

HelloRTcmix Guide

- ❑ Drag **HelloRTcmix.sco** (in the **Resources/Demo Scores** folder of the demo download) from the **Finder** into the **Other Sources** group folder in Xcode
 - ❑ Note: check **Copy items into destination group's folder (if needed)**

- ❑ Make the bolded additions to **RTcmixManager.h**:

```
#import <Foundation/Foundation.h>
#import "RTcmixPlayer.h"

@interface RTcmixManager : RTcmixPlayer {
    RTcmixScore      *helloScore;
```

```
}
```

```
@property (nonatomic, retain) RTcmixScore      *helloScore;
```

```
- (void)goScore;
```

```
@end
```

- ❑ In **RTcmixManager.m**

- ❑ add `@synthesize helloScore;` directly below `@implementation RTcmixManager`

- ❑ Add **goScore** method

```
- (void)goScore {
    [self parseScoreWithRTcmixScore:helloScore];
}
```

- ❑ Uncomment **initWithAudioQueuePlayer** method and add:

```
helloScore = [[RTcmixScore alloc] initWithScore:[NSBundle mainBundle] pathForResource:@"HelloRTcmix" ofType:@"sco"]];
```

- ❑ Add `[helloScore release];` to the **dealloc** method

- ❑ Make the bolded additions **YourProjectNameViewController.h**

```
#import <UIKit/UIKit.h>
#import "RTcmixManager.h"
```

```
@interface YourProjectNameViewController : UIViewController {
    RTcmixManager *rtcmixManager;
```

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```
}  
  
@property (nonatomic, retain) RTcmixManager *rtcmixManager;  
  
-(IBAction)goScore;  
-(IBAction)flush;  
  
@end
```

Make the bolded additions at the top of **YourProjectNameViewController.m**

```
#import "YourProjectNameViewController.h"  
  
@implementation YourProjectNameViewController  
  
@synthesize rtcmixManager;  
  
-(IBAction)goScore {  
    [rtcmixManager goScore];  
}  
  
-(IBAction)flush {  
    [rtcmixManager flushAllScripts];  
}
```

Uncomment **initAudioQueuePlayer** method and add:

```
rtcmixManager = [RTrtcmixManager sharedManager];  
[rtcmixManager initAudioQueuePlayer];
```

In RTAudioInputViewController.xib

- add two UIButton named Start Score and Flush Score
- connect the Touch Down event of the Start Score button to the goScore method
- connect the Touch Down event of the Flush Score button to the flush method