

Guide to DVD Chapter 20 Examples: *Jaeho Chang*

Composing Noise

There are three examples of algorithmic sound synthesis written in C++ especially using Xcode. This guide tells you how to run these example projects.

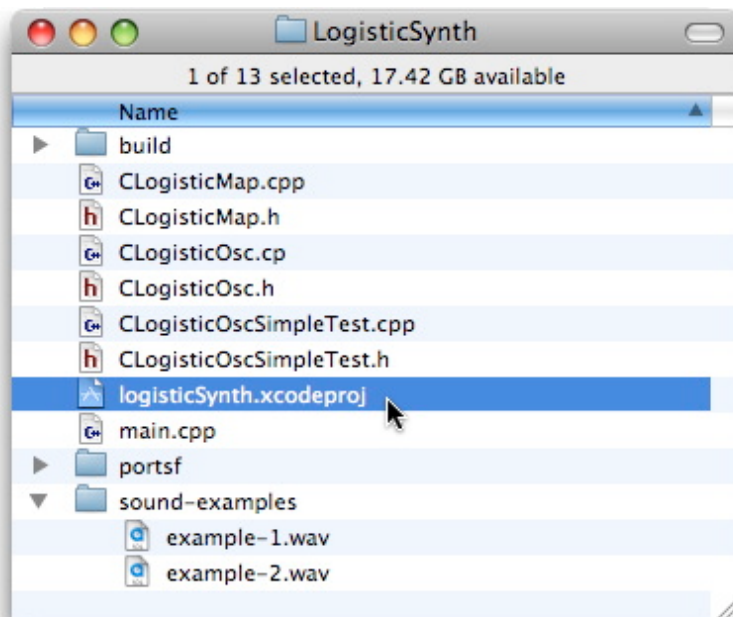
Installing Xcode

Xcode is a full-featured integrated development environment that is part of Mac OS X. You can install Xcode that is included on Mac OS X Install DVD. You can also download and install the latest version of Xcode from the Apple Developer Connection site at:

<http://developer.apple.com/tools/xcode/>

Opening a Project

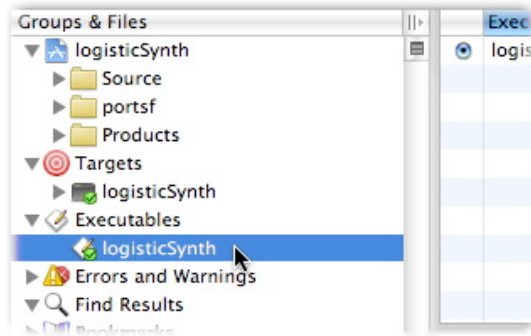
An Xcode *project* is not a single file, but consists of a number of files. To open a project, you should locate the file with the extension *xcodeproj* in the project folder and double-click it.



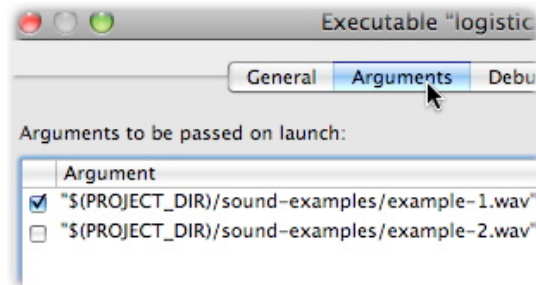
Supplying Arguments

Before running a project, you should supply arguments to the executable of the project. This can be done with just a few clicks as follows:

1. Click the triangle button beside the *Executables* group in the *Groups & Files* list, and then double-click the executable file.



2. In the executable inspector, click the *Arguments* tab.



3. There are example argument settings you can test. You can choose one by using the checkbox on the left side. After reading the text, you may want to add your own argument settings in this window to explore the example.

Running a Project

To run a project, click 'Build and Go' button on the toolbar, or select 'Build and Go' from the Build menu.

