

```
UNAME                = $(shell uname)

ifeq ($(UNAME),Linux)
TARGET              = linux
PLATFORM           = unix
export QTDIR       = /usr/lib/qt4
QMAKE              = $(QTDIR)/bin/qmake
SPEC               = $(QTDIR)/mkspecs/linux-g++-32
endif

ifeq ($(UNAME),Darwin)
TARGET              = darwin
PLATFORM           = macx
export QTDIR       = /usr
QMAKE              = $(QTDIR)/bin/qmake
SPEC               = /usr/local/Qt4.6/mkspecs/macx-g++40
endif

all: mkfiles apps

apps:
    make -f Makefile.qmake

clean: mkfiles
    make -f Makefile.qmake clean
    rm -rf Makefile.qmake
    rm -rf mocs objs
    rm -rf *.app

mkfiles:
    $(QMAKE) -makefile -$(PLATFORM) -spec $(SPEC) -o Makefile.qmake

ENSCRIPTFLAGS = \
--fancy-header=mya2ps \
--columns=1 \
--pretty-print=makefile \
--ul-font=Times-Roman100 \
--underlay="image-texture" \
--portrait

PS2PDFFLAGS = \
-dCompatibilityLevel=1.3 \
-dMaxSubsetPct=100 \
-dSubsetFonts=true \
-dEmbedAllFonts=true \
-dAutoFilterColorImages=false \
-dAutoFilterGrayImages=false \
-dColorImageFilter=/FlateEncode \
-dGrayImageFilter=/FlateEncode \
-dMonoImageFilter=/FlateEncode

ps:
    enscript $(ENSCRIPTFLAGS) Makefile -p makefile.ps
    enscript $(ENSCRIPTFLAGS) *.h -p interface.ps
    enscript $(ENSCRIPTFLAGS) *.c* -p implementation.ps

pdf: ps
    ps2pdf $(PS2PDFFLAGS) makefile.ps
    ps2pdf $(PS2PDFFLAGS) interface.ps
    ps2pdf $(PS2PDFFLAGS) implementation.ps
```