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Installing python GDAL into a python virtualenv in OSX

Posted February 16, 2013 by [Tim Sutton](#) & filed under [gdal](#), [GeoDjango](#).

Yes I know its a bit wierd to see the word 'OSX' in an article by me...I recently bought a Mac for testing InaSAFE and fooling around with FOSSGIS software on OSX. Besides the 2 or three days it took to get it set up as a development machine for FOSSGIS stuff (as compared to a few hours – limited mainly by internet speed – on Linux) it hasnt been too bad an experience.

I used William Kyngesburye's [excellent packages](#) for installing all the FOSSGIS dependencies (barring QGIS which of course I wanted to build myself). I've been trying to see if I can use OSX as a usable platform for doing GeoDjango work and ran into a few problems:

- GDAL python package needs compilation when used in a python virtualenv (which of course I use)
- William's packages provide PostGIS 2.0 whereas GeoDjango really only works out of the box with 1.5 still

In this post I am outlining how I got GDAL to build in my venv. Note that I assume you have Williams frameworks and xcode / compilation toolchain in place.

```
source venv/bin/activate
pip install --no-install GDAL
cd venv/build/GDAL
python setup.py build_ext \
    --gdal-config=/usr/local/gdal/1.9/bin/gdal-config \
    --library-dirs=/Library/Frameworks/GDAL.framework/Versions/1.9/unix/lib/ \
    --include-dirs=/Library/Frameworks/GDAL.framework/Versions/1.9/Headers/
```

```
pip install --no-download GDAL
```

Now verify it is installed:

```
pip freeze
```

You should see GDAL listed. Another check:

```
>>> from osgeo import gdal  
>>> gdal.__version__
```

```
'1.9.2'
```

Confirm it is really using your module in your venv:

```
>>> gdal.__file__  
'/Users/timlinux/dev/python/catalogue/venv/lib/python2.7/site-packages/osgeo/gdal.pyc'
```

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