

Installation on OSX

 [SUGGEST EDITS](#)

Version 1.2, March 2017

Change log

- Added hint where to find the path for cmake
- Make sure that your workspace path has *NO* spaces!!
- We now using the user's folder as installation target
- We added the mandatory step of adding Scade.app to Applications folder
- We clarified the Gradle requirement to not exceed 2.x

Introduction - Up and running in 10 minutes

At SCADE, we are working on streamlining the installation over the next couple of versions. For now, we provide detailed documentation on how to setup your MAC for developing with SCADE. Average setup time is about 10 minutes...

All download links are included in the below instructions.

Prerequisites

Supported versions

SCADE 1.1 is supporting the following versions

- Swift 3.0
- iOS 9.0 and greater
- Android 5.0 and greater