Installing *WTTS* work on your trendy, evil Mac

While a Mac is almost the same as a Linux box, there are differences. The following notes are from Yeisson Osorio of Uppsala University, slightly edited. Thanks Yeisson! **NOTE**: Rob does not have a Mac on which to test *WTTS*. He thus relies on *your help!*

- **IMPORTANT**: you need to have Xcode/Developer

- I used *ifort* as a *Fortran* compiler (Rob: you can use *gfortran* as well which is free).

- From *macports*[1] install:

  - *gnuplot*
  - *cmake*
  - *perl*
  - the X11 window system I have is *XQuartz*

- Then I ran `./installer` (the Linux installer script)

- The first complaint was about *Pango.pm* I got it from *CPAN* (see http://search.cpan.org/ in particular http://search.cpan.org/~xaoc/Pango-1.226/lib/Pango.pm).

- Then get *Gtk2.pm*. I got *gtk2* from MacPorts but the perl module was not there (Rob: this is because the Perl interface to GTK2 is a separate package). The *WTTS* installer suggested a site to download and compile *gtk2* (probably from *CPAN* e.g. http://search.cpan.org/~xaoc/Gtk2-1.2492/lib/Gtk2.pm), it downloaded but did not install automatically. So, I went to the `/tmp` folder and did it manually

  ```
  perl MakeFile.PL ; make ; make test ; make install
  ```

  and it worked.

- Then lots of other modules were requested. Either I installed them or *WTTS*' installer did it. When I did it I always was checking with make test just to see where potential problems might arise ... some warnings appeared but that was all.

- Then the *WTTS* installer finish, I started the GUI but *ev* did not work ... (Rob: if the GUI works and but cannot evolve stars, this is probably what's wrong.)

- So you need to build the *TWIN* code using your *Fortran* compiler of choice (e.g. *ifort* or *gfortran*).

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[1]https://www.macports.org/