

Beta Version kompilieren

der SuperSlicer 2.5 steht nicht als MACOS ARM Download zur Verfügung

Voraussetzungen

[https://github.com/supermerill/SuperSlicer/blob/master/doc/How%20to%20build%20-%20Mac%](https://github.com/supermerill/SuperSlicer/blob/master/doc/How%20to%20build%20-%20Mac%20OSX)

To build Slic3r on Mac OS, you will need the following software:

- XCode
- CMake
- git
- gettext

XCode is available through Apple's App Store, the other three tools are available on [brew](#) (use `brew install cmake git gettext` to install them).

Download & Compile

<https://github.com/supermerill/SuperSlicer/releases>

Unter Assets das ZIP downloaden & entpacken

How to build, the easy way

After cloning, execute `./BuildMacOS.sh -i` The executable & dmg should be somewhere in the build directory.

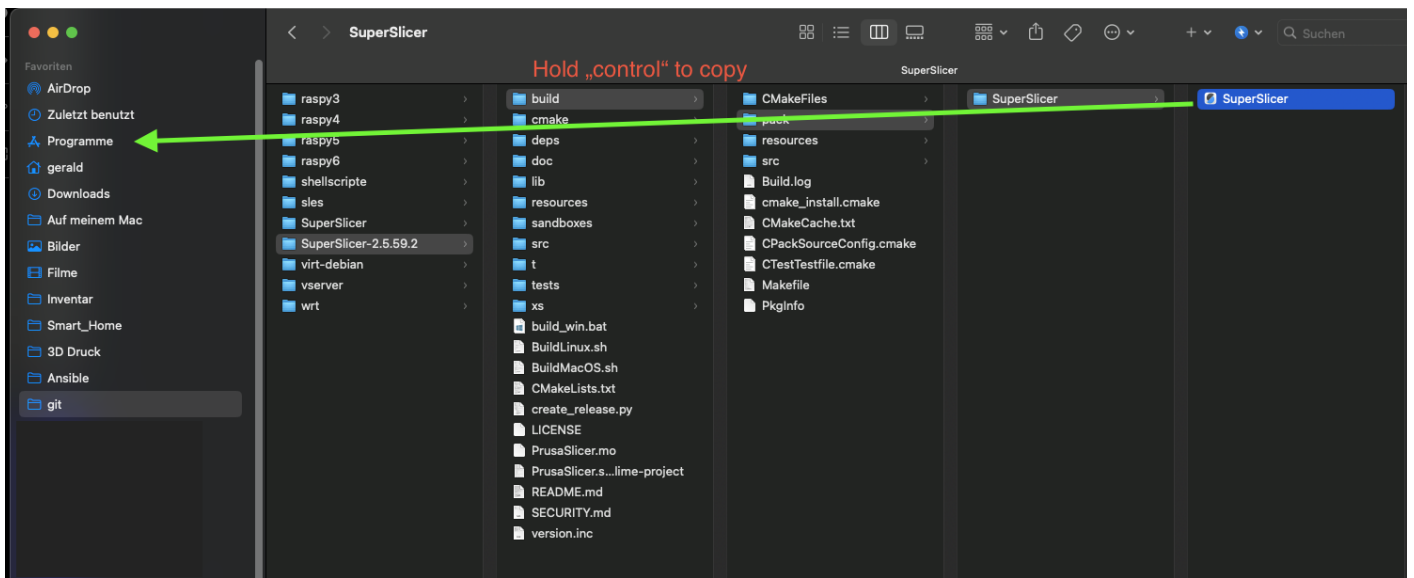
How to build

Just use the `BuildMacOS.sh` script (use the `-h` option to get the options available, and how to use them)

```
./BuildMacOS.sh
```

Install

Kopiere das Binary nach Programme



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