To build the qEngine for mac you will need to use Xcode. It is set up to compile for intel based macs so it should build just fine. To build the editor you will need to install Qt and the Xcode command line tools. To install Qt download the opensource version and follow the screenshots below. You will need to create an account with them if you don't already have one. Make sure to include Qt Charts and install Qt 5.12.12. The Xcode command line tools can be downloaded from Apple.
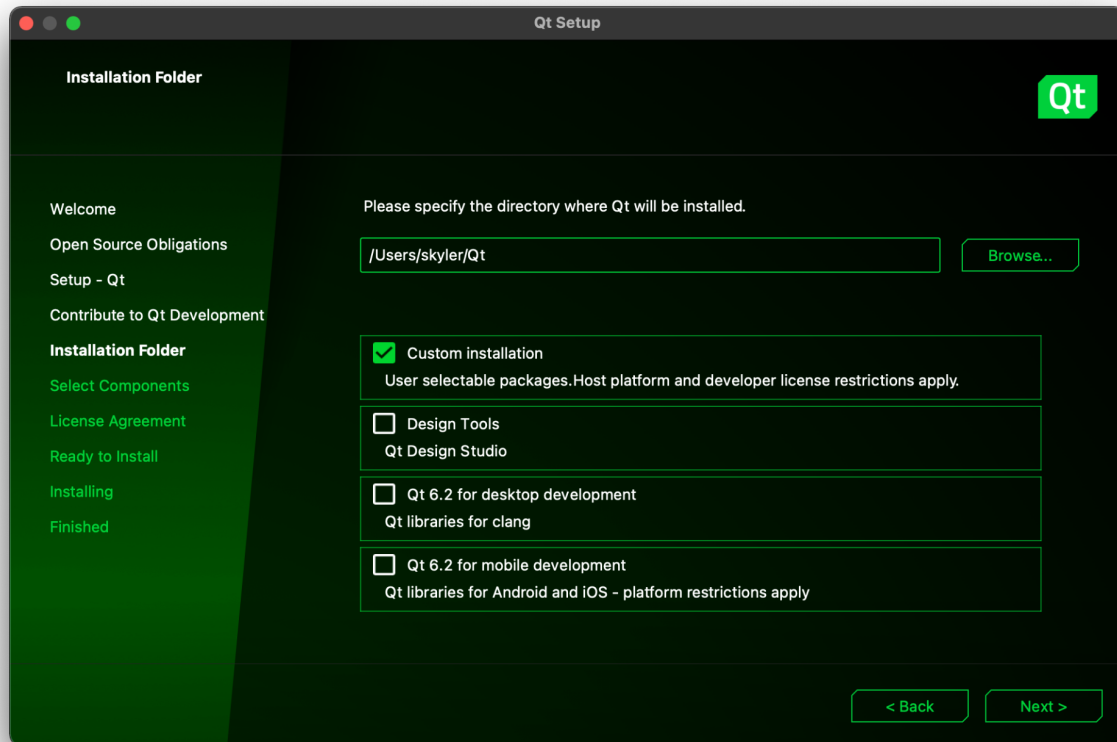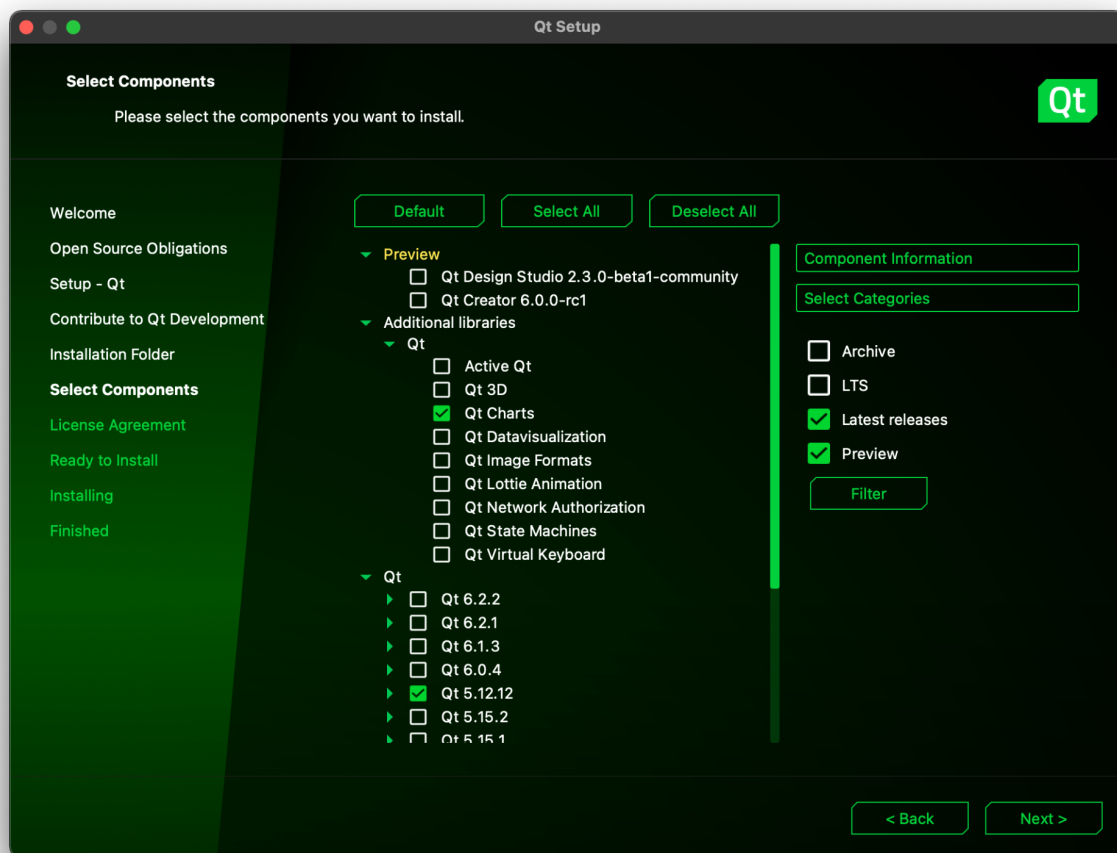
After the qEngine and editor are built, find the qEngine executable, it should be in a folder like "~/Library/Developer/Xcode/DerivedData/qEngine-gibberish/Build/Products/Debug" where gibberish is some string generated by Xcode. The app for the editor should be built in a folder called "editor" in the main SQM folder. Copy and paste the qEngine executable into the editor app by right clicking on it and selecting "Show Package Contents" then go to "SQMEditor.app/Contents/MacOS" and paste the qEngine executable. This is where the editor looks for the qEngine to run the script files.

Once the editor is working you can open a folder and then open a SQM script by double clicking it in the tree on the left. The couple of scripts I made are in qEngine/scripts. If you decide to make a new script the extension must be ".sqm" and it must contain a void run() function as that is the entrypoint the qEngine uses. If you go to "View->Show Help" there is a help window that shows all valid functions and explains how to get data into the graphs properly.

For help on the AngelScript language you can go to https://www.angelcode.com/angelscript/sdk/docs/manual/doc_script.html for information on syntax and how to use the language. For this project though it should be pretty simple to use.