

MapLibre Native for macOS

 [GitHub Action build status](#)

Clone the repo:

```
git clone --recurse-submodules git@github.com:maplibre/maplibre-native.git
```

Install needed tooling and dependencies with Homebrew. See [macos-ci.yml](#) for the most up-to-date dependencies.

Optionally configure Bazel:

```
cp platform/darwin/bazel/example_config.bzl  
platform/darwin/bazel/config.bzl
```

Create and open Xcode project:

```
bazel run //platform/macos:xcodeproj --  
@rules_xcodeproj//xcodeproj:extra_common_flags="--//:renderer=metal  
xed platform/macos/MapLibre.xcodeproj
```

Build and run AppKit sample app directly from the command line:

```
bazel run //platform/macos/app:macos_app --//:renderer=metal
```

The MapLibre Organization does not officially support the macOS to the same extent as iOS (see [project tiers](#)). However, bug reports and pull requests are certainly welcome.