

*MathCode* Fortran90 installation  
instructions for MacOSX machines and  
license administration

Version 1.2.2, 4 May 2009.

# Chapter 1 Installation step by step

Please follow these steps for successful *MathCode* F90 installation.

## 1.1 Check your Mathematica, GCC version

*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/>).

MacOSX version 10.4.\* ("Tiger") with XCode 2.4.1 was tested.

Also MacOSX version 10.5.\* ("Leopard") with XCode 3.3.1 was tested. (applies to MathCode F90 for MacOSX release 1.2.1 and later releases)

MathCode relies on compatibility between GCC and G95 versions.

GCC versions between 3.3 and 4.2 were tested. If you have a different GCC version please read the Section 2.1.

## 1.2 Install G95 properly

MathCode F90 requires the G95 compiler. It is available from <http://www.g95.org>. Download a stable version for "x86 OSX" platform.

G95 version 0.91 (March 2008) was tested. At the moment of writing no information about other G95 releases is available.

Even you will use another compiler later on, the installation requires G95 anyway.

Choose a directory for installation. In order to make possible for other users to run **g95** you should grant read permissions for this directory.

Unpack the downloaded tarball (e.g. **g95-x86-osx.tgz**) in a directory of your choice:

```
tar -zxvf g95-x86-osx.tgz
```

Create a symbolic link from a directory in your **\$PATH** (e.g. **~/bin**) to the executable

```
ln -s $PWD/g95-install/bin/*g95* ~/bin/g95
```

You should now be able to run **g95** and create executables.

As an alternative, in order to make possible for other users to run **g95** you should use a common directory which is present in everyone's **\$PATH**, and create a symbolic link with name **/usr/bin/g95** or **/usr/local/bin/g95** :

```
sudo ln -s $PWD/g95-install/bin/*g95* /usr/bin/g95
```

In this case make sure that \$PWD is readable for other users.

In MacOSX environment you start normally Mathematica using an icon before any adjustments to your PATH are applied. Therefore, for Mathematica the directory **\$HOME/bin** will not occur in the path (even if you tell that in your **\$HOME/.profile**). The following command creates a symbolic link such way that **g95** is directly available from Mathematica in **/bin** :

```
sudo ln -s $PWD/g95-install/bin/*g95* /usr/bin/g95
```

If you have no administrative rights you can adjust "g95" everywhere in the make-files **System/u95.unx** and **lib/sheep/u95.mak**.

### 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 purchased 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, see **Section 1.5!**

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 Previous MathCode installations

You can have only one MathCode installation available in your UNIX account at a time. The setup will disable any previous installation of MathCode C++ or MathCode F90. The current installation is determined by settings in file (which is created during installation):

`~/Library/Mathematica/Applications/MathCode.m`

## 1.7 Different Mathematica installations

An installed MathCode can be used with *only one* Mathematica installation. If you switch to a different Mathematica version you must *re-install* MathCode. Otherwise difficult linking error messages will occur.

## 1.8 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>

## 1.9 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 **MacOSX** machines you should install MathCode under your own home directory.

## 1.10 Installation procedure

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

You obtain file `mathcode-macosx-version.tar`

Use command `tar -xvf mathcode-macosx-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.

## 1.11 Parallel installations

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

## **1.12 Uninstall**

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

## Chapter 2 Advanced adjustments

### 2.1 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.

Execute the command `Run["echo $PATH"]` from Mathematica to see the actual path.

### 2.2 Using a different Fortran90 compiler

MathCore Engineering AB provides you with scripts needed for different Fortran90 compiler as a consultancy service.

Steps needed for attaching a different Fortran90 compiler on any UNIX-like operating system are:

1. Study **MathCodeConfig.m**, it refers to **u95.unx** and **unix.tmpl**.
2. Study how **unix.tmpl** makes **Global.cmd**.
3. Study how **Global.cmd** calls **System/u95.unx**.
4. Study how **System/u95.unx** calls **lib/sheep/u95.mak**.
5. Change **\*.f90** and **\*.c** files in **lib/sheep** so that they can be compiled by your Fortran90 and C++ compiler.
6. Change **lib/sheep/u95.mak** so that **sheep.lib** can be created.
7. Investigate whether your Fortran90 and C++ compiler can compile files like **Global.\***
8. Change **System/u95.unx** so that **GlobalML.exe** can be compiled and linked.
9. Possibly adjust **unix.tmpl** if necessary.

## Chapter 3 License management

### 3.1 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.

### 3.2 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.

### 3.3 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 4 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->"CC"];
```

The above example assumes that you are using *MathCode* on Solaris.