



How to compile on MAC OS X El Capitan ?

- Install the following packages before starting the compilation:
 - Xcode 5.02.
- Extract sources to the directory of your choosing.
- Go to ./lib subfolders and compile the following external libraries in the appropriate build-debug or build-release subfolders:
 - **Libusb-1.0.20**
 - mkdir mac64
 - cd mac64
 - sudo sh ./configure
 - sudo make
 - **SDL-2.0.4**
 - mkdir mac64
 - cd mac64
 - sudo sh ./configure
 - sudo make
 - **wxWidgets-3.0.2**
 - mkdir mac64
 - cd mac64
 - sudo sh ./configure --disable-shared
 - sudo make
- Open ./xcode/oscilloscope.xcworkspace, compile and run.
- You can alternatively just run makefile-mac from ./build/makefile folder. This will build the libraries and produce the executable but you will have to pack application directory and its resources manually in order to run the build.
 - make -f makefile-mac bit=64
- **Questions ?** Go to www.scopefun.com where you can join a forum or contact us by e-mail.