Many people are asking for HDGraph on Macintosh...

Good news : it will perhaps be available soon, as I discovered that Mono is available on Mac (Mono is a cross platform, open source .NET development framework).

So I just began to make HDGraph compatible with Mono. It's quite a long task, but if it succeeds, HDGraph will work on Windows, Linux and Mac. Even if the "look and feel" will probably never look like a "native" Linux or Mac software.

A screenshot of HDGraph on Linux ? Here it is... but remember : it's not final, there're still lots of "visual" bugs...