

Creating AudioUnits with gen~

Note that code export is in Beta as of Max 6.1 and will change with subsequent releases. We've attempted to make sure the current state of export will be compatible with future versions, but we make no guarantees at this point.

Requirements:

- Xcode 4.6 or later
- Max 6.1 or later

Preliminaries:

- Download the "Audio Tools for Xcode" package by going to Xcode > Open Developer Tool > More Developer Tools ...
- Install the CoreAudio folder found in the "Audio Tools for Xcode" package. Make sure to grab the one from **Feb. 16, 2012**. The Xcode packages assume it's in the folder /Applications/Developer. If you install it somewhere else, change the CORE_AUDIO_LOCATION setting in the Xcode projects

Building an AudioUnit

1. Duplicate the provided MyAU project with the command

```
python duplicate.py MyAU <My Plugin Name> <My Company Name>
```


For example:

```
python duplicate.py MyAU YourAU MyCompany
```
2. Open a gen~ patch to be turned into a plugin
3. Send gen~ the **exportcode** message in order to export the genpatcher as C++ code
 - 3.1. Choose the top-level folder where your new plugin project is located as created in step 1.
4. Open the Xcode project generated in step 2
5. Change the COMP_MANUF and COMP_SUBTYPE settings in the <My Plugin Name>.r resource file and the <My Plugin Name>-Info.plist file.
6. If you installed CoreAudio in a location other than /Applications/Developer, change the CORE_AUDIO_LOCATION build setting to the appropriate location and change the location of all of the files in the CoreAudio folder so that Xcode can compile them.
 - 6.1. Click on the project in the Project Navigator to show the build settings
 - 6.2. Click on the <My Plugin Name> target under the Targets section
 - 6.3. If not already showing, click on the Build Settings tab
 - 6.4. Under the User-Defined section, see the CORE_AUDIO_LOCATION setting to be changed (you can use the search field in the Build Settings to quickly locate it)
7. Build the project
8. Copy the build product to the /Library/Audio/Plug-Ins/Components folder
9. run `auval -a` to verify that the plugin functions properly