

Problems with the AetherOnePi app in Mac operating systems like Monterey, Ventura etc.

1. Downloading the files of the app like data, hotbits etc.
2. Camera permission and use the right camera number

All mac problems till now (not only with the AetherOnePi 1.3.3. and other versions) are related to the strict security applied in the Mac and are resolved through the use of the Mac-app Terminal.



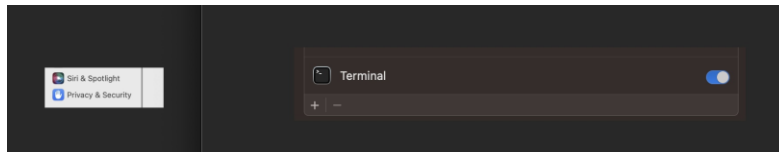
Activate first your Terminal app



Go to your Systemconfiguration

Go to Privacy and Security

Go to the right to the Developerstools (see picture)



Open there the Terminal like in the picture

1st problem: The files in AetheonePi:

- A. When you cannot download all the files of the AetherOnePi use Terminal.
- B. When you cannot see the hotbits in your AetheOnePi Ui replace it with an older one.

Download the Aetheonepi 1.3.3 from Github as a zip file. This is important.

Put the file in the user's directory, in order to find it easy when you have to use it from the Terminal app.

Open the Terminal app and type there the below commands and press ENTER after each one:

Type `ls`

You can now see the files in your user's directory.

Type `open Aetheronepi-1.3.3.zip`

Type `cd Aetheronepi-1.3.3` to go in the file.

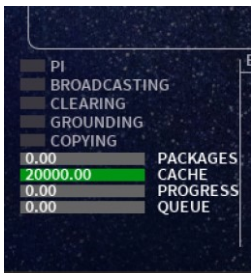
Type `Aetheronepi-1.3.3.jar`

Look what happens in your Aetheonepi-1.3.3 file.

You now can see all the files you need.

b. Hotbits in aetheoneUI

When you use the processing camera for hotbits, and you cannot see them in the AetheonePiUI then you can replace the hotbits file in your AethereOnePi 1.3.3 with the hotbitsfile you already have in another version. You see the hotbits in the cache.



2th problem

Camera permission and use the right camera number

In AetheOnePi we generate bits via Hotbits from the Webcam with the processing sketch we open from the processing file of the AetheOnePi. For the camera we have till now 2 problems:

- Give permission to access the built in camera.
- Change the camera number in the processing code HotbitsFromWebCam.pde

a. Give permission

On the latest operation Mac-systems, apps have to ask permission to access the built in camera. **We solved the problem by opening the processing file from the Terminal app.**

- Download processing form here: <https://processing.org/download>
- Place the file in your user's directory, so you can see it at ones when you type the ls command in terminal.
- Type in Terminal app
`ls` [ENTER] in order to see the files in your user's directory.
- Type
`open Processing.app` [ENTER]

At this moment you a popup window with the question that the processing app is asking permission to use your camera, Give your permission and you can now use the camera. But before that you have also to change the number of the camera in the processing sketch.

b. Change the code in processing sketch

In order to use the right built in camera you also have to change the camera number in the processing code "camera [8]" on line 29; The number of the built in Face Time camera in the Macs we used in the group is 0.

Go to the processing file of the AetherOnePi and open sketch **HotbitsFromWebCam.pde**

Replace on line 29 the number [8] with your number. You can see it in your black screen under the code.

In our situation you see on picture 2 the name **[0] "FaceTime HD-camera"**

The number of the camera in this Mac is [0].



Pic 2 HotbitsFromWebCam