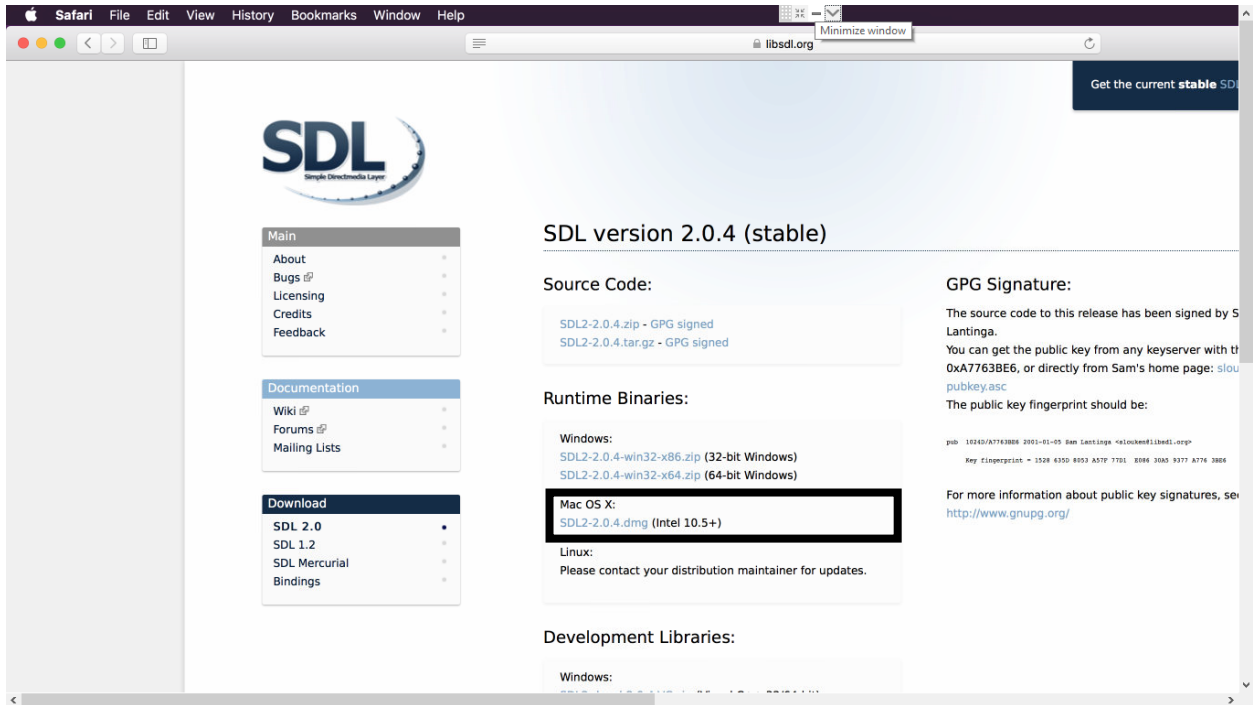# Setting up SDL 2 on Mac OS X Yosemite

1. Download the OS X development libraries from the SDL Website:
