

1 Macports

We'll be using Macports to simplify the installation of libraries. Download and run the Macports installer for [Mavericks](#), [Lion](#) or [Snow Leopard](#).

2 Installing the necessary libraries via Macports

Open a Terminal window. At the command prompt type:

2.1 libpng

```
sudo port install libpng
```

2.2 libjpeg

```
sudo port install jpeg
```

2.3 FFTW (Fastest Fourier Transform in the West)

```
sudo port install fftw-3
```

3 Starter Code

3.1 Command Line

Once the libraries have been installed, you should be able to build the starter code from the command line.

1. Open a Terminal window.
2. `cd` to the directory containing the fieldViewer source.
3. Build the project:
`make`
4. Run the executable:
`./fieldViewer`

Typing '?' will print a list of keyboard commands to the console. Repeat with fieldViewer-Basic and fieldViewerFFT.

3.2 Xcode

You can also try to build the code from an Xcode project. However, we do not officially support this path; the code available on the website is a student's port from last year.

1. Double-click on `fieldViewer.xcodeproj`.
2. Press the "Run" button to build and run the project.

Typing '?' will print a list of keyboard commands to the console. Repeat with `fieldViewer-Basic` and `fieldViewerFFT`.