

Creating the Xcode Project

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1 A few checks

1. Open Interface Builder and go to Preferences by going to Interface Builder and Preferences
2. Check that the SM2DGraphView palette has the path `/Macintosh HD/Developer/SM2DGraphView.palette` If not, follow step 2 of the post and put the `SM2DGraphView.palette` there.
3. Close Interface Builder and reopen it. Make sure you see the Pie Chart, Cost-Time graph icons in the "Cocoa controls" panel(the panel where you drag in buttons and other stuff from).

2 Creating the Project

1. Start Xcode. The version should be Xcode 2.4 or Xcode 2.4.1
2. Go to File, New Project, and choose Cocoa application.
3. Find the MainMenu.nib file and delete it(Be sure to delete References and Files.)
4. Inside my Xcode project directory(`Sample_project`), find MainMenu.nib.
5. Open that MainMenu.nib to make sure it has the "outlines" of the plots to come

6. Drag that MainMenu.nib(the one inside my Xcode project directory) into the Resources folder of the Groups and Files view(located in the Left pane of Xcode)--> of the Xcode project created in Step 2.
7. Now, go to the Groups and Files of Xcode, expand Frameworks, Ctrl-click on Linked Frameworks, and go to Add -> Existing Frameworks.
8. Choose the SM2DGraphView.framework (it will be in /Library/Frameworks)
9. Go to Project -> Edit Project Settings
10. Choose the Build Tab, and add the following:
11. Under Header Search Paths, type in /Library/Frameworks/SM2DGraphView.framework
12. Under Framework Search Paths, type in /Library/Frameworks
13. Close the Project Settings panel.
14. Now Drag and Drop SM2DGraphAppDelegate.m and SM2DGraphAppDelegate.h from my project directory into Groups and Files -> Other Sources.
15. Try Building and Running the project