

Mac OS X Build Instructions and Notes

This guide will show you how to build sequenced (headless client) for OSX.

Notes

- Tested on OS X 10.7 through 10.12.3 on 64-bit Intel processors only.
- All of the commands should be executed in a Terminal application. The built-in one is located in `/Applications/Utilities`.

Preparation

You need to install XCode with all the options checked so that the compiler and everything is available in `/usr` not just `/Developer`. XCode should be available on your OS X installation media, but if not, you can get the current version from <https://developer.apple.com/xcode/>. If you install Xcode 4.3 or later, you'll need to install its command line tools. This can be done in `Xcode > Preferences > Downloads > Components` and generally must be re-done or updated every time Xcode is updated.

After installing Xcode, start the application, accept the agreement and then close the application.

Open terminal and enter:

```
sudo xcode-select --install
```

There's also an assumption that you already have `git` installed. If not, it's the path of least resistance to install [Github for Mac](#) (OS X 10.7+) or [Git for OS X](#). It is also available via Homebrew.

You will also need to install [Homebrew](#) in order to install library dependencies.

The installation of the actual dependencies is covered in the Instructions sections below.

Instructions: Homebrew

Install dependencies using Homebrew

```
$ brew install git autoconf automake libevent libtool boost --c++  
$ brew install homebrew/versions/protobuf260 --c++11
```

Because of OS X having LibreSSL installed we have to tell the compiler where OpenSSL is located:

```
$ export LDFLAGS=-L/usr/local/opt/openssl/lib  
$ export CPPFLAGS=-I/usr/local/opt/openssl/include
```

or you can instead symlink your newly installed OpenSSL:

```
$ sudo ln -s openssl-1.0.2j /usr/local/openssl
```

(the above version of OpenSSL may differ to the one you have installed, amend to suit)

After exiting you will want to symlink berkeley-db4 and qt:

```
$ brew link berkeley-db4 --force  
$ brew link qt --force  
$ brew link boost --c++11 --force
```

Building **sequenced**

1. Clone the github tree to get the source code and go into the directory.

```
git clone https://github.com/duality-solutions/sequence.git  
cd sequence
```

2. Build sequenced:

```
./autogen.sh
./configure
make
```

3. It is also a good idea to build and run the unit tests:

```
make check
```

4. (Optional) You can also install sequenced to your path:

```
make install
```

Use Qt Creator as IDE

You can use Qt Creator as IDE, for debugging and for manipulating forms, etc.

Download Qt Creator from <http://www.qt.io/download/>. Download the "community edition" and only install Qt Creator (uncheck the rest during the installation process).

1. Make sure you installed everything through homebrew mentioned above
2. Do a proper `./configure --with-gui=qt5 --enable-debug`
3. In Qt Creator do "New Project" -> Import Project -> Import Existing Project
4. Enter "sequence-qt" as project name, enter `src/qt` as location
5. Leave the file selection as it is
6. Confirm the "summary page"
7. In the "Projects" tab select "Manage Kits..."
8. Select the default "Desktop" kit and select "Clang (x86 64bit in /usr/bin)" as compiler
9. Select LLDB as debugger (you might need to set the path to your installation)
10. Start debugging with Qt Creator

Creating a release build

You can ignore this section if you are building `sequenced` for your own use.

`sequenced/sequence-cli` binaries are not included in the `Sequence-Qt.app` bundle.

If you are building `sequenced` or `Sequence-Qt` for others, your build machine should be set up as follows for maximum compatibility:

All dependencies should be compiled with these flags:

```
-mmacosx-version-min=10.7
-arch x86_64
-isysroot $(xcode-select --print-path)/Platforms/MacOSX.platform/
Developer/SDKs/MacOSX10.7.sdk
```

Once dependencies are compiled, see `release-process.md` for how the `Sequence-Qt.app` bundle is packaged and signed to create the `.dmg` disk image that is distributed.

Running

It's now available at `./sequenced`, provided that you are still in the `src` directory. We have to first create the RPC configuration file, though.

Run `./sequenced` to get the filename where it should be put, or just try these commands:

```
echo -e "rpcuser=sequencerpc\nrpcpassword=$(xxd -l 16 -p /dev/urandom | fold -w 40 | tr -d '\n')\n" > ~/.sequenced.conf
chmod 600 ~/.sequenced.conf
```

The next time you run it, it will start downloading the blockchain, but it won't output anything while it's doing this. This process may take several hours; you can monitor its process by looking at the `debug.log` file, like this:

```
tail -f $HOME/Library/Application\ Support/Sequence/debug.log
```

Other commands:

```
./sequenced -daemon # to start the sequence daemon.  
./sequence-cli --help # for a list of command-line options.  
./sequence-cli help # When the daemon is running, to get a li
```