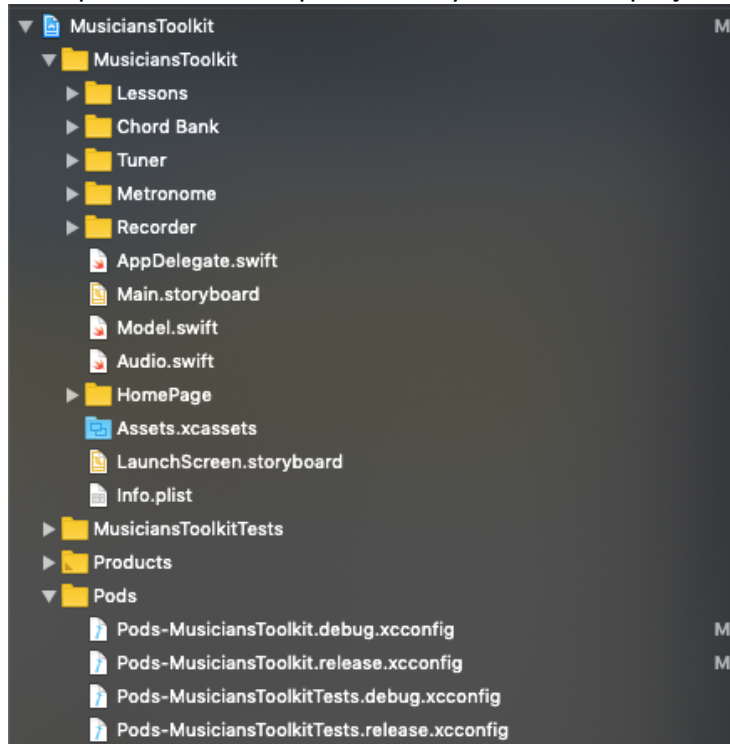
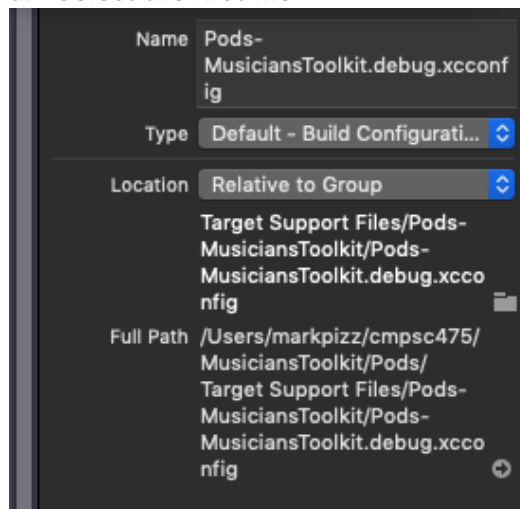


Installation Guide:

1. Clone the project
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.