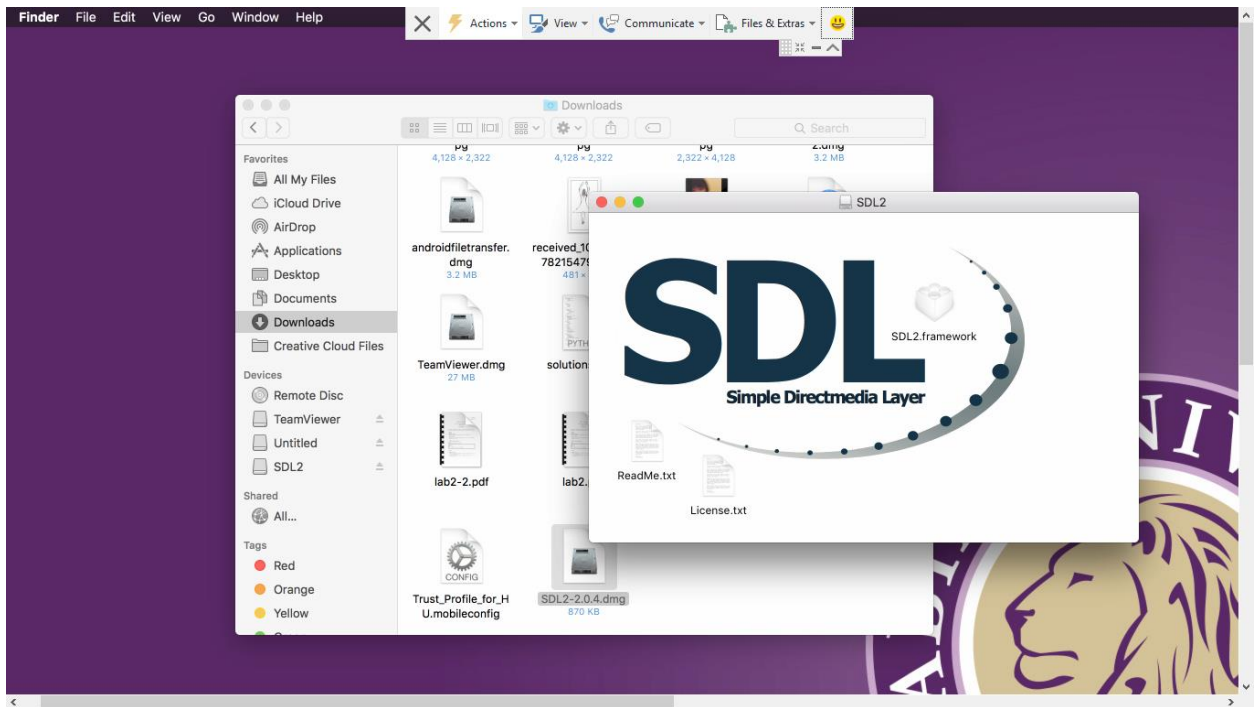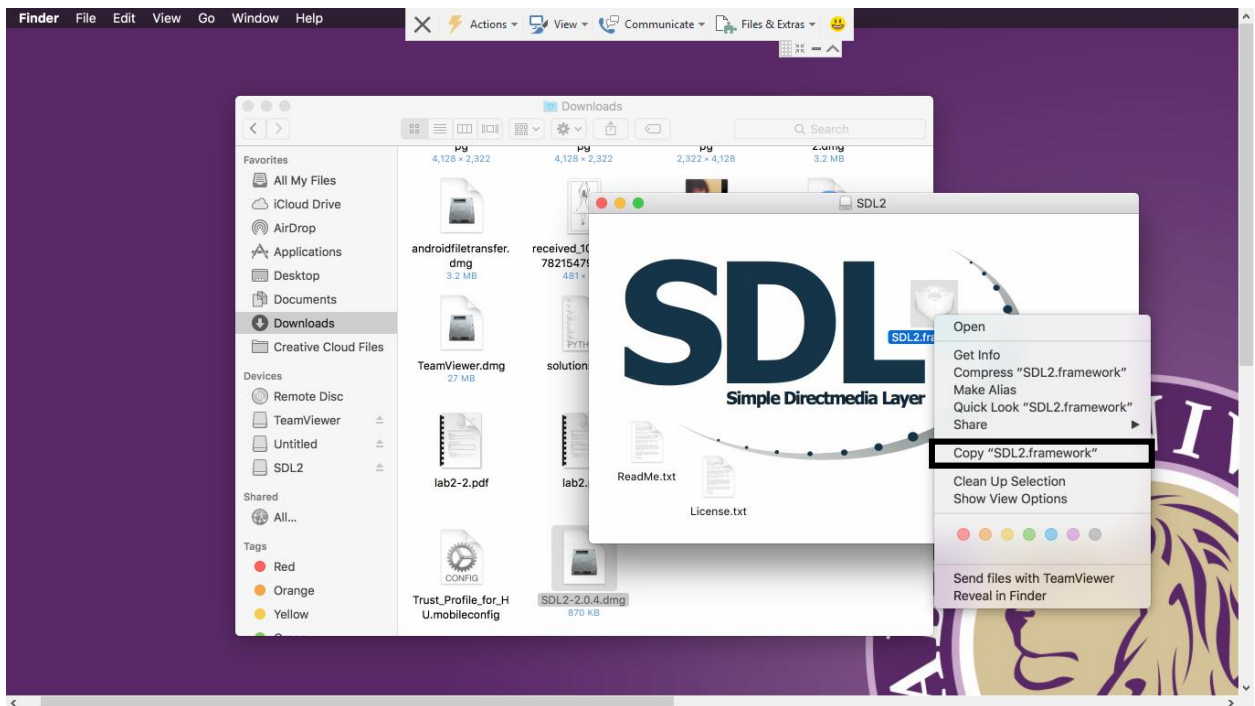   **https://www.libsdl.org/download-2.0.php#source**

