Guide to DVD Chapter 25 Examples: *Allan Seago*

Carbon Audio Programming for Mac OS X

Note: This guide applies to Xcode 3.0. More recent versions of Xcode (e.g. 3.2.2) do not provide a Carbon template.

1. Run Xcode, and select 'Carbon Application' (NOT Carbon C++ Application) from the 'New Project' dialog. Click on 'Next'.

2. Give the project a name, and specify where the project files are to be saved, by clicking on 'Choose'.

3. Click on 'Finish'.

4. Create the interface using the Interface Builder as described in the tutorial

   OR

   Drag the 'English.lproj' folder from the relevant folder on the DVD into your project folder, replacing the one already there.

4. Create the following source code files as described in the tutorial

   OR

   Drag them from the relevant folder on the DVD into your project folder, replacing the existing *main.c* file. Then select 'Add to Project' from the 'Project' menu. Select the files and click on 'Add'. Another dialog will be presented; click on 'Add' again.

5. For the 'Audio demo' and 'Waveform synthesis' projects, the files are

```
main.c
main.h
ClearCommandHandler.cpp
ClearCommandHandler.h
GenCommandHandler.cpp
GenCommandHandler.h
PlayCommandHandler.cpp
PlayCommandHandler.h
```

   For the 'Filters' project, the files are

```
main.c
```

`main.h`

6. Click on ‘Build and Go’. You may encounter an alarming number of errors. Should this happen, select ‘Edit Project Settings’ from the ‘Project’ menu. The Project Info dialog will be displayed – select the ‘Build’ tab, and scroll down until you find the ‘Compile Sources As’ setting option. Ensure that it is set to ‘C++’.

7. IMPORTANT: If you are running Leopard (10.5), you will also get a number of warnings saying that some function calls have been deprecated. This simply means that they are considered by Apple to be obsolete for new development – however, they will still function correctly in these programs.