

CLIPS iOS

This section describes the installation of examples demonstrating how a CLIPS expert system can be integrated with an iOS interface. The examples have been tested with iOS 14.6 using Xcode 12.5 running on Mac OS X 11.4. These instructions assume you have Xcode installed and a basic understanding of how to use it to build and run apps.

1.1 CLIPS iOS Folder Structure

In order to use CLIPS iOS you must obtain the source code by downloading the **clips_ios_640.dmg** disk image file from the Files page on the CLIPS SourceForge web page. Once downloaded, double click the file and then drag the **CLIPS iOS Project** folder into the folder you'll be using for development.

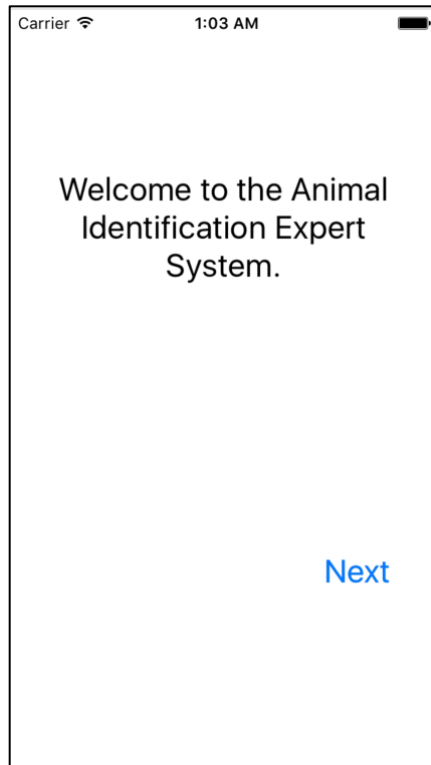
The **CLIPS iOS Project** folder has the following folder structure:

```
CLIPS iOS Project
  Animal
  Auto
  CLIPS_Source
  CLIPSiOS
  CLIPSiOS.xcodeproj
  Wine
```

1.2 Running the iOS Demo Programs

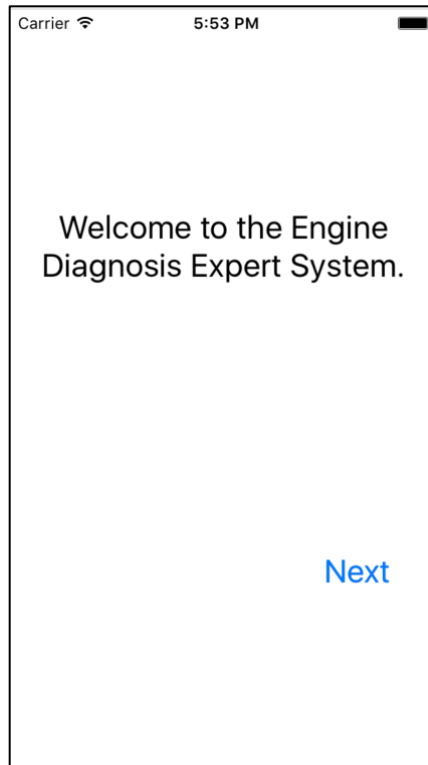
1.2.1 Running the Animal Demo

To run the Animal demo, open the **CLIPS iOS Project** folder and double click the **CLIPSiOS.xcodeproj** file. After the file opens in the Xcode application, select the **Animal** target and desired iOS device or simulator from the Scheme pop-up menu in the toolbar. From the **Product** menu, select the **Run** menu item. The Animal app should launch on your iOS device or simulator:



1.2.2 Running the Auto Demo

To run the Auto demo, open the **CLIPS iOS Project** folder and double click the **CLIPSiOS.xcodeproj** file. After the file opens in the Xcode application, select the **Auto** target and the desired iOS device or simulator from the Scheme pop-up menu in the toolbar. From the **Product** menu, select the **Run** menu item. The Auto app should launch on your iOS device or simulator:



1.2.3 Running the Wine Demo

To run the Wine demo, open the **CLIPS iOS Project** folder and double click the **CLIPSiOS.xcodeproj** file. After the file opens in the Xcode application, select the **Wine** target and the desired iOS device or simulator from the Scheme pop-up menu in the toolbar. From the **Product** menu, select the **Run** menu item. The Wine app should launch on your iOS device or simulator:

Carrier 12:57 AM	
Wines	
PREFERENCES	
Color	Don't Care >
Body	Don't Care >
Sweetness	Don't Care >
MEAL	
Main Course	Don't Know >
Sauce	Don't Know >
Flavor	Don't Know >
RECOMMENDATIONS	
Chardonnay	59
Riesling	59
Zinfandel	59
Soave	36

1.3 Creating the CLIPS iOS Framework Using Xcode 12.5

The CLIPS iOS distribution also includes a framework project for embedding CLIPS in each of the iOS demo apps. A framework is basically a library that includes embedded header files. If you are creating an iOS app, you may want to include just the framework in your project rather than adding the entire project for creating the framework.

To build the framework, open the **CLIPS iOS project** folder and double click the **CLIPSiOS.xcodeproj** file. After the file opens in the Xcode application, select the **CLIPSiOS** target from the Scheme pop-up menu in the toolbar. Next, select the **Product** menu, the **Scheme** submenu, and then the **Edit Scheme...** menu item. On the **Info** tab, set the **Build Configuration** drop down menu to **Release**. Click the **Close** button and then select **Build** from the **Product** menu.

Select the **Build** menu item from the **Product** menu to create the CLIPSiOS framework. The generated framework can be found in the **:build:Release-iphoneos** folder.