

*MathCode* C++ installation instructions for  
Linux and Mac OS X machines and license  
administration

Version 1.4.2, 12 March 2009.

# Chapter 1 Installation step by step

Please follow these steps for successful *MathCode* C++ installation.

## 1.1 Check your Mathematica and GCC version

- Linux:** *MathCode* will work on any Linux distribution with the proper tools installed. *Mathematica* 5.2, 6.0, 7.0 are supported on computers with Linux (32-bit and 64-bit).
- MacOSX:** *Mathematica* 5.2.2, 6.0 and 7.0 are supported only, for Intel processors only. Versions 5.2.1 and earlier are not supported. You need the GCC compiler which is included in free XCode tool (<http://developer.apple.com/tools/download/>). Mac OS X version 10.4.\* ("Tiger") with XCode 2.4.1 was tested, as well as Mac OS X version 10.5.\* ("Leopard").

*MathCode* relies on compatibility between GCC versions. GCC versions between 3.3 and 4.2 were tested. If you have a different GCC version please read the Section 1.2.

## 1.2 Using different GCC version

If you have a different GCC release, then installation may stop. Please install another gcc toolkit and place its directory first in the path, so that shell commands "gcc" and "g++" invoke the tools of different version. In addition to this you will need to set up a symbolic link so that commands invoked from within Mathematica sessions search for correct g++ binary of correct gcc version. Typical commands can be:

```
su
cd /usr/local/Wolfram/Mathematica/5.1/Executables
ln -s /usr/local/gcc/3.3.4/bin/g++ .
```

## 1.3 Determine your \$MachineID

The \$MachineID is needed for registration. It is the identity of the machine you want a license for. To find out your \$MachineID, evaluate the following in *Mathematica*:

```
$MachineID
```

## 1.4 Obtain license key for purchased license

You should register to get a key file that will enable you to use the software. If you pur-

chased the software you can register it online at the following URL:

<http://www.mathcore.com/register.html>

Please do not use this page for demo (trial) licenses!

When you start installation of *MathCode* you can click the button **Register** to register your software.

Within two business days you should receive an e-mail with the key file attached. Save the attachment to a file. Remember where you saved it; you will need to select this location during *MathCode* C++ installation.

## 1.5 Obtaining license key for demo (trial) license

You apply for demo (trial) license using online demo request form at

<http://www.mathcore.com/products/mathcode/>  
and click on **Download Trial version**

When you start installation of *MathCode* you should not click the **Register** button to register your software.

Within two business days you should receive an e-mail with the key file attached. Save the attachment to a file. Remember where you saved it; you will need to select this location during *MathCode* C++ installation.

## 1.6 Check for the latest release

Since *MathCode* relies on many other software products that often change their versions and properties please **always download the latest version** from the address you get from us together with your key file; currently it is

<http://www.mathcore.com/products/mathcode/download/downloadframe.shtml>

## 1.7 Decide whether you need personal installation or root installation.

We recommend you to log in with your personal user name and install *MathCode* under your own home directory. *MathCode* will be available for you only.

On **Linux** machines it is possible to install *MathCode* in system directory such as `/usr/local/MathCode`, and make it available for all users of certain *Mathematica* installation, but it causes additional security problems.

As a **root** you can adjust the *Mathematica* installation for this purpose. The `Demos` and `Licensing` subdirectories of *MathCode* installation should be writable for all users. Otherwise the licensing system and demos will not work.

On **Mac OS X** machines you must install *MathCode* under your own home directory.

## 1.8 Installation procedure

Go to the `linux` directory on the *MathCode* CD or obtain the latest release from `www.math-`

core.com.

You obtain file `mathcode-system-version.tar` (here *system* can be **linux** or **macosx**).

Use command `tar -xvf mathcode-system-version.tar` to unpack this archive.

Run the file `install.system`, either by `./install.system` (preferred) or `sh install.system` (if the file is not flagged as executable on the CD) and follow the on-screen instructions.

The installation script compiles all necessary MathCode runtime libraries, therefore you do not need to care about `libc` library versions (as it was in MathCode C++ for Linux 1.2.2 and earlier).

If you have any special settings (`PATH`, `GCC` flags etc.) when you compile the runtime library, these settings should be preserved when you use MathCode C++ for compilation.

Please run the test `Demos/Verify/testlinux.m` after installation.

## 1.9 Parallel installations

You can install several installations of MathCode, but only one of them (the latest one) will be used within Mathematica.

## 1.10 Uninstall

At the end of installation the script tells the name of a file (`uninstall-system.sh`) which contains commands for uninstall.

## Chapter 2 License management

### 2.1 What are licenses?

For each machine you wish to run *MathCode* on, you should obtain one key file containing the license. *MathCode* uses the same MathID as *Mathematica* does to distinguish between machines. A key file is a text file containing a mix of letters and digits. Key files should be put into the `Licensing` subdirectory of the *MathCode* installation. The names of the key files do not matter.

### 2.2 Adding a license

When you register for a new *MathCode* license, you will receive a file that should be put in the `Licensing` subdirectory of your *MathCode* installation.

### 2.3 The license index file

*MathCode* will use an index file `index.m` in the `Licensing` directory to speed up license lookups. If a new license is added, `index.m` is rebuilt automatically as needed.

If you experience problems with the licensing, you can remove the `index.m` file, forcing *MathCode* to rebuild it on the next license check.

For a site installation, users might not have write permissions to the `Licensing` subdirectory. In this case, the system administrator should rebuild the index file by evaluating the following in *Mathematica*:

```
Needs["MathCode"];  
RebuildIndex[ToFileName[{$MCRoot, "Licensing"}]];
```

If `index.m` didn't exist, you will see an error message about opening it. This error message can safely be ignored.

## Chapter 3 More on compiler definitions

The file `MathCodeConfig.m` in the main *MathCode* directory controls the *MathCode* runtime configuration. This file is really a *Mathematica* package that contains some configuration directives; currently `DefineCompiler[]` and `DefaultCompiler[]`.

`DefineCompiler[]` is used to associate a symbolic compiler name (a string) with a make file, a command template, and a build command. You don't normally need to bother with these details.

`DefaultCompiler[]` is used to select the default compiler definition for a language. Currently the only language supported for code generation is C++. In `MathCodeConfig.m` you might find a line

```
DefaultCompiler["C++"->"mingw32"];
```

This tells *MathCode* to use the included "mingw32" compiler definition when generating C++ code. If you wish to use Visual C++ instead (assuming you are on the Windows platform), you should change this to read:

```
DefaultCompiler["C++"->"vc60"];
```

If there are several `DefaultCompiler` definitions, the last one is taken into account.

Using a different compiler can be easier than that, with the new options to `CompilePackage[]`, `MakeBinary[]` and `BuildCode[]`.

`CompilePackage[]` takes a `Language` option (currently only C++ is supported). *MathCode* will then use the default compiler for the specified language. Example:

```
CompilePackage[Language->"C++"];
```

`MakeBinary[]` takes a `Compiler` option; the option value should be one of the symbolic names (strings) defined using `DefineCompiler[]`. The `Compiler` option to `MakeBinary[]` overrides the default compiler specified for the selected language. Example:

```
MakeBinary[Compiler->"g++"];
```

As usual, `BuildCode[]` can be given both `CompilePackage[]` and `MakeBinary[]` options. The following example will generate C++ code and use the "CC" compiler to compile it, overriding any default specification:

```
BuildCode[Language->"C++", Compiler->"g++"];
```