

Install Xcode

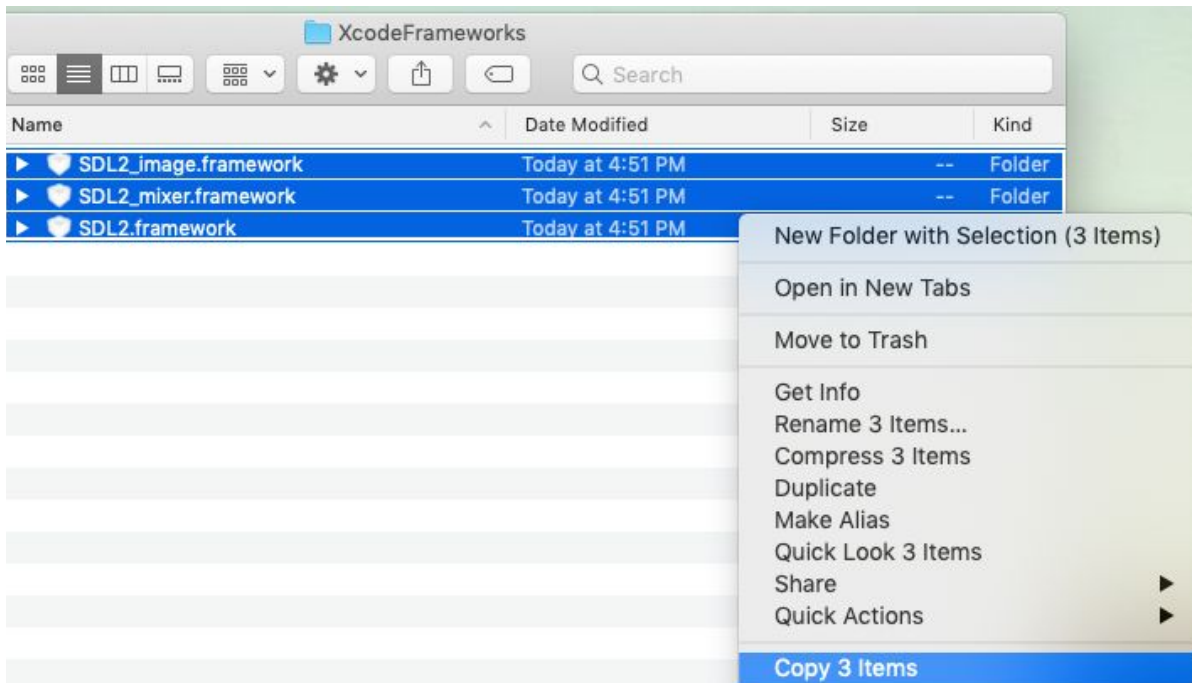
Open “App Store” from the Applications Folder

Install Xcode

Install Libraries

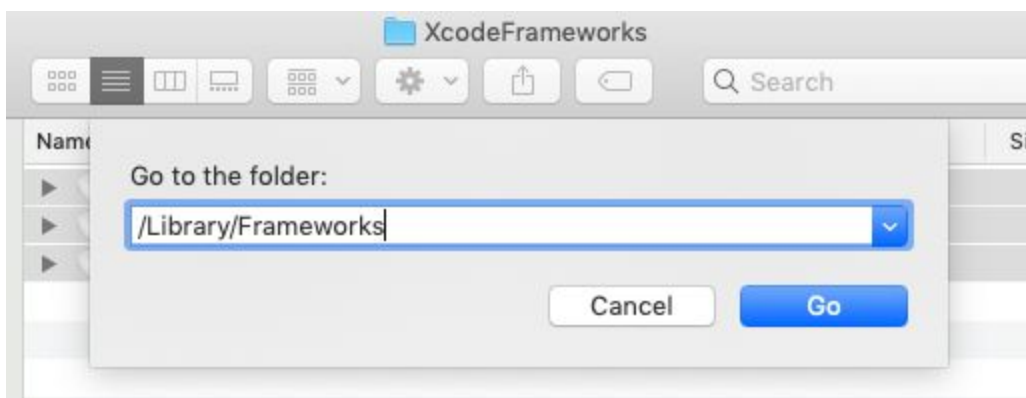
Find the **XcodeFrameworks** folder in the Libraries folder (downloaded from github).

Go inside the folder, select the 3 items, Right-Click (or control-click) then select: Copy 3 Items



From the Finder menu (on top) select Go -> Go to Folder

Type in /Library/Frameworks and click **Go**.



Right-Click (or control-click) and select: Paste 3 Items

Can't Open / Unidentified Developer Errors

Newer versions of MacOS may try to block the SDL libraries from being loaded. You can fix this issue by entering the following command into a terminal window:

```
xattr -dr com.apple.quarantine /Library/Frameworks/SDL2*
```

Template

In the Setup Instructions folder in GitHub there is an Xcode Template folder. Download the **SDLProject.zip** file and double click to extract the files. You can use this template for all of your projects.

Let's Code!

Open the **SDLProject.xcodeproj** project file. If you build and run the example you should see a window open with a black background.

After the code successfully runs, stop the program and open **main.cpp**. You can modify the values in **glClearColor**. The first 3 floats are the red, green and blue values. They can range from 0.0 to 1.0 and will set the background color drawn by **glClear**. If you run the program again you should see a different color background.