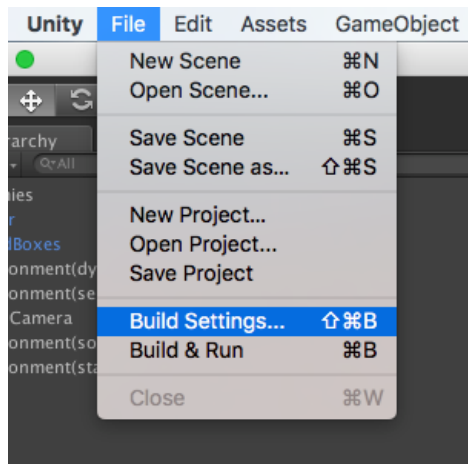




Open the 'Build Settings' to configure for Mac

