

Some Applescripts for Perplex

Unless you are unix wizard, the most basic installation of a Perplex on an OSX Mac requires that all Perplex application, data, configuration, and input/output files are in a single folder someplace on your Mac and that the posix path (e.g., /folder1/folder2...) to that Perplex folder is included as one of the *path variables* used by the Bourne Shell (bash) that runs in OSX's Terminal.app. Running the Perplex applications requires opening a Terminal window, changing to the Perplex folder using the unix 'change directory' (cd), and then starting the applications by typing the application name at the cursor in the Terminal window. Although double clicking the Perplex applications will launch the application in a Terminal window, the applications will display error messages indicating they are not be able to locate the data files.

The following Applescript applets are simple Applescript applets that can be placed anywhere on your computer and double clicked to run the Perplex applications: *openBuild*, *openVertex*, *openPssect*, *openPsvdraw*, *openWerami*, and *openPstable*. The *openBuild* Applescript is:

```
tell application "Terminal"
    activate
    activate window
    do script "cd /Applications/Perple_X;build"
end tell
```

The rest of the applets have the same general form. The ready-to-use applets will work if (1) you place all of your Perplex data, configuration, and input files in a folder called *Perple_X* that resides in the *Applications* folder on *Macintosh HD* and (2) you have also added '/Applications/Perple_X' as a Terminal (bash) path variable.

The generic terminal command to add a path to your computers path variable is:

```
export PATH= /path/to/perplex:$PATH
[e.g., for ready-to-use applets: export PATH= /Applications/Perple_X:$PATH].
```

The *SetPathVariables* Applescript applet will add the Perplex path to the path variable for you; simply use the dialog box to choose the your Perplex folder. The applet also adds the path '/usr/local/bin', which is where *gfortran* is installed.

If you wish make your own Applescript applets for your own custom location of the Perplex folder open the Applescript Editor (in the Utilities folder), enter the appropriate path and perplex application as in the general script below:

```
tell application "Terminal"
    activate
    activate window
    do script "cd /path/to/Perplex;build"
end tell
```

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posix path to perplex
perplex folder app

After editing, save the script as an application. Don't forget to add your add custom path to your system's path variable.