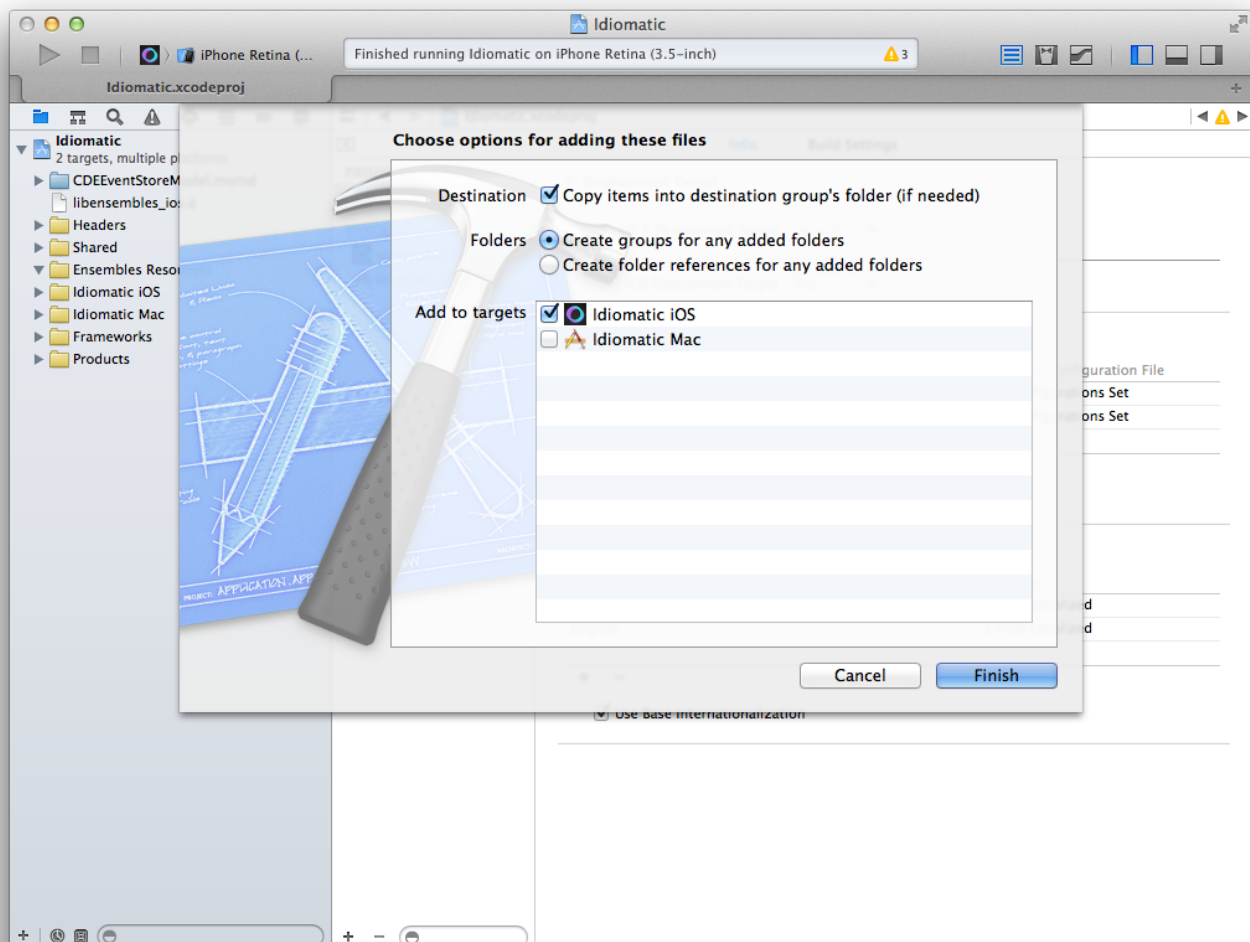# Installing Ensembles Binaries

1. Drag the framework bundle *Ensembles.framework* from the *iOS* or *OS X* folder into your Xcode project source list.

2. In the sheet that appears, make sure you check the *Copy items into destination group's folder* option, make sure your app target is checked, and then click *Finish*.

3. On iOS, drag the resources bundle *Ensembles.bundle* into your Xcode source list. Make sure you check the *Copy items into destination group's folder* option, and check the box for the app's target.

4. On iOS, go to open the *Build Settings* of your app's target, locate the *Other Linker Flags* setting, and add the flag *-ObjC*

5. For a Mac app, create a new build phase to copy frameworks into your app bundle (if you don't already have one). To do this…

   A. Select the project root in the source list, then select your app's target.

   B. Open the *Build Phases* tab.

C. Click the + button at the top of the list.

D. Choose *New Copy Files Build Phase* from the popup menu.

E. Disclose the contents of the new *Copy Files* phase, and choose *Frameworks* from the *Destination* popup button.

F. Click the + button at the bottom of the *Copy Files* phase section, choose *Ensembles.framework*, and click *Add.*

6. On the Mac, locate the *Runpath Search Path* build setting, and add *@loader_path/../Frameworks*

7. If you need to install other backends, drag the relevant source files from the *Extra Backends* folder into Xcode. Make sure the option to copy the items is checked in the panel.