2. Double click on the downloaded SDL2 DMG file - **SDL2-2.0.4.dmg** to open it.
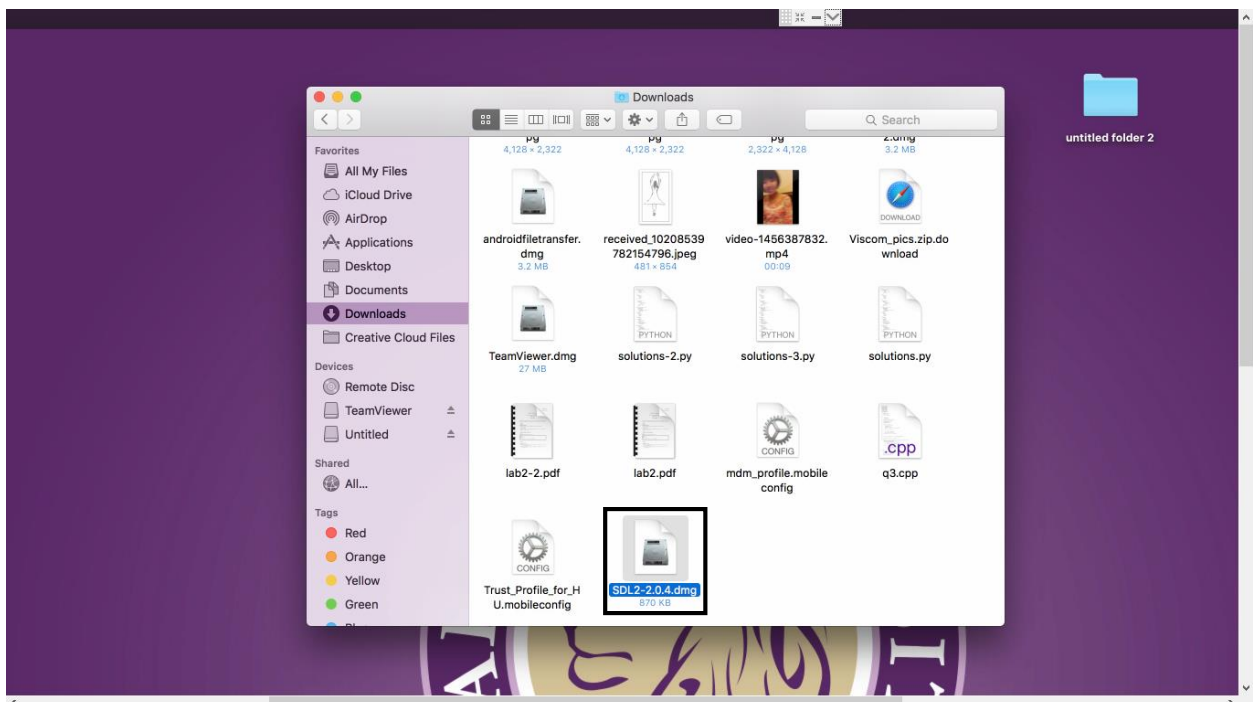