



Mac-on-Mac

Sourcecode build instructions

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1. Build the Core

Open a Terminal window and switch to CORE/mol-bk directory of the unpacked Mac-on-Mac sourcecode package.

```
do "./autogen.sh"  
do "make"  
choose "X11" and "X11-DGA" in the Menu config  
wait until compiling has finished
```

you are done with this step

2. Build modloader

Open the MODLOADER directory in Finder
Open the Xcode project
Make a deployment build

you are done with this step

3. Build GUI

Open the GUI directory in Finder
Open the Xcode project
Make a deployment build

you are done with this step

3. Assemble everything to to an .app package

```
Copy ./GUI/build/Mac-on-Mac.app to chosen directory  
Copy ./MODLOADER/build/modloader to  
    Mac-on-Mac.app/Contents/Resources  
Copy ./[modload, momstart, modunload, mominstall] to  
    Mac-on-Mac.app/Contents/MacOS  
Copy ./CORE/mol-bk/obj-osx/lib/bin/[mol, molrcget, startmol,  
    selftest, moldeb] to  
Mac-on-Mac.app/Contents/MacOS/CORE  
Copy ./CORE/mollib/ to  
Mac-on-Mac.app/Contents/MacOS/CORE/mollib/  
Copy ./CORE/obj-osx/lib/modules/ to Mac-on-Mac.app/  
Contents/MacOS/CORE/modules/  
Copy ./INSTALL/ to  
Mac-on-Mac.app/Contents/MacOS/INSTALL/
```

You are all set!