

Running the Course Software on a Mac

To complete the course work in this course, you'll be running Visual Studio to implement your console apps and the Unity editor to implement your Unity games. This document describes how to run those applications.

For convenience, I've just added the software to the dock as shown below. I can run the software by clicking on the appropriate icon in the dock.



Adding an Application to the Dock

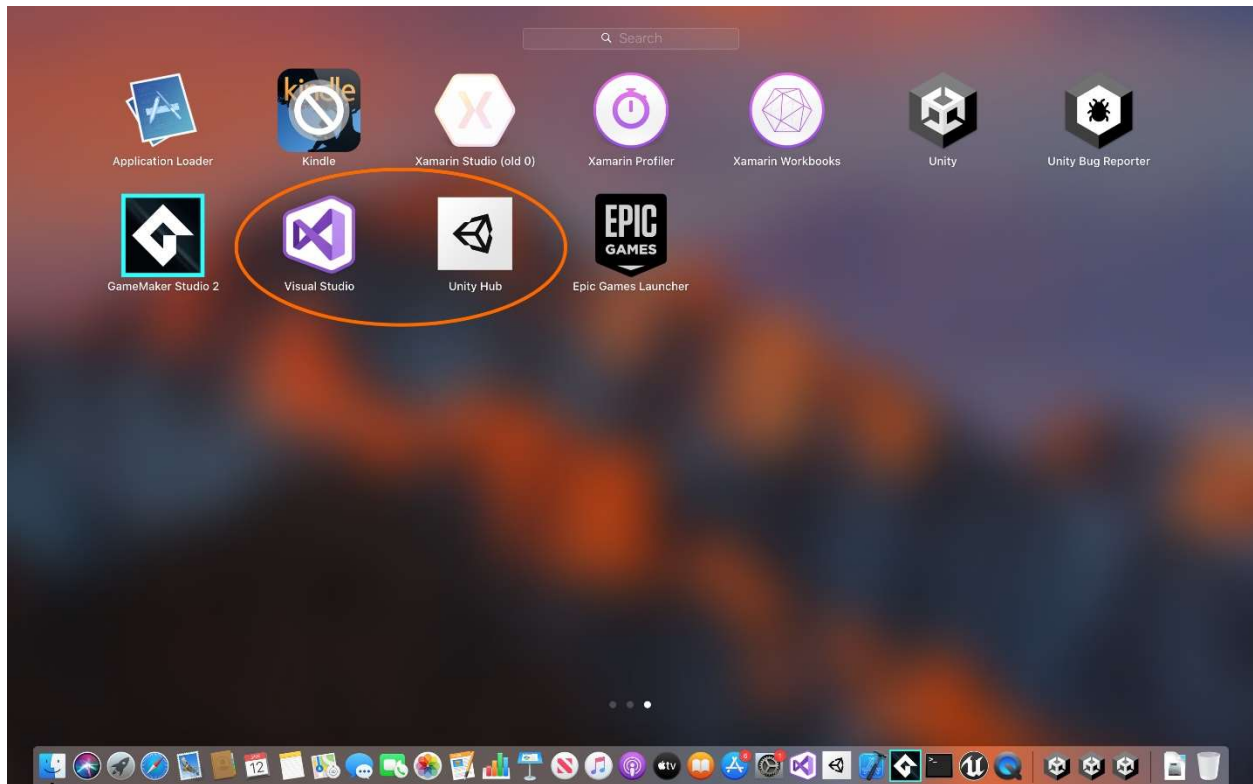
Start up the software, go to the software icon in the dock, right click Options, and select Keep in Dock.

Running Visual Studio and Unity Using Launchpad

To run the software using Launchpad, click the Launchpad icon in the dock as shown below.



Find the application you want to run (you may have to swipe to navigate through the applications you have installed) and click the icon for the application. The Visual Studio and Unity icons in Launchpad are as shown below.

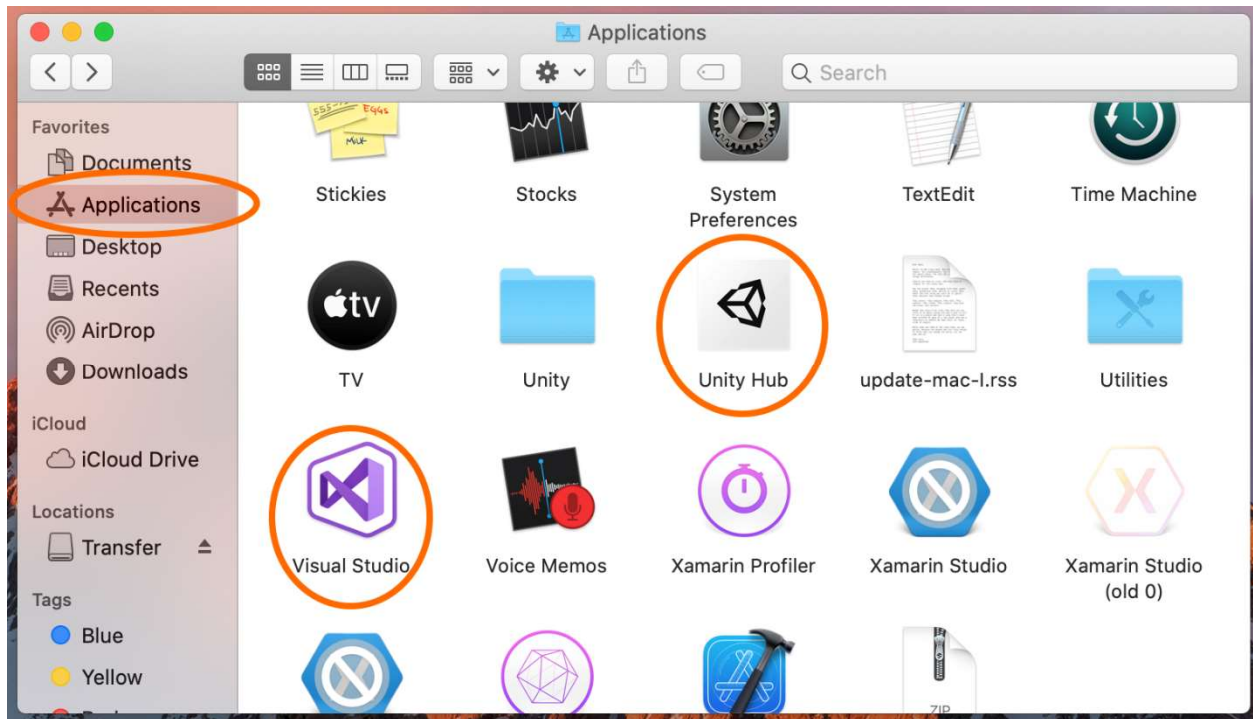


Running Visual Studio and Unity using Finder

To run the software using Finder, click the Finder icon in the dock as shown below.



Select Applications in the left pane of the Finder window and scroll down as necessary to find Visual Studio and Unity Hub; see image below.



Click the icon for the application you want to run.