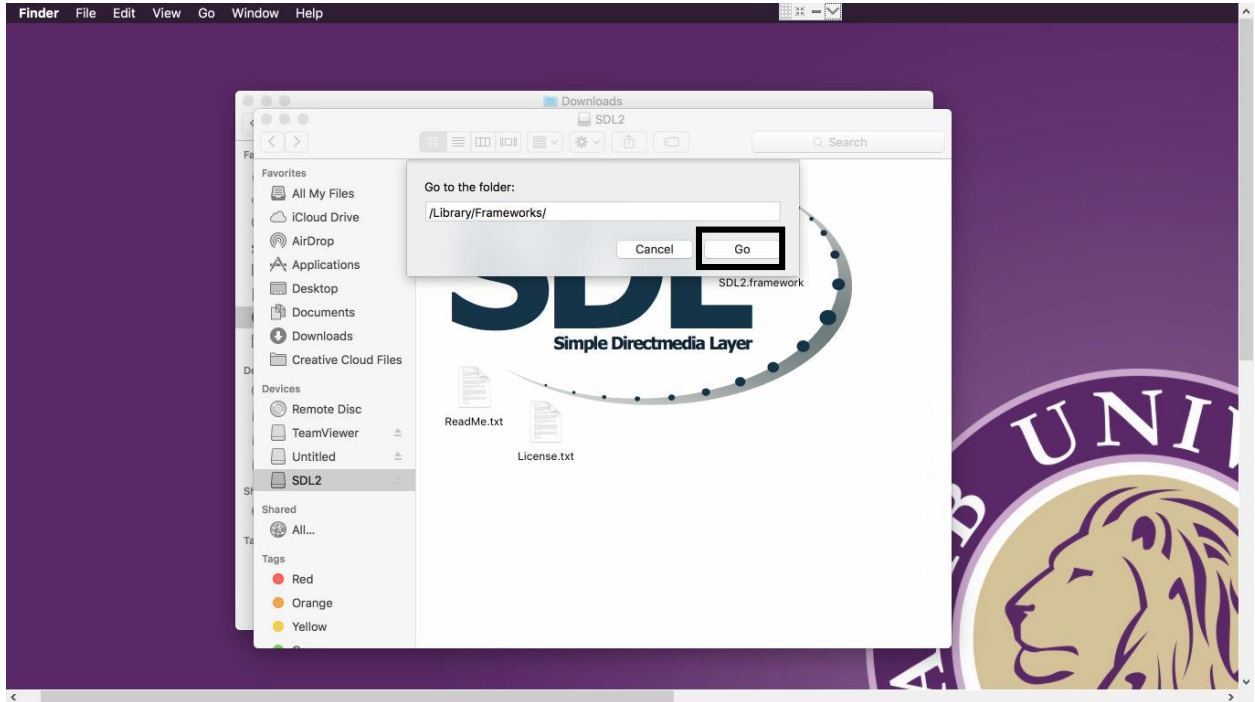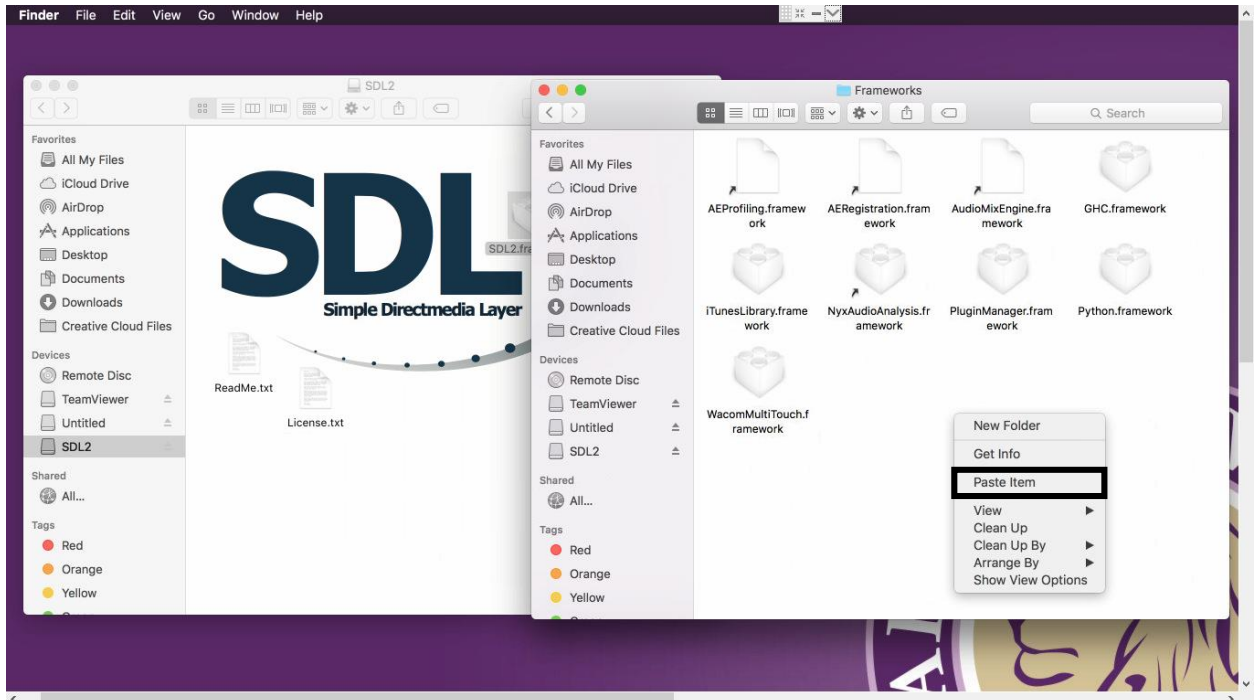
3. *SDL2-2.0.4.dmg* will open.

