

Running the Course Software on a Mac

To complete the course work in this course, you'll be running either MonoDevelop or 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 MonoDevelop 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 MonoDevelop and Unity icons in Launchpad are as shown below.

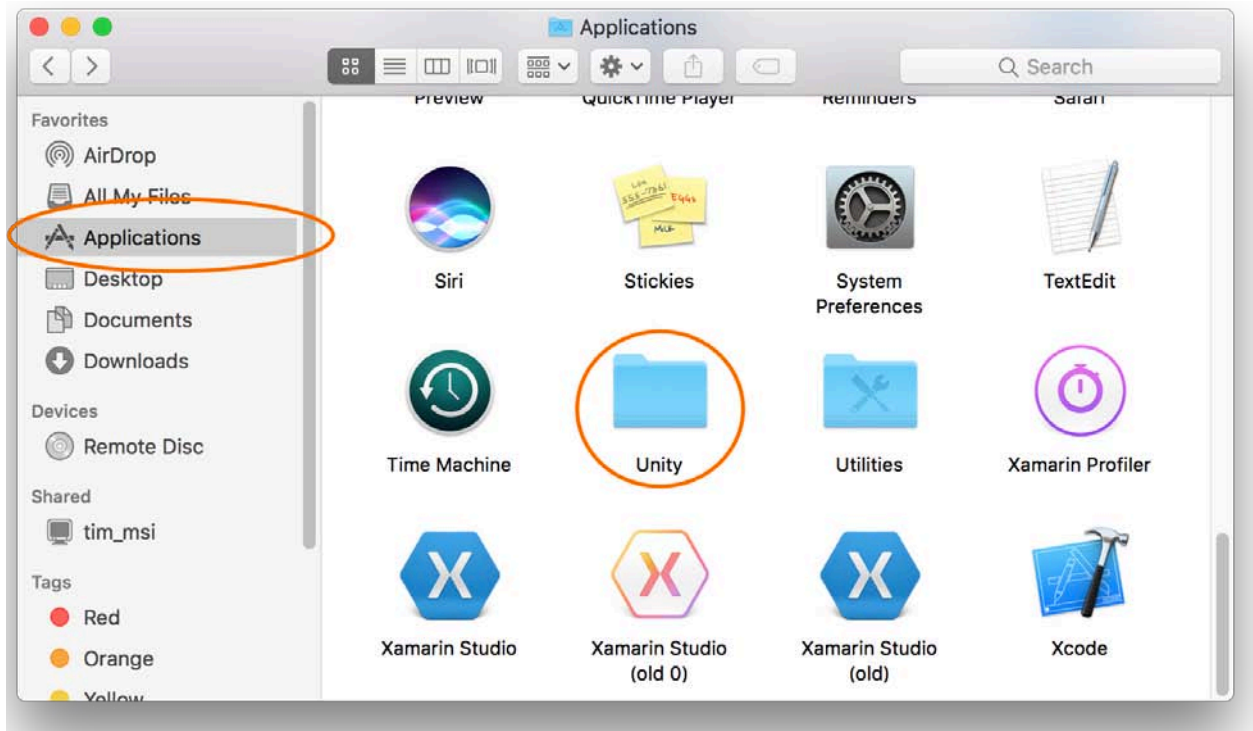


Running MonoDevelop and Unity using Finder

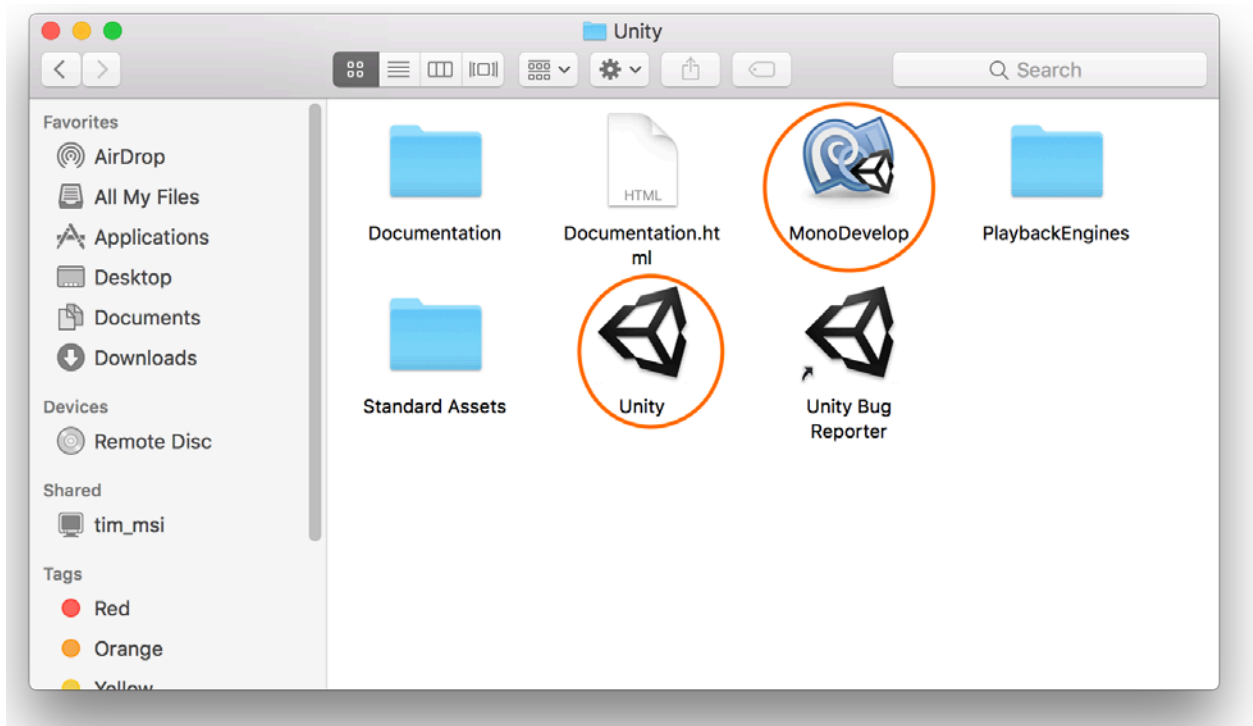
To run the software using Finder, click the Finder icon in the dock as shown below.



Select Applications in the left pane of the Finder window, scroll as necessary to find the Unity folder, and open the Unity folder.



Within the Unity folder, click the icon for the application you want to run.



Running Visual Studio on a Mac

I don't use Visual Studio on my Mac, so I can't provide steps and screenshots for running it, but you should be able to run it using Launchpad or Finder as described above for MonoDevelop and Unity.