

***** STEPS to INSTALL BOX2D on APPLE's OS X MAVERICKS *****

X11:

Ubuntu comes with X11 preinstalled. To run X11 applications on macs download Xquartz. <http://xquartz.macosforge.org/landing/>
Most of you may already installed it to run inkscape.

Command Line Tools:

To run shell commands of linux you must install this supplemental download from apple. if u have XCode installed you can download it from main menu -> xcode -> preferences. else goto this link to install it manually. <https://developer.apple.com/downloads/index.action?command%20line%20tools>

CMAKE:

all of you know that to setup BOX2D cmake is required. download it from here. <http://www.cmake.org/cmake/resources/software.html> To use cmake command within terminal type `sudo /Applications/CMake.app/Contents/MacOS/CMake` enter password and cmake application will b launched. use the Tools -> Install For Command Line Use menu item.

GLUI:

now your system is ready to run BOX2D. you can run the testbead demo now. But further tweaking is requires to run the CS251_base_code. OS X still lacks GLUI library. but testbead executable uses GLUI library from the BOX2D folder. follow these steps to get GLUI installed on your mac OS X.

1. search for glui-2.36.tar. download from the sourceforge link.
2. Go (cd) to the directory where you downloaded it (usually ~/Downloads) and untar it (if it doesn't automatically do that) `tar xvf glui-2.36.tar`
3. There is an error in the glui.h file as distributed that causes tons of warning messages when you make glui and every time you compile a glui program. So fix it now with your favorite line editor. Line 944 of `glui-1.36/src /include/GL/glui.h` should be `last_live_text = "";`

4. The line as delivered has "==" instead of "=". You'll still get a bunch of warnings when you make in the next step, but not when you make your own projects.

5. Move the entire downloaded directory from its download spot to /sw -- this is not strictly needed, but it seems to be something of a convention to help keep all your hand-installed software in one place. I'm not sure if you will need to do the mkdir /sw. You'll need to use "sudo" and give a root user password. After the first sudo, you probably won't need the password again.

1. sudo mkdir /sw
2. sudo mv glui-2.36 /sw
3. sudo cd /sw/glui-2.36/src
4. sudo cp include/GL/glui.h /usr/X11/include/GL
5. cp lib/libglui.a /usr/X11/lib/

Final Step:

modify your makefile MACROS, only two lines:

GLUI_ROOT=/usr/X11/

GL_ROOT=/usr/X11/include/

Now your macbook is ready for command line coding :)

I am sharing this only for karma points ;)

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