

```
QT += core gui
```

```
greaterThan(QT_MAJOR_VERSION, 4): QT += widgets
```

```
QT += multimedia
```

```
CONFIG += c++17
```

```
# The following define makes your compiler emit warnings if you use  
# any Qt feature that has been marked deprecated (the exact warnings  
# depend on your compiler). Please consult the documentation of the  
# deprecated API in order to know how to port your code away from it.  
DEFINES += QT_DEPRECATED_WARNINGS
```

```
# You can also make your code fail to compile if it uses deprecated APIs.  
# In order to do so, uncomment the following line.  
# You can also select to disable deprecated APIs only up to a certain version of Qt.  
#DEFINES += QT_DISABLE_DEPRECATED_BEFORE=0x060000
```

```
# Use your full pathname to common and common/libsndfile folder  
COMMON = <yours>  
LSF = ${COMMON}/libsndfile  
ULL = /usr/local/lib
```

```
## JE adds BEGIN
```

```
macx {
```

```
## Mac OS specific qmake options
```

```
TARGET = hw811_qtwavio.pro
```

```
TEMPLATE = app
```

```
    CONFIG += app_bundle
```

```
    INCLUDEPATH += ${COMMON}
```

```
    INCLUDEPATH += ${COMMON}/libsndfile
```

```
    INCLUDEPATH += /Library/Frameworks/
```

```
    QMAKE_LFLAGS += -F/Library/Frameworks
```

```
    QMAKE_CXXFLAGS += -D__MACOSX_CORE__
```

```
    LIBS += -framework CoreFoundation \
```

```
           -framework CoreMIDI \
```

```
           -framework CoreAudio \
```

```
           ${ULL}/libsndfile.1.dylib
```

```
    QMAKE_CXXFLAGS_WARN_ON += -Wno-unknown-pragmas
```

```
    QMAKE_MACOSX_DEPLOYMENT_TARGET = 10.14
```

```
}
```

```
## JE adds END
```

```
SOURCES += \
```

```
    main.cpp \
```

```
    mainwindow.cpp \
```

```
    wavio.cpp
```

```
HEADERS += \
```

```
    mainwindow.h \
```

```
    ${LSF}/sndfile.hh \
```

```
    wavio.h
```

```
FORMS += \
```

```
    mainwindow.ui
```

```
# Default rules for deployment.  
qnx: target.path = /tmp/${TARGET}/bin  
else: unix:!android: target.path = /opt/${TARGET}/bin  
!isEmpty(target.path): INSTALLS += target
```