

# Application Note AN1003-02, 2013-12-26 iOS project compile





# **Notice**

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# Revision History

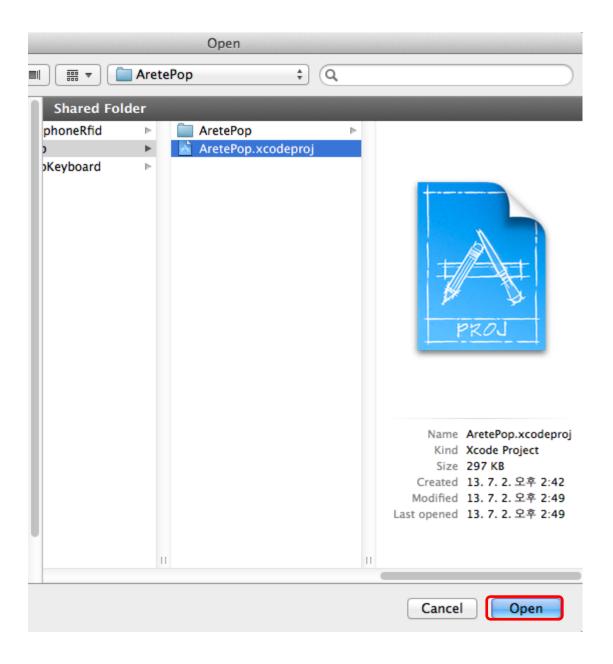
Version	Date	Changes
00	2013-07-23	Initial released
02	2013-12-26	Address changed
		Revision history added

- Check your Xcode version. Version 4.6.1 was tested.
- Click Open Other button.



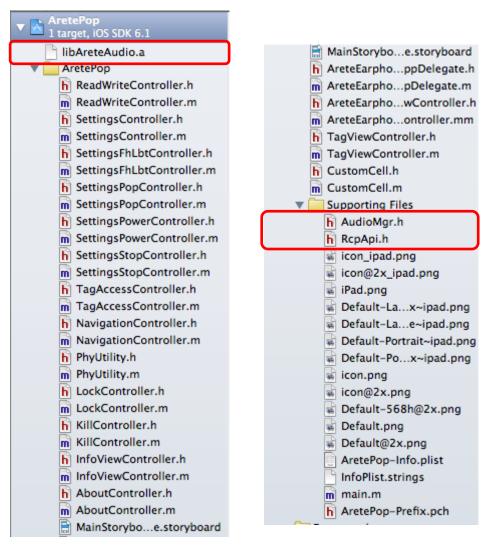


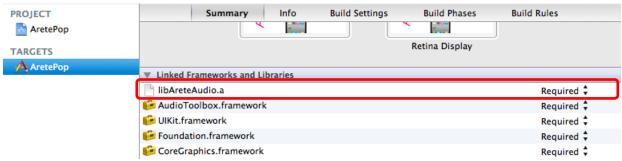
Select Xcode project and click open button.



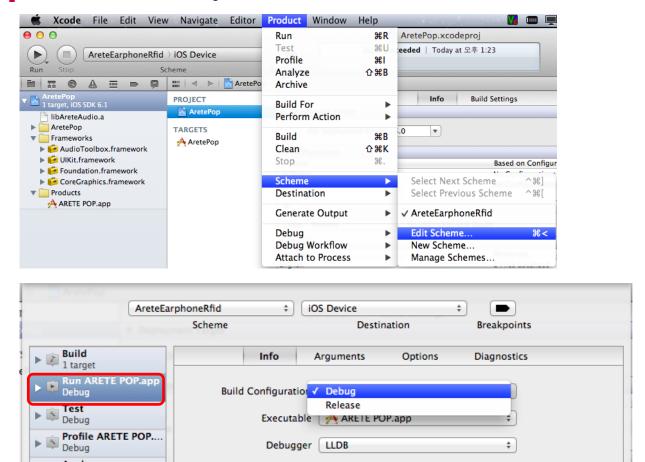


- Make sure loading project is done properly.
- Check Static library file libAreteAudio.a, header files AudioMgr.h and RcpApi.h.
- Check Linked Frameworks and Libraries at targets summary.

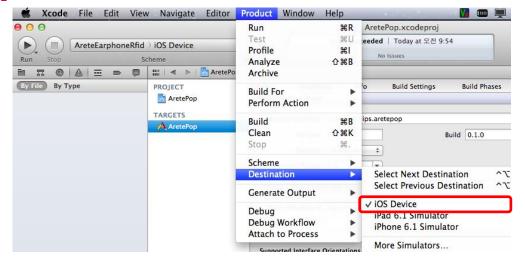




Edit Scheme and select debug.



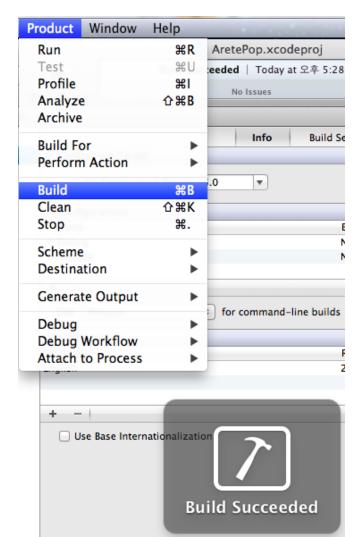
Select destination as iOS Device. Simulation is not possible.





# Clean and build project.

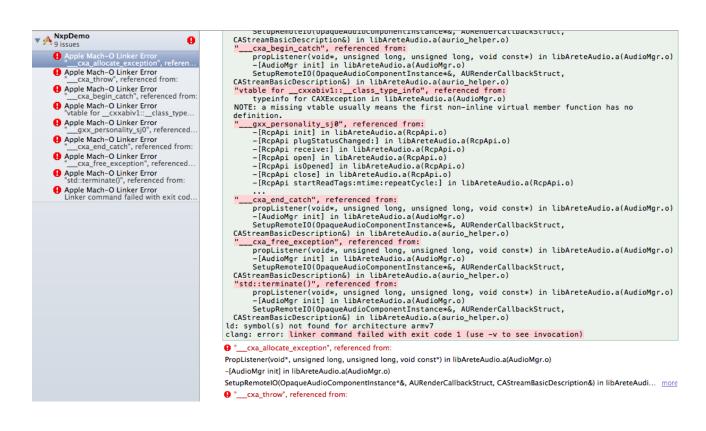
Product	Window	Help
Run		₩R
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Debug	▶ .	
Attach	to Process	•





### Tip: Apple Mach-O Linker Error

- libAreteAudio.a uses C++ library. To compile C++ library, referencing file extension should be changed from \*.m to \*.mm.
- If you have no \*.mm file, modify file extension from \*.m to \*.mm where RcpApi.h is referenced.





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