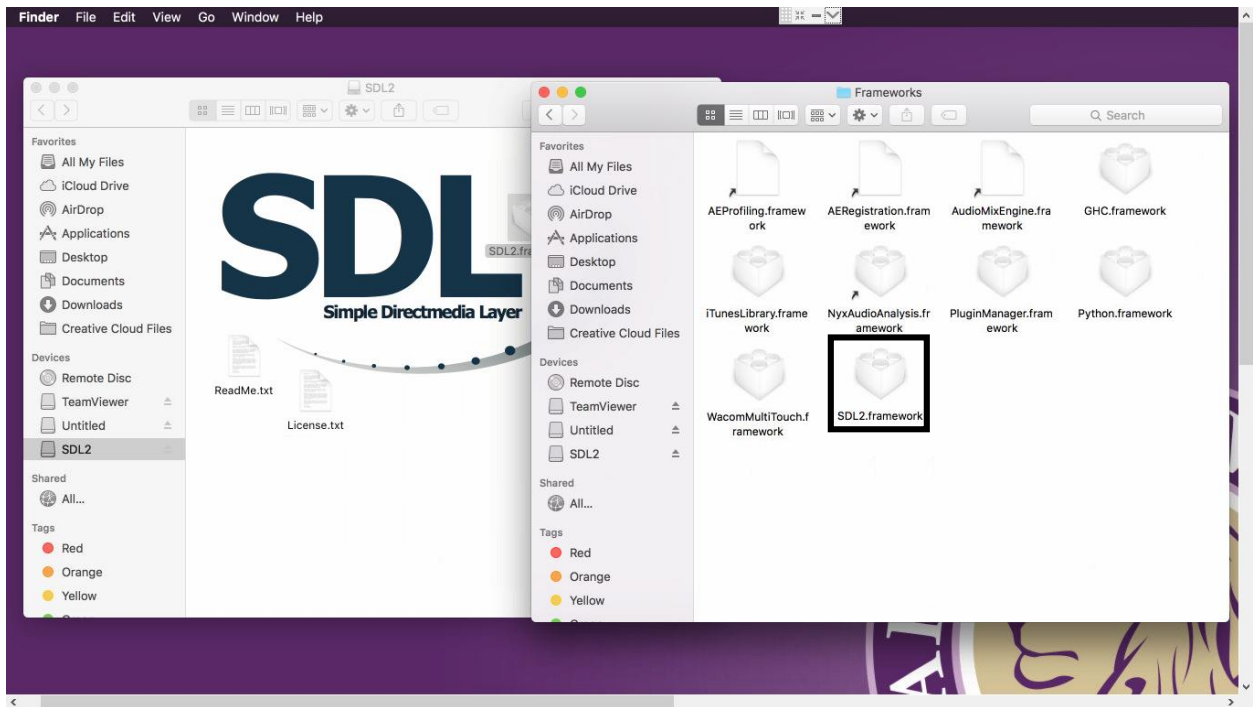4. Copy **SDL2.framework** file. We need to paste it in **/Library/Frameworks**.

5. To go directly to a path in finder, press command+shift+g.
- Press **command+shift+g**
- Type **/Library/Frameworks**
- Click on **Go**.

