

1. Prerequisites for HMChart on Mac OS X

- 1.1. HMChart requires X11. Install X11/XQuartz from:
<https://www.xquartz.org/>

2. Add HMChart to your project

- 2.1. Microsoft Windows
Add the two files [chart.h](#) and [chart-windows.c](#) to your project.
- 2.2. Linux, Mac OS X
Add the two files [chart.h](#) and [chart-x11.c](#) to your project.

3. Compiler and linker settings

- 3.1. Microsoft Visual Studio ([Microsoft Windows](#))
No further settings required.
- 3.2. Qt Creator ([Microsoft Windows](#), [Linux](#), [Mac OS X](#))
Add the following lines to your project (.pro) file.

Microsoft Windows:

```
LIBS += -luser32 -lgdi32 -lcomctl32
```

Mac OS X:

```
INCLUDEPATH += /opt/X11/include/  
LIBS += -L/opt/X11/lib/ -lX11 -lm
```

Linux:

```
LIBS += -lX11 -lm
```

3.3. Xcode ([Mac OS X](#))

Go to "Build Settings (All)" and add "-L/opt/X11/libs/ -lX11 -lm" to "Other Linker Flags", add "/opt/X11/include/" to "Header Search Paths".

3.4. Building from the command line ([Linux](#))

```
gcc -Wall -c my-own-program.c  
gcc -Wall -c chart-x11.c  
gcc -Wall -o my-own-program *.o -lX11 -lm
```

3.5. Building from the command line ([Mac OS X](#))

```
gcc -I/opt/X11/Include/ -Wall -c my-own-program.c  
gcc -I/opt/X11/Include/ -Wall -c chart-x11.c  
gcc -L/opt/X11/lib/ -o my-own-program *.o -lX11 -lm
```

