

```
UNAME                = $(shell uname)

ifeq ($(UNAME),Linux)
TARGET               = linux
PLATFORM            = unix
#export QTDIR        = /usr/lib/qt4
export QTDIR         = /usr/share/qt4
QMAKE                = $(QTDIR)/bin/qmake
SPEC                 = $(QTDIR)/mkspecs/linux-g++-64
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
```