

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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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 "Additional SDKs" and "Header Search Paths" and replace `/Library/Developer/IceTouch-1.3.3` with the path to your Ice Touch installation directory.

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Running the demos

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

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