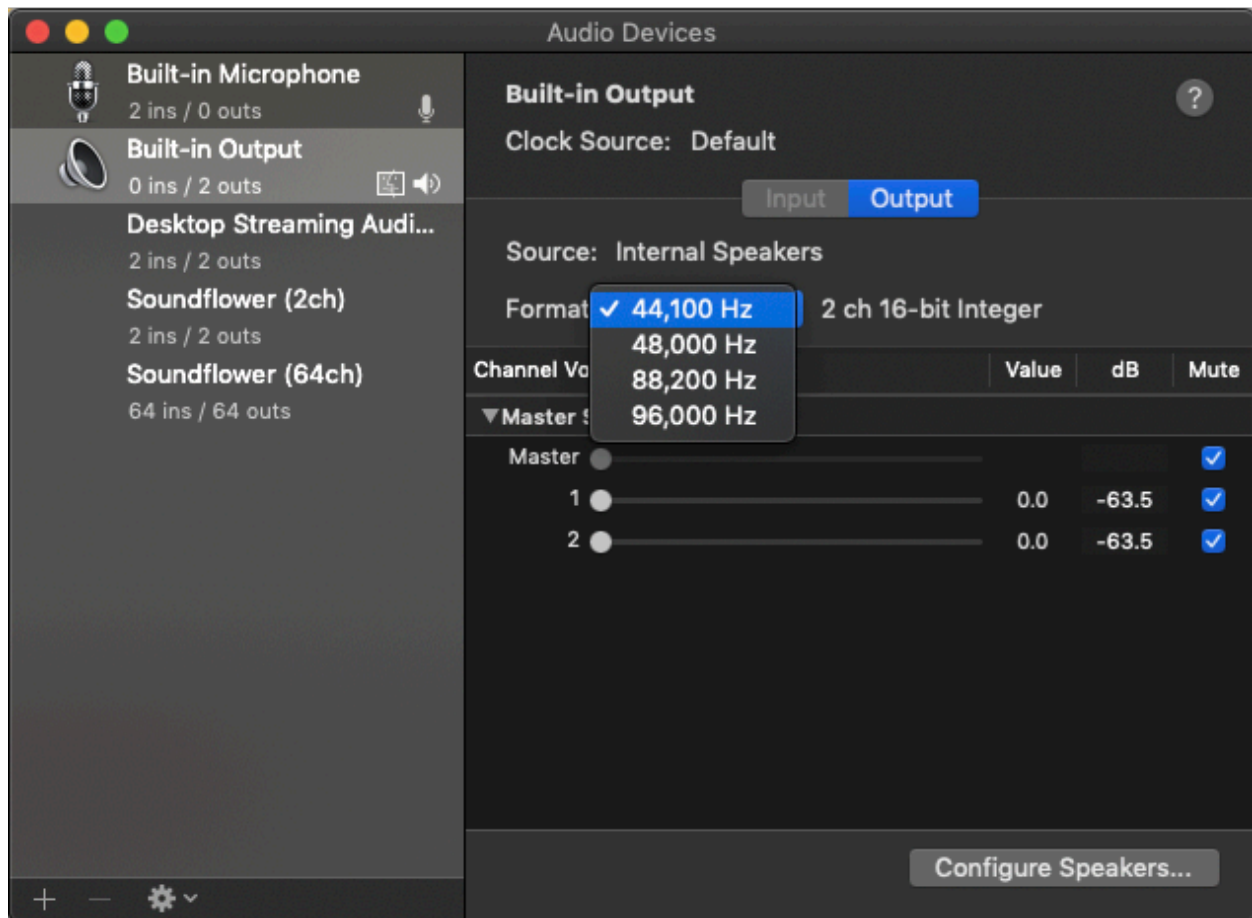


c. Browse from the root project directory to the matching directory /Pods/TargetSupportFiles/MusiciansToolkit(Tests?)/ and select the matching .release or config.xcconfig file

d. This will add the directory manually to the search paths. Though other warnings will appear, the project will now build.

6. If you experience a crash due to sample rate, this is because the sample rate of the simulator does not match that of an actual iPhone. Opening spotlight with CMD+SPACE, open audio MIDI Setup and

change the sample rate of the speaker and microphone to 44.1KHz



Alternatively, the app can and will run just fine on a physical device.

Troubleshooting:

There is one issue that is simulator specific. When the popup on-screen comes up to accept whether or not to allow microphone access, if a selection isn't made within about 10 seconds, the app will crash. It can easily be run again and selected again, and will work just fine.