# Qt installation on Mac (1/2)

https://imagine.enpc.fr/~monasse/Imagine++/install\_

macos.html

$\Theta \cap \Theta$	Qt Setup	
	Select Components	
	Please select the components you wan	t to install.
	▼	t
Qt	v         Qt 5.7         T           v         OS X         OG           Android x86         di           Android x86         di           Source         iOS           Qt Charts         di           Qt Charts         Qt Charts           Qt Charts         Qt Qt Charts           Qt Qt Charts         Qt Qt Charts           Qt Qt Virtual Key         Qt Writual Key           Qt Garepad (         Qt Script (Dep)           Qt S.5         Qt S.5           Qt S.5.1         Qt S.2.0           V St.1.1         Qt St.1.1           P Qt S.1.1         Ct S.1.0           P Creater A 0.2         Tools	iis component will scupy approximately 11 GiB on your hard sk drive.
	Default Select All Dese	elect All
	G	o Back Continue

Check compiler with command gcc --version in terminal. If necessary, it should propose installation.

- Choose latest Qt 5.XX (5.15?) ≠ 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)

0 0	Preferences	
ilter	Build & Run	
Environment	General Kits Qt Versions Compilers Debuggers CMake	
Text Editor	Name Location Auto-detected System (Make at Just/bin/cmake (Default) Just/bin/cmake	Add
) Help	Manual New CMake /Applications/CMake.app/Contents/bin/cmake	Remove
C++		Make Default
🖟 Build & Run		
🖌 Designer		
Analyzer		
Android	Name: New CMake	
ios	Path: /Applications/CMake.app/Contents/bin/cmake Choose	
aw QNX		
Apply		Cancel 0

- 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)

000		Preferences		
Filter	Build & Run			
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IOS	Qt version 5.7.0 f	or Desktop	Details v	
Taxx QNX				

- 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)

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Auto-detected	a dana Catala (da farrita)		Clone
Desktop Qt 5.7.0 clang 64bit (default) Manual			Remove
			Make Default
Name:	Desktop Qt %[Qt:Version] clang 64bit		Ψ.
File system name:			
Device type:	Desktop		
Device:	Local PC (default for Desktop)	\$	Manage
Sysroot:			Choose
Compiler:	Clang (x86 64bit in /usr/bin)		Manage
Environment:	No changes to apply.		Change
Debugger:	System LLDB at /Library/Developer/CommandLineTools/usr/bin/lldb	\$	Manage
Qt version:	Qt 5.7.0 clang 64bit		Manage
Qt mkspec:			
CMake Tool:	System CMake at /usr/bin/cmake	•	Manage
CMake Generator:	CodeBlocks - Unix Makefiles	\$	

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.

## Check Qt installation on Mac (5/5)

#### 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.