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Subject: Re: Quick way to build a console app on mac  
Posted by [amrein](#) on Mon, 23 Jan 2017 08:44:00 GMT  
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I have no experience of U++ building on Mac.

Mac OS is POSIX (sort of, based on BSD and March kernel) so I guess that the standard 'make', 'make install' procedure will work if you have bash, gtk+2.0, g++ (>4.9) or clang++ and pkgconfig installed.

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