

(by George Wolberg)

## Compiling CS470.skel for MS Visual Studio:

Here are the steps to follow:

- Download Qt5.12.4 for Windows from here:  
<https://download.qt.io/archive/qt/5.12/5.12.4/qt-opensource-windows-x86-5.12.4.exe>
- During Qt installation:
  - Qt 5.13.x or Qt 5.12.4 works with Visual Studio 2017 (don't use Visual Studio 2019), select Qt5.12.4 for msvc2017\_64 only.
  - You don't need the source code or other platforms.
  - By default, it will install it in C:\Qt\Qt5.12.4\5.12.4\msvc2017\_64.
- Add C:\Qt\Qt5.12.4\5.12.4\msvc2017\_64\bin to your path.  
Open a terminal and add the following variables to the system variables (One time step):

```
set QTDIR=C:\Qt\Qt5.12.4\5.12.4\msvc2017_64
set PATH=%PATH%; "C:\Qt\Qt5.12.4\5.12.4\msvc2017_64\bin"
```

- Type "qmake -version" in a PowerShell or command line terminal and make sure it is pointing to Qt5.12.4.
- open a powershell or terminal in **CS470.skel** folder and type:  

```
>qmake -tp vc CS470.pro
```
- 5) Double click on **CS470\_HW.vcxproj**. It will load the project in VS 2017. You can build, debug, and run within Visual Studio IDE.
- If you are installing Visual Studio 2017 Community. Please make sure to check "Windows 8.1 SDK and UCRT SDK" and "Visual C++ MFC"

## Compiling CS470.skel under Mac OS:

Here are the steps to follow:

- Download Qt5.12.4 for Mac from here:  
<https://download.qt.io/archive/qt/5.12/5.12.4/qt-opensource-mac-x64-5.12.4.dmg>
- During Qt installation:  
Select Qt5.12.4 for macOS only. You don't need other platforms or the source code.  
By default, It will install in home directory as /Users/"your user name"/Qt5.12.4
- Open .profile or .bash\_profile from your home directory in a text editor and add the following lines:

```
export QTDIR=/Users/"your user name"/Qt5.12.4/5.12.4/clang_64
export PATH=/Users/"your user name"/Qt5.12.4/5.12.4/clang_64/bin:$PATH
```

Save the file and quit from terminal program and reopen it again.

Type "qmake -version" and make sure it is pointing to Qt5.12.4.

- Open a terminal in **CS470.skel** folder and type the following commands to build your homework.

```
>qmake -spec macx-clang CS470.pro
>make -j4
```

If you want to build and run within Xcode type the following command:

```
>qmake -spec macx-xcode CS470.pro
```

This command creates a Xcode project (CS470\_HW.xcodeproj).