Qt installation on Mac (1/2)

https://imagine.enpc.fr/~monasse/Imagine++/install_macos.html

- Check compiler with command `gcc --version` in terminal. If necessary, it should propose installation.
- Choose latest Qt 5.XX (5.15?) \( \neq 6.XX \)
- Select “OS X” or “MacOS”, not iOS, Android, etc.
- Select Qt Creator from Tools, possibly CMake (if not, install it independently)
Qt installation on Mac (2/2)

▶ If calling `gcc --version` does not install, or installation fails:
   `xcode-select --install`

▶ If it still does not work, check your OS version (menu Apple, “About this Mac”), and find the “XCode command line tools” compatible with your Mac:
   
   https://developer.apple.com/download/more/

▶ **Warning:** do not install full “XCode”, too big and useless.
Check Qt installation on Mac (1/5)

After launching QtCreator:

▶ Go to Menu “Qt Creator/Preferences…”
▶ It opens the main configuration dialog window.
Check Qt installation on Mac (2/5)
First check CMake is correct (category Kits)

Path = /Applications/CMake.app/Contents/bin/cmake ≠ /Applications/CMake.app/Contents/MacOS/CMake

- If not, click Add, fetch correct path with “Choose…” . It will only give you the second wrong path, fix manually the end of the path. Press button “Make Default”, then “OK” (this closes the dialog, reopen it after).
Check Qt installation on Mac (3/5)
Check Qt is correct (tab Qt Versions)

▶ Should be detected automatically.
▶ If not, click Add..., select new one (in category “Manual”), give the name you want, and fetch correct path with “Choose...”. Press “OK” (this closes the dialog, reopen it after).
Check Qt installation on Mac (4/5)
Check Kit is correct (tab Kits)

▶ Attention points:
“Qt version”, “CMake Tool”. “CMake generator” = CodeBlocks – Unix Makefiles ≠ Ninja

▶ If not, you may be unable to change an auto-detected kit. In that case, press button “Clone”, select the new kit and press “Make default”, and see next slide.
Fixing “CMake generator” field of the Kit

- Press button “Change...” of field “CMake generator”
- Select CodeBlocks - Unix Makefiles, press button “OK”. Reopen the dialog to check everything is fine.