Re: [Perple_X] How to Install Perple_X on a Mac

Perple_X@yahoogroups.com

Sent: Tuesday, November 06, 2018 9:21 AM
To: Perple_X@yahoogroups.com

Hi Jesse,
thanks for this nice message.

In addiction, no need to re-install gcc.
As you mentioned, the `libquadmath.o.dylib` is a fortran library.

If gfortran comes with Xcode (that I remember from installation ~ 3 years ago) you just need to copy it where perplex

is looking for it (i.e. /usr/local/lib).

Cheers,

alex

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On 5 Nov 2018, at 6:05 PM, Jesse Walters jesse.walters@maine.edu
[Perple_X] <Perple_X@yahoogroups.com> wrote:

Dear everyone struggling to put Perple_X on their Macs,

I will try as best I can to elaborate the steps it took for me to install Perple_X:

1. I put all of the executables (build, vertex, etc) in a folder called Perple_X in Applications.

2. To run Perple_X, I change my current directory to the Perple_X folder:

cd /Applications/Perple_X
./build

There are a few options for actually executing Perple_X. I didn't try John Schumacher's
Apple scripts, but I did try to add the paths to my bash as described in
doubleclickperplex.pdf. When I do this I get the following error:

-bash: cd: /Applications/Perple_X_folder: No such file or directory
-bash: build: command not found

I have not been able to figure out why this doesn't work. But I know others have had
similar problems.

3. Once you either figure out how to use doubleclickperplex.pdf, or give up and just change
your directories, then you will encounter an entirely new problem. The command ./build
will give you an error saying that you are missing a fortran library called
libquadmath.o.dylib in the folder /usr/local/lib/

This is a fortran library that your computer will not already have on it. The way you can get this is by installing the program Homebrew, the instructions are here: https://brew.sh . After you install home-brew make sure to update it. Instructions for how to use homebrew can be found here: https://devhints.io/homebrew .

Once you have installed homebrew, you will need to install the latest version of GCC (see https://gcc.gnu.org) using homebrew. Here is the list of things that you can install through home-brew: https://formulae.brew.sh/formula/ . You can find the latest version of GCC there: https://formulae.brew.sh/formula/gcc

4. Ok, great, you've installed the latest version of GCC which has libquadmath.o.dylib.

In the terminal change your current directory using: cd /usr/local/lib and type in ls and hit enter. If you already have libquadmath.o.dylib in there, then you are set. In my case, it was not there.

If libquadmath.o.dylib isn't there, make sure that GCC is listed in your directory. Use the command gcc -v to check which version is in that directory. In my case I had installed a program called Xcode. I forget why I needed Xcode, but it came with a GNU compiler called "GCC" thats actually not GCC. It's actually called Clang, but it's misnamed for some reason and most importantly does not come with libquadmath.o.dylib. I had to include this line in nano .bash_profile: alias gcc='gcc-8'. This line forces GCC to be recognized as the newly installed gcc-8, rather than as Clang..

5 (optional?). All of the Perple_X executables want to read libquadmath.o.dylib from the directory /usr/local/lib/. Once I told Unix that I want the gcc to go to gcc-8, I had to go into gcc, copy the fortran library, and then paste it in /usr/local/lib (see https://www.dummies.com/computers/macs/mac-operating-systems/copy-move-rename-and-delete-files-with-unix/). Once you have libquadmath.o.dylib you are set to run Perple_X!

Please let me know if that helps! I am by no means Unix savvy, and this took some help from a colleague. So I could have missed a step somewhere.

-Jesse

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Posted by: Alexis Plunder <alex.plunder@gmail.com>

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