Guide to DVD Chapter 27 Examples: *Chen Sokolovsky*

Objective-C and Cocoa Programming with Xcode

The four applications in this folder are here to support my DVD Chapter 27 on Cocoa Programming written for *The Audio Programming Book*. In addition to the source code and Xcode project files for each application, each is also compiled. In order to launch the applications you will need a computer running a Mac OS X 10.4 and up. Double-clicking on the *App1, App2, App3* and *App4* icons should launch the associated application. *App1* will play a sample; *App2* will play, pause and continue a user-selected soundfile; *App3* will play a single MIDI note; and *App4* will play a MIDI scale with user controls for tempo, volume and timbre.

In order to compile the applications yourself, and to study the GUI build with Interface Builder, you will need to have Xcode installed on your system. Xcode is included on Mac OS X Install DVD and you can install the Developer Tools from there; or you can download and install the latest version of Xcode from the Apple Developer Connection site at: http://developer.apple.com/tools/xcode/

To look at the code, go to the specific application folder and double-click on the *.xcodeproj* file. In the project window, double-click on the file name to view the code, or double-click the *.nib* file to launch Interface Builder.

In order to compile the code, click on the "Build and Go" button at the top of the project window (or from the Build menu, select one of the build options). To the left of the *Build and Go* button, locate the "Building Configuration" popup menu. When it is set to "Debug" the application will run without saving anything in your project folder; when it is set to "Release", a folder named "*Release*" will be created in your "*Build*" folder, containing the stand-alone version of the application that can be "launched" by double-clicking on the application icon.

The first two applications deal with opening and playing a sound file. The third and fourth applications demonstrate the use of Apple's built-in multi-timbral *AU DLS Synthesizer* – The Audio Unit Down-Loadable-Sounds Synthesizer. If you are not able to compile these applications, you may need to download and install additional Apple Quicktime Frameworks found at: http://developer.apple.com/quicktime/download/

The applications are described in detail in the chapter.