6. Paste the **SDL2.framework** file that you copied from *SDL2-2.0.4.dmg*.
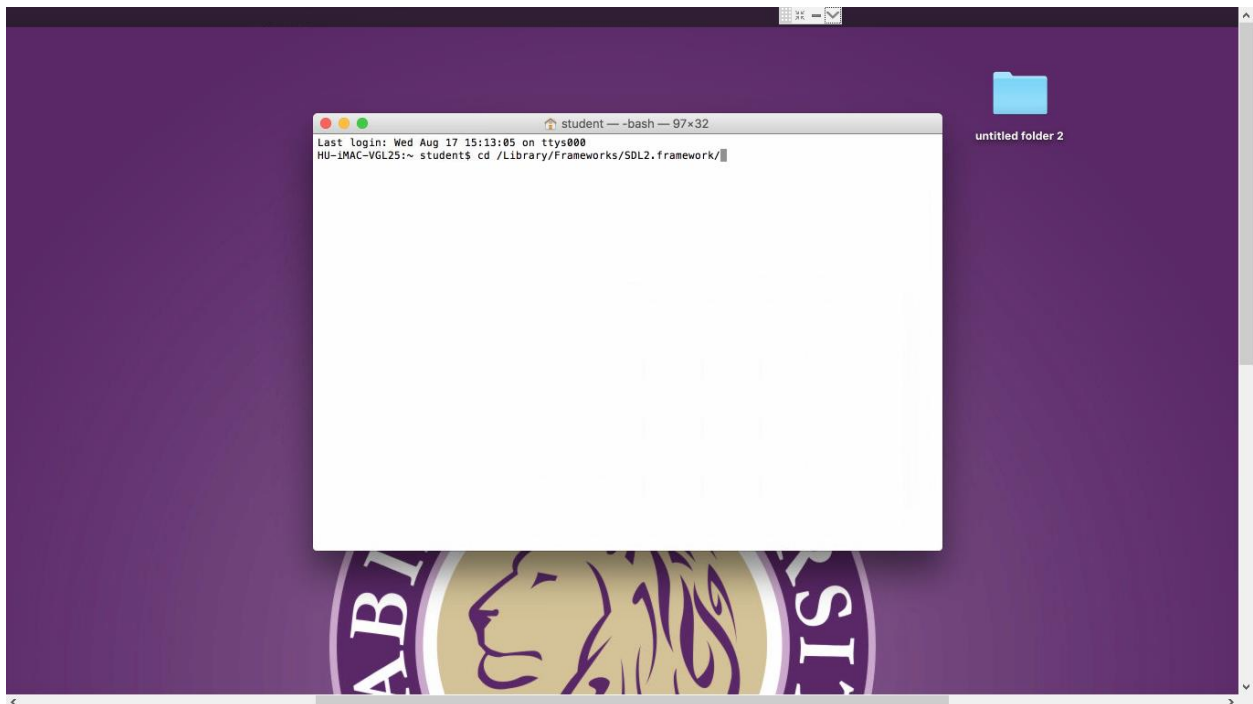
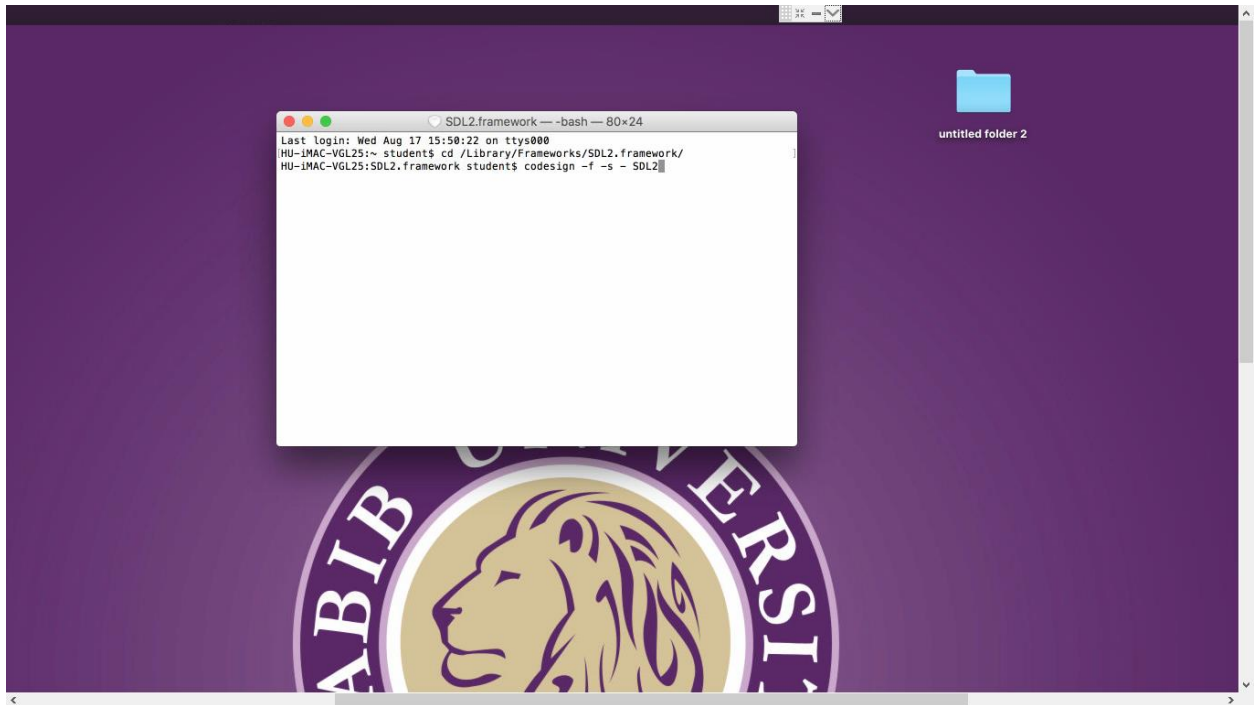**7.** **SDL2.framework** should now be present inside **/Library/Frameworks**.

