Mac Installation Notes

Installation Notes

In newer versions of MacOS, applications that aren't installed through the AppStore undergo additional scrutiny before they will run on your Mac. These instructions will walk through the process of allowing a Flash-based application to run after downloading it.

Note that some steps may vary or look slightly different depending on which version of Mac OS is installed. These notes were taken using High Sierra.

Steps

Unzip and place the **.app** file in the desired location.

Double-click **.app** file to launch. You will be prompted with an alert along the lines of:

> **"_____ .app" can't be opened because it is from an unidentified developer.**
>
> Your security preferences allow installation of only apps from the App Store and identified developers.

Click "OK" to dismiss.

Open the **System Preferences** app and click on **Security & Privacy**

You will see a window similar to this:
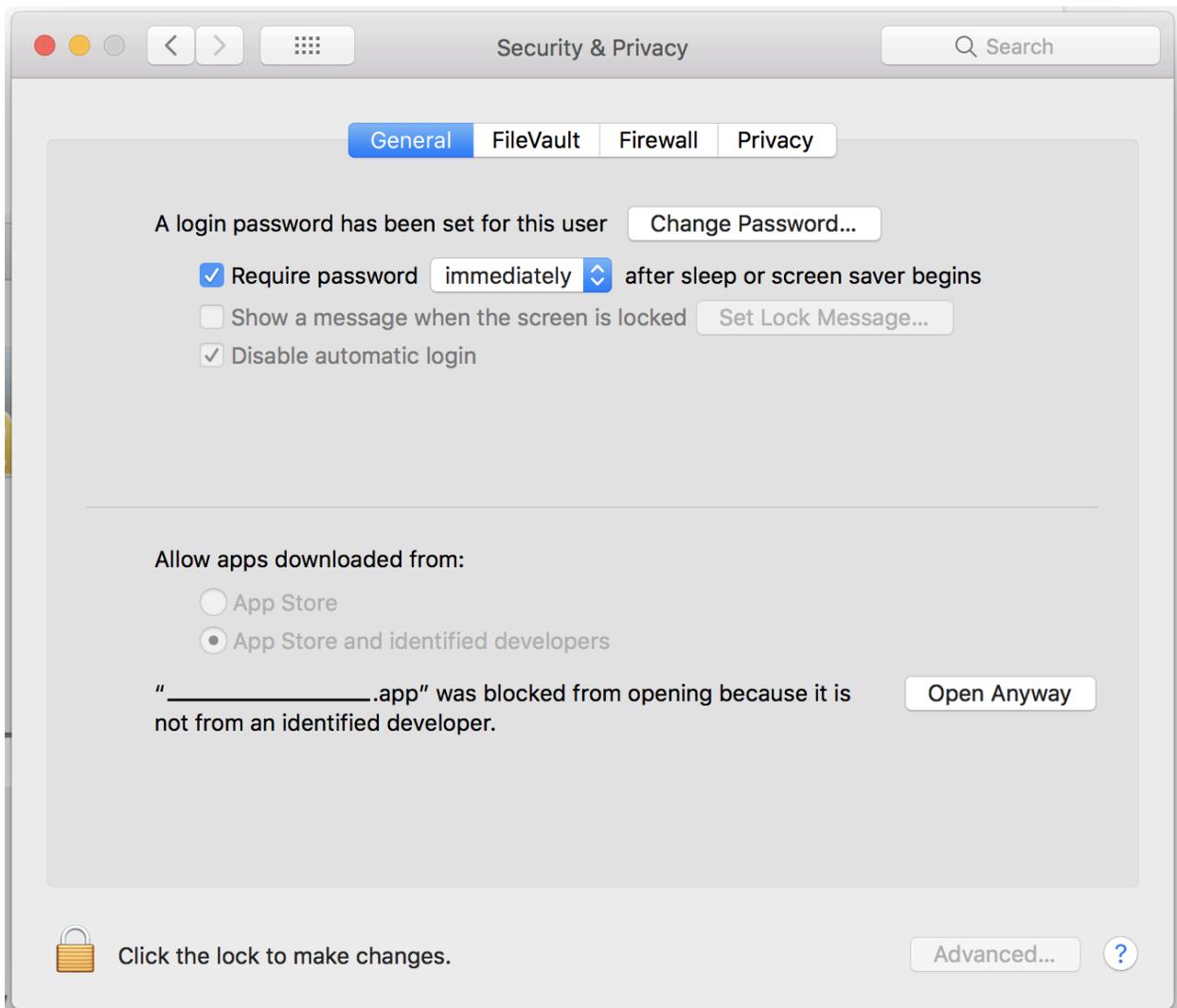
Note that the lower half of the window indicates that the **.app** was blocked from opening. If you have already allowed similar apps to run in the past, simply click "Open Anyway."

If you haven't, you may have to authenticate by clicking on the lock in the bottom left corner. After entering your credentials, the options will become available for changing. Select "App Store and identified developers". Finally, click "Open Anyway".

Allow apps downloaded from:

○ App Store

◉ App Store and identified developers

"_____.app" was blocked from opening because it is   [Open Anyway]
not from an identified developer.

You will be prompted again to confirm opening the application. Click "Open"

You should not have to repeat this process again!