

DOCUMENTATION FOR C2 CONSULTING'S SUBMISSION:

BMUSIC

Music made by Beacons



CONTRIBUTORS:

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Introduction

The team at C2 Consulting is submitting 'BMusic' to the ODTUG 2016 Geekathon. BMusic is an iOS app that plays music note(s) when it identifies a beacon in its proximity. We plan to showcase this functionality at the 2017 ODTUG conference - conference attendees will be amused to learn that approaching the C2 Consulting Booth will trigger music note(s) to play.

To illustrate this functionality we have made 2 videos:

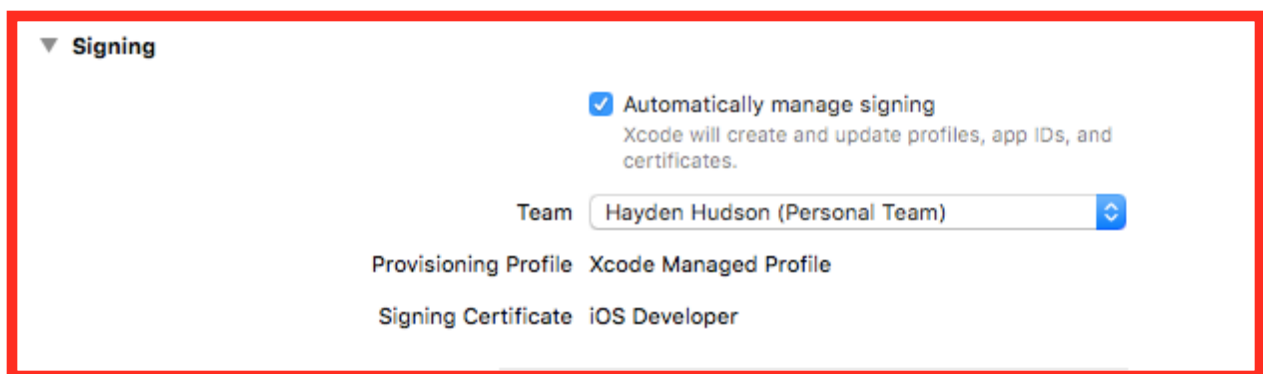
1. An [unpolished demo of our iOS app in action](#)
2. A fanciful imagining of how our application could result in some impromptu music: 'Main_Video_Entry.avi' (in dropbox folder)

Installation Prerequisites

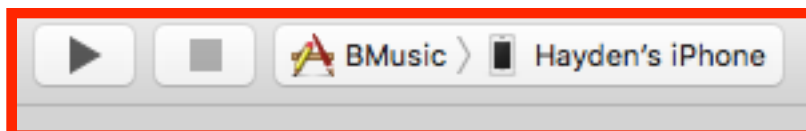
1. An iPhone
2. A Mac Computer
3. Xcode
4. An iOS developer Provisioning Profile

Installation

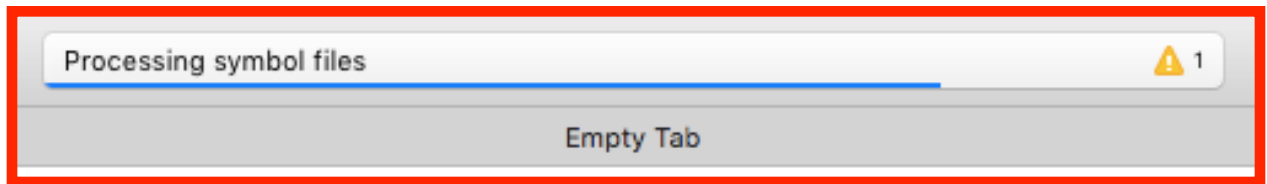
- A. Download the provided Xcode zip file 'BMusic_xcode.zip'.
- B. Unpack the zip-file on your Mac.
- C. Run 'BMusic.xcodeproj' in Xcode.
- D. Hook your iPhone up to your Mac.
- E. Sign the project with your signing profile:



- F. Choose your phone as the target of the build:

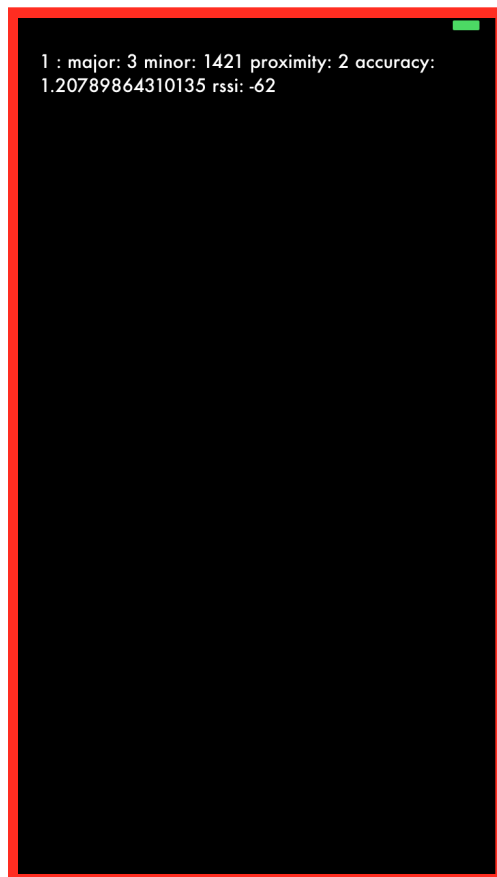


G. Wait for Xcode to process symbol files, etc:



H. Hit Run - make sure your phone is unlocked. You may need to approve yourself as a developer in the 'Manage Devices' section of your phone.

I. When you 1st open up the app, you will probably be greeted with the message 'No iBeacons to pick up...' Give it a moment to range and it will pick up nearby iBeacons and play a note:



J. Success! If you have any problems with the installation. Please do not hesitate to call Hayden Hudson at 480-270-9107 or email him @ hayden@concept2completion.com