



TrioDocs

Version: 0.4.0

Date: May 25, 2025

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Mac Build Overview

Build Trio with Mac - Overview

Congratulations on choosing to build Trio using your Mac computer. This documentation provides all the necessary instructions to download a local copy of the Trio repository using the loopandlearn `BuildSelectScript`. It will then guide you on using a compatible computer with the Xcode application to build and deploy the Trio application to a compatible device.

Requirements:


- [Compatible Phone](#)
- [Compatible CGM](#)
- [Compatible Insulin Pump](#)
- [Apple Developer Account](#)
- [Compatible Computer](#)
- [Xcode](#)

Getting Ready to Build

The first step in getting ready to build Trio using your Mac computer is to review the above requirements. These are considered the minimum requirements for Building Trio using your Mac. Don't stress if you are unable to meet the above requirements. Other options are available for building Trio, and I recommend you start with [Build Trio with Browser](#).

The second step is to read over and become familiar with the build instructions in their entirety. This includes familiarising yourself with common [Build Errors](#). Most mistakes you can make while building Trio have already been made, and our dedicated community has documented necessary fixes.

When you are ready to proceed, take your time, read carefully, and complete the tasks on each page. Read the top three boxes on each page; icons for those boxes are displayed below for reference.

 **Time Estimate**

 **Summary**

 **FAQs**

You can do this in one sitting or over multiple days.

What if I get stuck?

- First, take some time to read over the instructions to ensure you have understood all the steps.
- Compare your screen's display with the images in the documents. Is there something different? Does yours have an error message? If so, does it guide you to the problem and solution?
- If you are still stuck, you can seek assistance via [Facebook](#) or [Discord](#).