how to compile Xivap for macos

1) use MacOs 10.7 or higher

2)download Xcode 4.5 (higher has not been checked... be carefull with MacOs)

3)install 4.5 and also install commandline tools (this a option in 4.5)

4)download Xcode 3.22 or 3.24 and strip off the SDK 10.5 and SDK 10.6 libs

5)Put these libs aside the SDK10.8 libs (click on the Xcode 4.5 app, rightclick, contents, and follow this path---Applications/Xcode.app/Contents/Developer/Platforms/MacOSX.platform/Developer/SDKs/MacOSX10.5.sdk

Current settings in makefile for MacOS are partly 10.8 and partly 10.5.

SDK 10.5 is used for the CarbonLibrarys you cannot change this unless all code has bee modfied!

update

since release 4.00 xivap macos 10.12 is needed, xcode 8.4 min.

path is changed according macos settings