MAT 200C: Digital Media Technology and Engineering April 5, 2012 Spring 2012 Building the starter code

1 Macports

We'll be using Macports to simplify the installation of libraries. Download and run the Macports installer for 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

You can either use the provided Xcode project to compile and run the starter code or do so from the command line.

3.1 Xcode

- 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.

3.2 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.