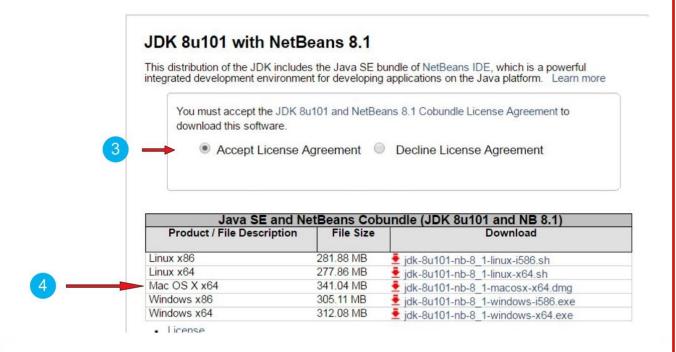*How to install NetBeans and the Codename One plugin on a MAC*

1. **Your MAC needs to run OS X 10.7 (Lion) or a more recent version**.
   Find the OS X version of your MAC.

2. Go to http://www.oracle.com/technetwork/articles/javase/jdk-netbeans-jsp-142931.html

3. Click on "Accept License Agreement"

4. Download the file "jdk-8u101-nb-8_1-macosx-x64.dmg" (see below)

JDK 8u101 with NetBeans 8.1

This distribution of the JDK includes the Java SE bundle of NetBeans IDE, which is a powerful integrated development environment for developing applications on the Java platform. Learn more

You must accept the JDK 8u101 and NetBeans 8.1 Cobundle License Agreement to download this software.

3 → ● Accept License Agreement   ○ Decline License Agreement

Java SE and NetBeans Cobundle (JDK 8u101 and NB 8.1)		
Product / File Description	**File Size**	**Download**
Linux x86	281.88 MB	⬇ jdk-8u101-nb-8_1-linux-i586.sh
Linux x64	277.86 MB	⬇ jdk-8u101-nb-8_1-linux-x64.sh
Mac OS X x64	341.04 MB	⬇ jdk-8u101-nb-8_1-macosx-x64.dmg
Windows x86	305.11 MB	⬇ jdk-8u101-nb-8_1-windows-i586.exe
Windows x64	312.08 MB	⬇ jdk-8u101-nb-8_1-windows-x64.exe

4 →

• License

5. Find the file you downloaded on your computer and click on it to install
   Note *that you might need administrator rights to install software on your MAC!*

6. During the installation, you might be waiting for a long time (15 minutes or more) at this screen, even if this says that just one minute is remaining. This is normal (see following page!)
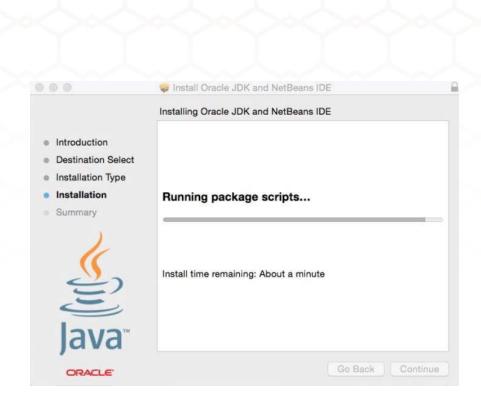
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How to install NetBeans and the Codename One plugin on a MAC

Now that we have NetBeans installed, let's add the Codename One plugin.

7. Open NetBeans. In the menu, select Tools -> Plugins.
   In the windows opening, select "Available plugins". Search for "Codename One" (plugins can be listed alphabetically by clicking on the column "name", that makes it easier to find).
   Select the Codename One plugin by ticking the box on the left. Click on "Install" and follow instructions.
8. Restart NetBeans to finish the installation.

Congratulations, you are ready to create your first mobile app!

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