

Guide to DVD Chapter 32 Examples: *Johannes Bochmann*

A Real-time Spectral Processor for the iPhone

To build this example, simply *Open* the Spectral Template Project with Xcode.

You will need to have the iPhone SDK 3.0 or higher and Xcode 3.0 or higher installed.

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/>. You can get the latest version of the *iPhone SDK* from <http://developer.apple.com/iphone/>.

You can either compile for the *iPhone Simulator 3.0* or for the actual *iPhone Device 3.0*. Just choose your target and build configuration and hit “Build and Go”. Note, you will need to have a properly setup provisioning scheme to compile for the device.

The application is very resource hungry so, if you compile for your device, it is recommended that you perform a restart before running it. This makes sure that the device has a clean memory state.

For a general overview of iPhone programming, it is recommended to read the “*iPhone Application Programming Guide*.” The newest version of this document can be downloaded at: <http://developer.apple.com/iphone/library/documentation/iPhone/Conceptual/iPhoneOSProgrammingGuide/Introduction/Introduction.html>

The example audio loop – *Vibel.wav*, was written and produced by Johannes Bochmann.