

There are a number of different ways to install Octave for the Mac. Several involve using a distribution manager such as `macports`, `homebrew`, or `fink`. If you are already using one of these, you should be able to figure out how to install Octave with it as well. The instructions below give a way to install a copy of Octave without using a distribution manager.

1. Visit <http://sourceforge.net/projects/octave/files/>.
2. Click on the link for **Octave MacOSX Binary**.
3. On the new page that appears, click on the top entry in the list. As of now, the top entry reads "2016-07-11-binary-octave-4.0.3".
4. In the page that appears, click on the `octave_gui_403_appleblas.dmg` or similarly named link.
5. Wait. You are downloading more than half a gig.
6. Double click on the `.dmg` file that you downloaded; you'll have to agree to a license agreement at this point.
7. In the window that appears in the Finder, drag the Octave application to the Applications folder.
8. Start Octave by **right clicking** on the file `Octave` in your Applications folder and selecting **Open**. You'll need to wait a bit the first time you launch Octave for the downloaded application to be validated. If you run into a security error, it's because you forgot to right click.
9. Test that you are able to plot things by entering the following at the Octave prompt:

```
setenv("GNUPLOT", "qt") (and press enter)
x=[0:0.01:2*pi]; (and press enter)
plot(x, sin(x)) (and press enter)
```
10. The `setenv` line above is annoying. The basic Octave installation seems to require that you type this in each session before you plot. You can avoid doing this by creating a file `.octaverc` in your home directory that contains the line `setenv("GNUPLOT", "qt")`.