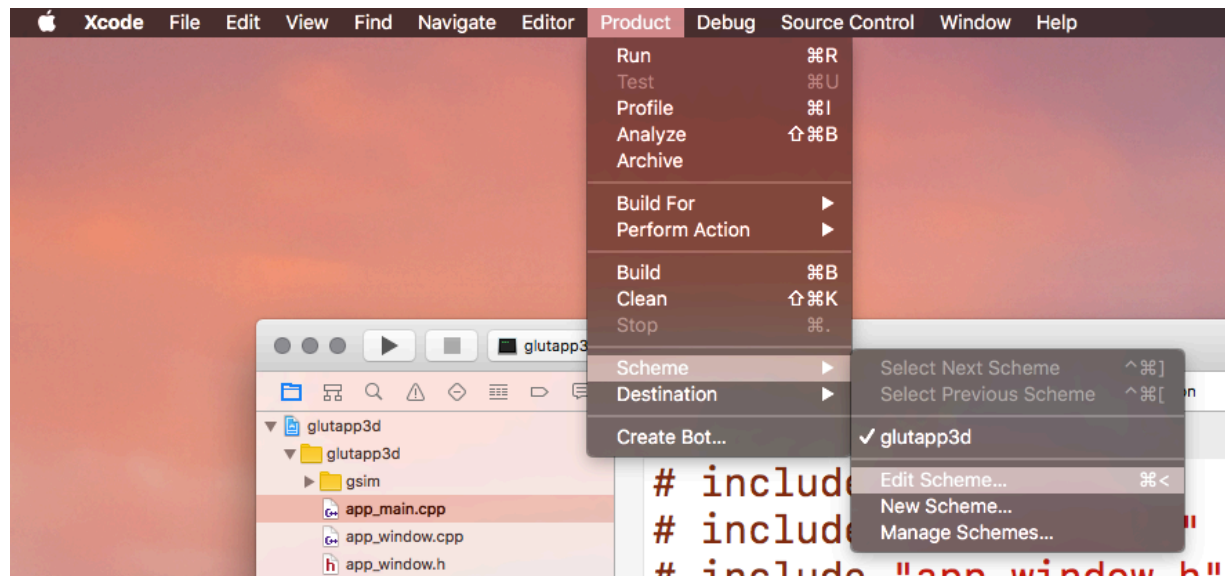


# GLUTApp3D for macOS

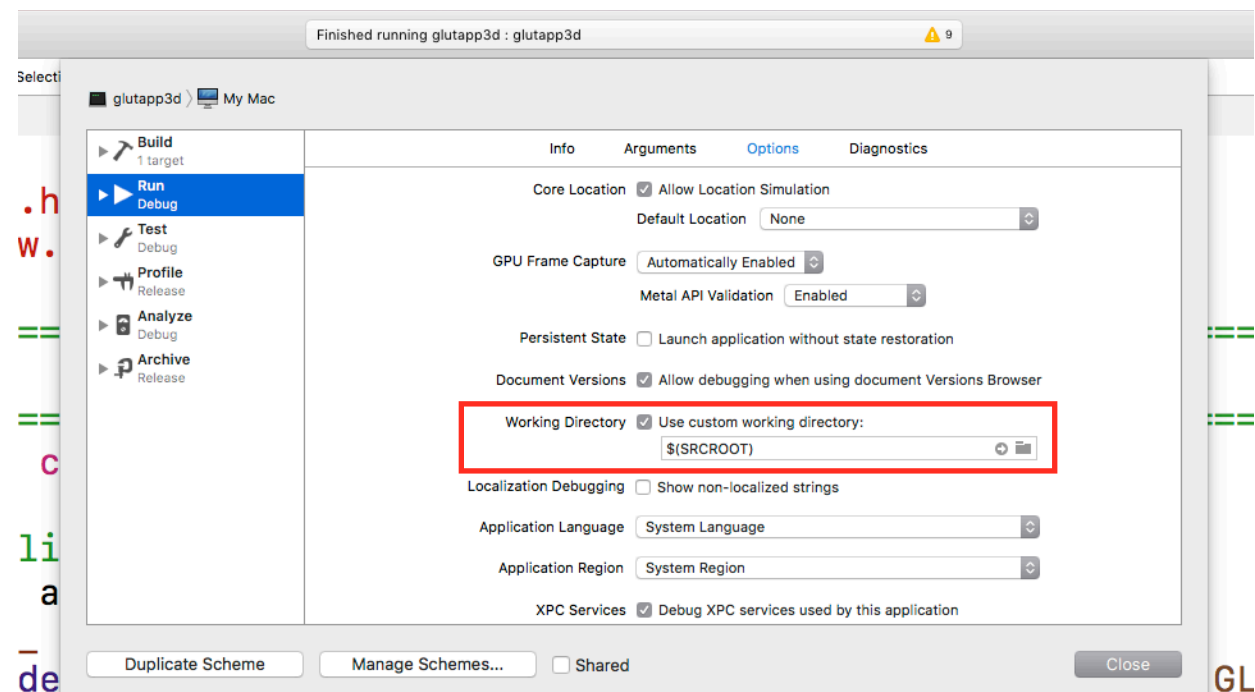
You need to have Xcode installed on the Mac. Open the `glutapp3d.xcodeproj` file.

Set the working directory of your Xcode project to be the source root folder.

Click on Product -> Scheme -> Edit Scheme



Now set your working directory to `$(SRCROOT)`



You should now be able to click the Play button in Xcode and run the application.