

## Opening and installing the BeatBuddy Manager (BBM) in Mojave or Catalina

Several users report that they are unable to either install or launch BBM 1.6.4.1 in Mojave, Catalina or Big Sur. While these instructions will work with the first two macOS, they may not work or may not work quite the same in Big Sur; the principle is pretty much the same. I've adapted these instructions from Apple and two other web sources and re-ordered the options to try from simple to slightly more difficult. NOTE: strongly recommend that you download and install an Antivirus (AV) program on your Mac. Either Avast or Avira work well and are free and will add an extra level of security. There are also commercial programs.

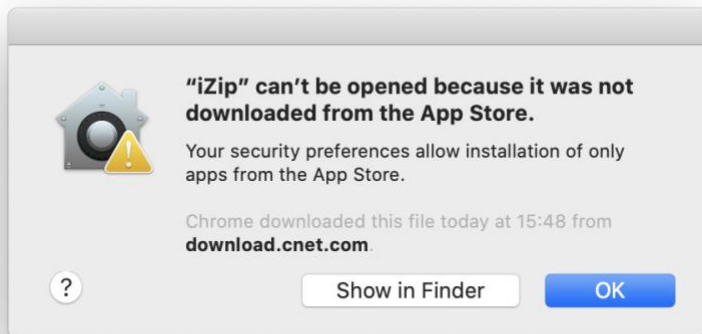
### What is an unidentified developer?

An unidentified developer is an app developer that isn't registered with Apple. Generally, apps from unidentified developers haven't been reviewed by Apple for safety and security.

Apple believes that one of the easiest ways to distribute malware is to insert its code into an app. That's why they check apps thoroughly before allowing them to release to the Mac App Store. Apps from unidentified developers aren't on the App Store.

This doesn't mean that apps from unidentified developers are malicious (although they can be). They can either not comply with Apple guidelines, or be created before the ID registration started.

### Why your Mac shows a warning?



To protect your device from dangerous apps, Apple includes security measures in their devices. One example is Gatekeeper. Gatekeeper is Apple's program that recognizes whether an app has been downloaded from the App Store. This program warns you when you've downloaded and attempted to run software from another location (or an unidentified developer) for the first time.

When you receive a warning about an app, it's because Gatekeeper flagged it as a potentially dangerous app. This doesn't necessarily mean that the app has malware—it simply means that macOS doesn't recognize the app (or the developer). Because of this, you won't be able to open the app as easily as you would an app that's been vetted and listed on the App Store.

Luckily, it's a bit easier to download apps from unidentified developers onto your Mac than onto other Apple devices. There are 3 options for installing and opening apps from unidentified developers. Starting with the easiest option:

## OPTION 1: Apple's recommended way to open apps from an unidentified developer

Apple knows that Mac users still want to open apps from unidentified developers. Luckily, they've provided a method for doing so.

Here's how:



1. In the Finder  on your Mac, locate the app you want to open.

Don't use Launchpad to do this. Launchpad doesn't allow you to access the shortcut menu.

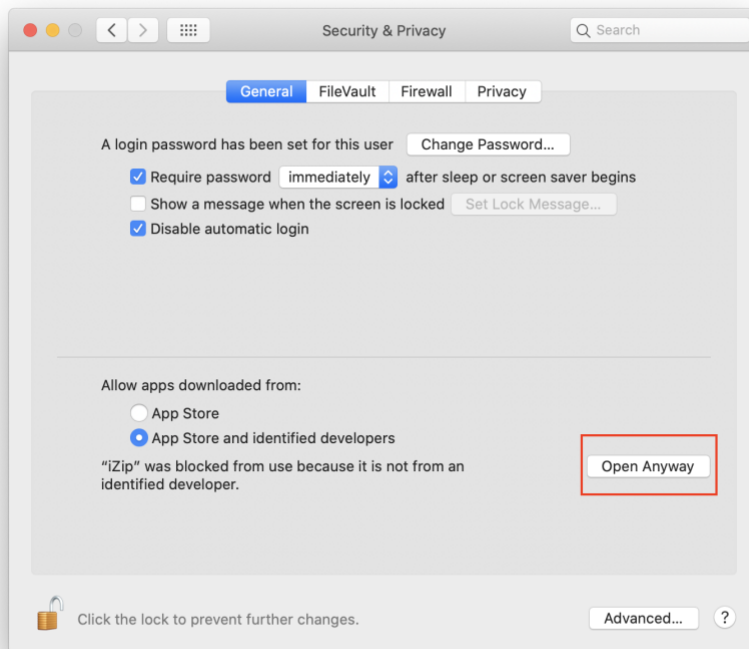
2. Control-click the app icon, then choose Open from the shortcut menu.
3. Click Open.

The app is saved as an exception to your security settings, and you can open it in the future by double-clicking it just as you can any registered app.

## OPTION 2: Using System Preferences

To allow any unidentified app, you will have to go to system preferences and allow your macOS Catalina to open it. This reduces the risk of automatically opening a software containing malware. The following are the steps involved:

1. Try opening the BBM and you'll most likely be blocked by Apple's security.
2. Open "System Preferences" then "Security & Privacy". Under the General tab, you will see a message at the bottom, "BBManager was blocked from opening because it is not from an identified developer." The display might look similar to this:



3. Click on “Open Anyway” and the application should open. If you are unable to click on Open Anyway, click the lock icon and enter your Admin password and then try to press Open Anyway. When done, click the lock icon again.

These steps should allow you to open the BBM when needed. Remember, though, that Gatekeeper won’t allow you to open apps that contain malware, even after following these steps.

### OPTION 3: Using a Gatekeeper workaround

I’m not posting the details for this third option but if the first two did not work and you’re interested, you can read more about this option to determine if you want to give it a try. One of the first two options usually works. [slightly more technical workaround](#) (it’s option 1 in this link).

Links:

<https://support.apple.com/guide/mac-help/open-a-mac-app-from-an-unidentified-developer-mh40616/mac>

<https://macpaw.com/how-to/unidentified-developer-mac>