

Forum:[Hack Forums](#)

Thread: [Linking a .framework in Netbeans OS X](#)

Pixel5816 - April 29, 2016, 8:17 am

I'm a C++ noob (as you can see) and am having a horrible time with the linker.

The solution is probably dead simple but how do I link a .framework (folder) in Netbeans?

I am trying to set up the SDL OpenGL binding. I downloaded the latest zip and the folder (shows up as a file in OS X) is called SDL2.framework

Thanks!

Annabelle Lee - April 29, 2016, 9:08 am

(Apr 29, 2016 08:17 AM)?? ? ??? Wrote: [\[CITE\]](#) I'm a C++ noob (as you can see) and am having a horrible time with the linker.

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I assume you do what this questioner did, should work.

<http://stackoverflow.com/questions/12086097/how-to-use-a-framework-in-netbeans>

I don't have mac os x experience, so I can't help more than that.

Pixel5816 - May 1, 2016, 6:11 am

(Apr 29, 2016 09:08 AM)AnnabelleLee Wrote: [\[CITE\]](#) I assume you do what this questioner did, should work. <http://stackoverflow.com/questions/12086097/how-to-use-a-framework-in-netbeans>

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Ah, thanks. I went ahead and tried this but unfortunately it failed.

Thanks anyway though!