

1. Copy the FB5 app to your hard disk/SSD. /Applications is a good location.
2. Install Apple's Xcode app. It is available on Apple's Mac App Store and via the Apple Developer Web pages.
3. Put a copy of Apple's 10.6 SDK in a convenient location like your Finder desktop. A copy may be found here: [OS X 10.6 SDK](#).  
If you're interested in reading why the 10.6 SDK is necessary, read [at this link](#):
4. Install Apple's 10.6 SDK inside your Xcode application. This is easy and there is an app to do it for you. The steps are:
  - a. Launch FB
  - b. From FB's Help menu, select the 'FixSDK.app' to launch it.
  - c. From FixSDK's window, click on the 'Import...' button.
  - d. Via the Import selection dialog, select the Apple 10.6 SDK saved earlier to your desktop and press the 'Choose' button.  
If asked, supply your admin password to allow it to copy the SDK.
  - e. From FixSDK's window, press the 'Fix All' button. This updates the SDKs with the changes FB needs.
  - f. Quit FixSDK.

#### FutureBasic 5.7.119 App Building Rules

5. Base SDK must be set to 10.7 or higher
6. 32-bit apps require a 'fixed'<sup>A</sup> Base SDK 10.7 - 10.13
7. 64-bit apps can use 'fixed'<sup>A</sup> or 'unfixed' Base SDK 10.7 - 10.13 plus Base SDK 10.14

#### Xcode 10 limits

8. FB 5.7.119 does NOT yet support standard 32-bit Carbon builds with an Xcode 10-supplied 10.14 SDK. Moreover, 10.14 SDK cannot be 'fixed'<sup>A</sup>, so a lower-numbered SDK( such as 10.12 or 10.13 ) that can be 'fixed' must be used.
9. Compiling a 32-bit FB app throws up this harmless but annoying warning, no matter which base SDK is chosen.

ld: warning: The i386 architecture is deprecated for macOS  
(remove from the Xcode build setting: ARCHS)

Footnote 'A': 'fixed' via the supplied FixSDK.app as found in  
FB's Help menu.