Using the Sample Programs

Sample programs are available for download for C++ and Objective-C. Below you will find instructions for building and running these programs. The instructions assume that you have configured your platform according to the instructions in the release notes.

The demo archive contains sample programs for:

- the command-line Objective-C SDK
- the Cocoa Objective-C SDK
- the iPhone and iPhone Simulator Objective-C and C++ SDKs

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    - Demo prerequisites
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Building the demos

Demo prerequisites

The demos require Ice Touch and the Xcode Plug-in to be installed. The command-line demos require the Xcode Command Line Tools to be installed (installed from Xcode -> Preferences).

Demo build instructions

To build the command-line demos you need to:

- Configure your system according to the directions in the release notes (for binary distributions) or the build instructions (if you built Ice Touch from sources).

- If you did not install Ice Touch in its default location (`/Library/Developer/IceTouch-1.3.3`), set the environment variable `ICE_TOUCH_HOME` to point to your Ice Touch installation root directory. For example, in a Bash shell:

```
$ export ICE_TOUCH_HOME=$HOME/testing/IceTouch-1.3.3
```

    You also need to add the Ice Touch library directory to your shared library search path:

```
$ export DYLD_LIBRARY_PATH=$ICE_TOUCH_HOME/lib:$DYLD_LIBRARY_PATH
```

- Review the build settings found in `config/Make.rules` and adjust any you want changed.

- Build the demos. For example:

```
$ cd IceTouch-1.3.3-demos
$ make
```

To build Cocoa, iPhone or iPhone Simulator demos, open `IceTouch-1.3.3-demos/demos.xcworkspace` with Xcode. The workspace includes the Cocoa and iPhone demo projects from the demo distribution. The following demos are available:

- chat (Cocoa Objective-C)
- library (Cocoa Objective-C)
- chat (iPhone Objective-C)
- cpp/hello (iPhone C++)
- library (iPhone Objective-C)
- hello (iPhone Objective-C)
- router (iPhone Objective-C)
- voip (iPhone Objective-C)

If you did not install Ice Touch in its default location (`/Library/Developer/IceTouch-1.3.3`), you will need to update the project settings "`Addition al SDKs`" and "`Header Search Paths`" and replace "`/Library/Developer/IceTouch-1.3.3`" with the path to your Ice Touch installation directory.

Running the demos

Please refer to the `README` file located in each demo directory for instructions on how to run the demo.