Building WMFire on a Mac

Install xcode

Install boost (see http://www.boost.org/doc/libs/1\_52\_0/more/getting\_started/unix-variants.html). Download the latest distribution, unzip to /usr/local/bin/… (or whatever folder you want, this is called the BOOST\_ROOT path). So BOOST\_ROOT would be /usr/local/bin/boost\_1\_52\_0/ for version 1.52.0 (current as of Jan 2013).

Run SOURCE $BOOST\_ROOT/bootstrap.sh, then $BOOST\_ROOT/b2 install

Run SOURCE $BOOST\_ROOT/tools/build/v2/engine/build.sh

This creates a new directory along the lines of bin.macosxx86\_64 depending on your OS and creates a bjam executable. Copy the bjam executable to a directory in your PATH (e.g., /usr/bin) or add the bjam directory to your PATH.

Modify the /etc/profile file by adding the following lines: (~/.bash\_profile)

export BOOST\_ROOT=/usr/local/bin/boost\_1\_52\_0

export CPLUS\_INCLUDE\_PATH=$ CPLUS\_INCLUDE\_PATH :/usr/local/bin/boost\_1\_52\_0

export LD\_LIBRARY\_PATH=$ LD\_LIBRARY\_PATH :/usr/local/bin/boost\_1\_52\_0

OR just run those lines every time you open a terminal and need to build using boost libraries

Build the wmfire library by invoking bjam in the library folder (rhessys\_5.19\_bart/util/FIRE).

Copy the built library (rhessys\_5.19\_bart/util/FIRE/build/darwin-4.2.1/debug/threading-multi/libwmfire.dylib) to the lib directory in the RHESSys directory structure (rhessys\_5.19\_bart/rhessys/lib/) and the scripts file where RHESSys is run and build RHESSys using the modified makefile.

Copy the built library to the directory from which RHESSys is called and execute RHESSys.

When compiling, use **make wmfire='T'**, instead of **make**.

April 29 2016

When WMFire code is modified…

* Go to Util/Fire
* Type ‘bjam clean’
* Type ‘bjam release’
* Move library file util/FIRE/build/Darwin-4.2.1/release/threading\_multi/libwmfire.dylib to…
  + Rhessys/lib folder
  + Scripts folder
* Compile code