

Installation of Xcode 3.2.6 will create the /Developer directory that contains everything. In Xcode 4.3+( maybe it was 4.2+ )

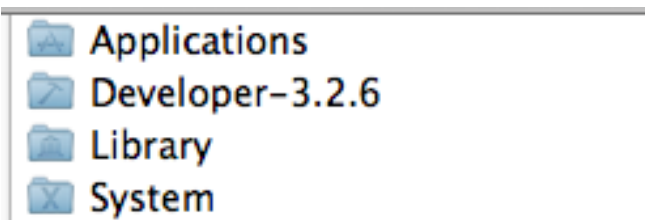
Apple changed things and delivers everything in the Xcode package, so /Developer is actually within the package.

This link is a free download the old Xcode 3.2.6 but you will need to sign in with an AppleID and password.

[https://developer.apple.com/devcenter/download.action?path=/Developer\\_Tools/xcode\\_3.2.6\\_and\\_ios\\_sdk\\_4.3\\_final/xcode\\_3.2.6\\_and\\_ios\\_sdk\\_4.3.dmg](https://developer.apple.com/devcenter/download.action?path=/Developer_Tools/xcode_3.2.6_and_ios_sdk_4.3_final/xcode_3.2.6_and_ios_sdk_4.3.dmg)

More info may be found here: <http://superuser.com/questions/416883/make-and-xcode-for-os-x-snow-leopard>

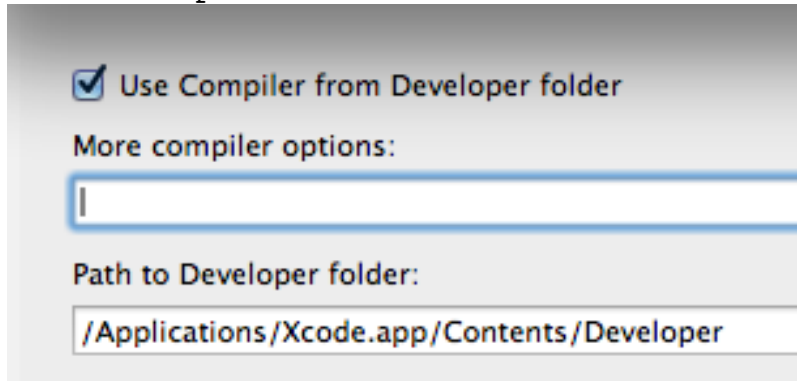
note: unless you specifically want to target older OS X releases ( such as 10.5 etc. ) you might want to consider using the latest Xcode. Some need Xcode 3.2.6 on their Lion/Mountain Lion machine to create/compile FBtoC and FB5 for OS X 10.5. Others might need Xcode 3.2.6 for the older Interface Builder if using nibs. Renaming /Developer to /Developer-3.2.6 ( see screen print ) helps make its use obvious.



and Advanced options on Build Settings looks like this:



Most FB development( using Lion/Mountain Lion and Xcode 4.4+) advanced options looks like this:



The Command line tools ( also available for download from Apple ) need to be downloaded in some cases for Xcode 4.