

Building the Xcode Plug-in from Source

This page describes the [Xcode plug-in](#) for Ice Touch, including build and installation instructions. If you prefer, you can download a [binary package](#) that contains pre-compiled binaries for the plug-in.

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Building the Xcode Plug-in

Unpack the Ice Touch source archive. The source files are contained in the `IceTouch-1.3.3` subdirectory.

Review and update the settings in the file `Xcode/Slice2ObjcPlugin/config/Make.rules`. Next, execute the following commands:

```
$ cd IceTouch-1.3.3/Xcode/Slice2ObjcPlugin
$ make
```

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Installing the Xcode Plug-in

To install the plug-in, run

```
$ make install
```

The Xcode plug-in is installed at the following location:

```
~/Library/Application Support/Developer/<xcode-version>/Xcode/Plug-ins/slice2objcplugin.pbplugin
```

where `<xcode-version>` is the *major.minor* version of Xcode.

If you have set `XCODING_PLUGIN_ALL_USERS=YES` in `Xcode/Slice2ObjcPlugin/config/Make.rules`, the plug-in will be installed for all users at the following location:

```
/Library/Application Support/Developer/<xcode-version>/Xcode/Plug-ins/slice2objcplugin.pbplugin
```

Note that admin access is required when installing the plug-in for all users. You can prefix the command with `sudo` as shown below:

```
$ sudo make install
```

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Configuring the Xcode Plug-in

Please refer to the [documentation](#) for more information on configuring the Xcode plug-in.

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