

Re: Getting Started on the Mac

Source: <http://coding.derkeiler.com/Archive/Fortran/comp.lang.fortran/2005-12/msg00169.html>

- *From:* Jim Klein <jameseklein@xxxxxxxxxxxxxx>
 - *Date:* Sat, 03 Dec 2005 15:19:48 GMT
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Thanks Rich.

Jim

nospam@xxxxxxxxxxxxxx (Richard E Maine) wrote:

>Jim Klein <jameseklein@xxxxxxxxxxxxxx> wrote:

>

>...

>> 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

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>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>>.
>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.

• *References:*

- ◆ *Getting Started on the Mac*
 ◇ *From:* Jim Klein
- ◆ *Re: Getting Started on the Mac*
 ◇ *From:* Richard E Maine

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