Byteball on Mac

Overview

1.Install NW.js v0.14.7 LTS 2.Install Node.js v5.12.0

1.Install NW.js v0.14.7 LTS

```
nw install 0.14.7
nw ls 查看是否安装成功
```

2. Node.js v5.12.0

3. Install byteball

Clone the source:

```
git clone https://github.com/byteball/byteball.git
cd byteball
```

If you are building for testnet, switch to testnet branch:

```
git checkout testnet 切换到测试网络分支
```

Install bower and grunt if you haven't already:

```
npm install -g bower
npm install -g grunt-cli
```

Build Byteball:

```
bower install
npm install
grunt
```

After first run, you'll likely encounter runtime error complaining about node sqlite3.node not being found, copy the file from the neighboring directory to where the program tries to find it, and run again. (e.g. from byteball/nodemodules/sqlite3/lib/binding/node-v47-darwin-x64 to byteball/node_modules/sqlite3/lib/binding/node-webkit-v0.14.7-darwin-x64)

```
mv node_modules/sqlite3/lib/binding/node-v0.14.7-darwin-x64/ node_modules/sqlite3/lib/binding/node-webkit-v0.14.7-darwin-x64/ nw .
```

After second run, if you see like this:

Your profile can not be used because it is from a newer version of NW.js. Some features unavailable. Please specify a different profile directory or use a newer version of NW.js.

you should run

```
rm -rf /Users/xxx/Library/Application Support/byteball 删除安装时产生的一些缓存文件
```

Then run Byteball desktop client:

nw .