8. The framework may need to be resigned.
To sign the framework, open up a **terminal** to **/Library/Frameworks/SDL2.framework/**
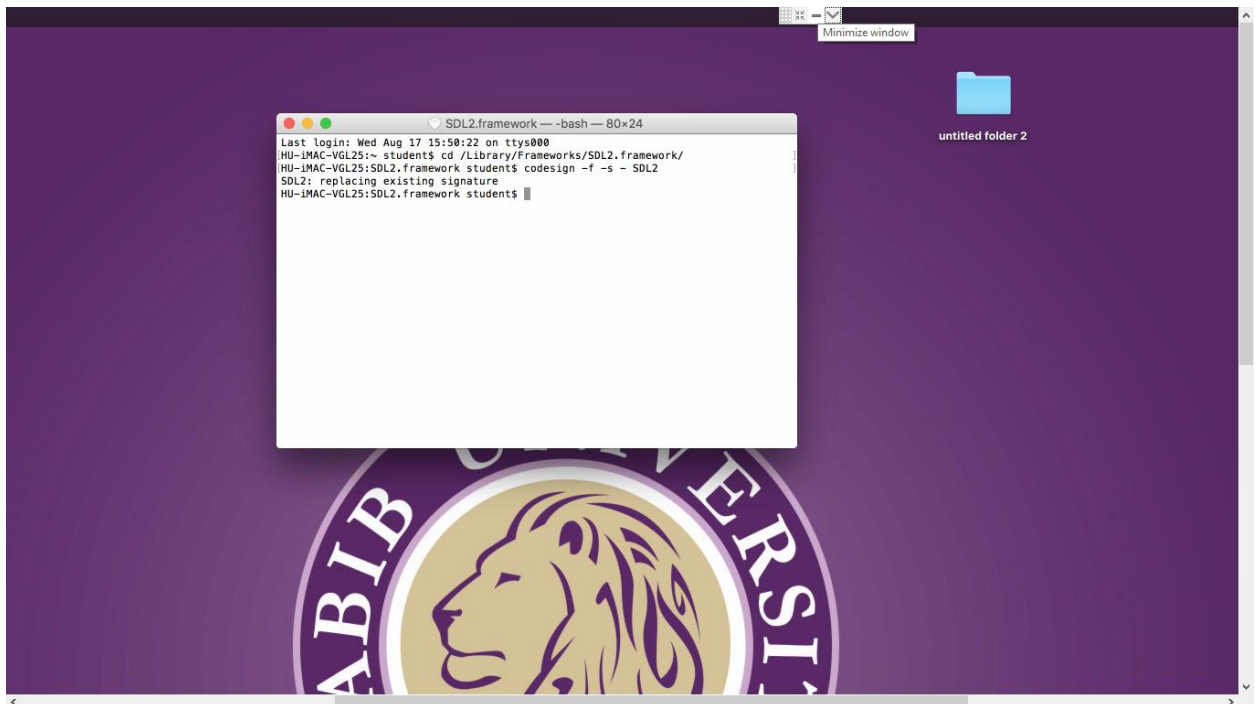by typing on the terminal:
cd /Library/Frameworks/SDL2.framework

9. Sign the framework using the command:
codesign -f -s - SDL2

10. Framework have been resigned and the SDL development libraries have been installed successfully!

Congratulations! You have successfully set up SDL2 on Mac OSX Yosemite!