

Re: Getting Started on the Mac

Source: <http://coding.derkeiler.com/Archive/Fortran/comp.lang.fortran/2005-12/msg00061.html>

- *From:* nospam@xxxxxxxxxxxxxx (Richard E Maine)
 - *Date:* Thu, 1 Dec 2005 08:23:49 -0800
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Jim Klein <jameseklein@xxxxxxxxxxxxxx> wrote:

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- > Running OSX 10.3.9.
- > How do I get g95 and assorted other free tools to use it?...
- > I have never developed on the Mac before. HELP !

First, you'll probably want X11 installed. It isn't by default. That's not 100% necessary, depending on your exact needs, but odds are moderately high that you'll want it. X11 **IS** on the install DVD, but you'll swear that it isn't without the same hint that everyone needs. An Apple rep was just out here yesterday, and I lightly gripped at him about that. The hint is that, after you mount the installation DVD, do **NOT** start an install. Instead, do notice that there is a scroll bar on the window. Scroll it down. You'll find the X11 stuff down there. Double-click the package to install it.

Next make sure that the developer's tools are installed on the Mac. They aren't installed by default, but are freely available. Apple has changed what they are called over the years, which confuses things (taking after Sun, I guess). They are currently called XCode. You might also get confused by some of the blurbs into thinking that XCode just has a GUI development environment that you can get by without. Nope; it includes basic stuff that you'll need for any kind of development work, even if you are using 3rd party compilers and command-line stuff only. I don't recall whether XCode comes on the install DVD or not. If you don't find it there, you can download it from Apple. When you install it, be sure to customize and select the X11SDK option as well. (That's not the basic X11 stuff – just the X11 development tools. Some people think they have installed X11 when they've done that. Nope. You need to have separately installed the basic X11 per previous para.)

For g95 stuff, go to www.g95.org. The Mac download is obvious there. Do note the comment about cctools. Odds are you have an earlier version of cctools and need the update. If linking fails with horribly ugly messages, that's probably the problem.

You might also want to look into fink at <<http://fink.sourceforge.net>>, and the GUI front end for it at <<http://finkcommander.sourceforge.net>>.

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Although it takes a little bit of work to get fink set up, that overhead is quite worth it. Fink is basically a tool that gives you very simple access to zillions (well, literally about 2,000) open source packages of stuff. Basically, fink "knows" where to get them from and how to install them on the Mac. All kinds of stuff – games, compilers, applications.

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Richard Maine | Good judgment comes from experience;
email: my.first.last at org.domain| experience comes from bad judgment.
org: nasa, domain: gov | — Mark Twain

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- ***Follow-Ups:***

- ◆ ***Re: Getting Started on the Mac***

- ◆ *From:* Jim Klein

- ***References:***

- ◆ ***Getting Started on the Mac***

- ◆ *From:* Jim Klein

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