

Building XRootD with cmake and installing the source project

System info:

- Developer tools:

Version: 11.4.1 (11E503a)
Location: /Applications/Xcode.app
Applications:
Xcode: 11.4.1 (16I37)
Instruments: 11.4.1 (64535.74)

- Hardware overview

Model Name: MacBook Pro
Model Identifier: MacBookPro16,1
Processor Name: 8-Core Intel Core i9
Processor Speed: 2,4 GHz
Number of Processors: 1
Total Number of Cores: 8
L2 Cache (per Core): 256 KB
L3 Cache: 16 MB
Hyper-Threading Technology: Enabled
Memory: 32 GB
Boot ROM Version: 1037.80.53.0.0 (iBridge: 17.16.13050.0.0,0)
Serial Number (system): -
Hardware UUID: -
Activation Lock Status: Enabled

- Software

System Version: macOS 10.15.3 (19D76)
Kernel Version: Darwin 19.3.0
Boot Volume: Macintosh HD
Boot Mode: Normal
Computer Name: Robert's MacBook Pro
Username: Robert Poenaru (basavyr)
Secure Virtual Memory: Enabled
System Integrity Protection: Enabled
Time since boot: 4 days 1:12

Building the project

1. build with cmake, according to this script. (gitlab nightly build).
 1. use appropriate paths for ZLIB, OPENSLL (the include dir, the crypto library and the ssl library)
 2. build without VOM modules for macOS (use command: -DVOMSXRD_SUBMODULE=OFF)

Missing XrdVersion header in XrdSysPlugin.cc+XrdSysPlugin.hh

In case of building errors with regards to missing the version info header:

```
/Users/basavyr/Library/Mobile Documents/com~apple~CloudDocs/Work/Pipeline/DFCTI/CERN_project
    member access into incomplete type 'XrdVersionInfo'
                                myInfo->vStr, urInfo.vStr, mmv, majv, minv);
                                ^
/Users/basavyr/Library/Mobile Documents/com~apple~CloudDocs/Work/Pipeline/DFCTI/CERN_project
    forward declaration of 'XrdVersionInfo'
struct XrdVersionInfo;
```

The header file should be created by the `genversion.sh` script at compile time. If that isn't the case, then just run the script from the command line separately:

```
cd xrootd/
./genversion.sh
```

See the header file here

Installing the source files

Once the building process with `cmake` completely finished, use `make install` for the installation process.

1. Installing the Xrd client sources:

```
cd src/XrdCl/
make -j4
make install
```

2. Installing the entire project, including **python bindings**.

From the build directory, just:

```
ls -a
make install -jNCORES
```