

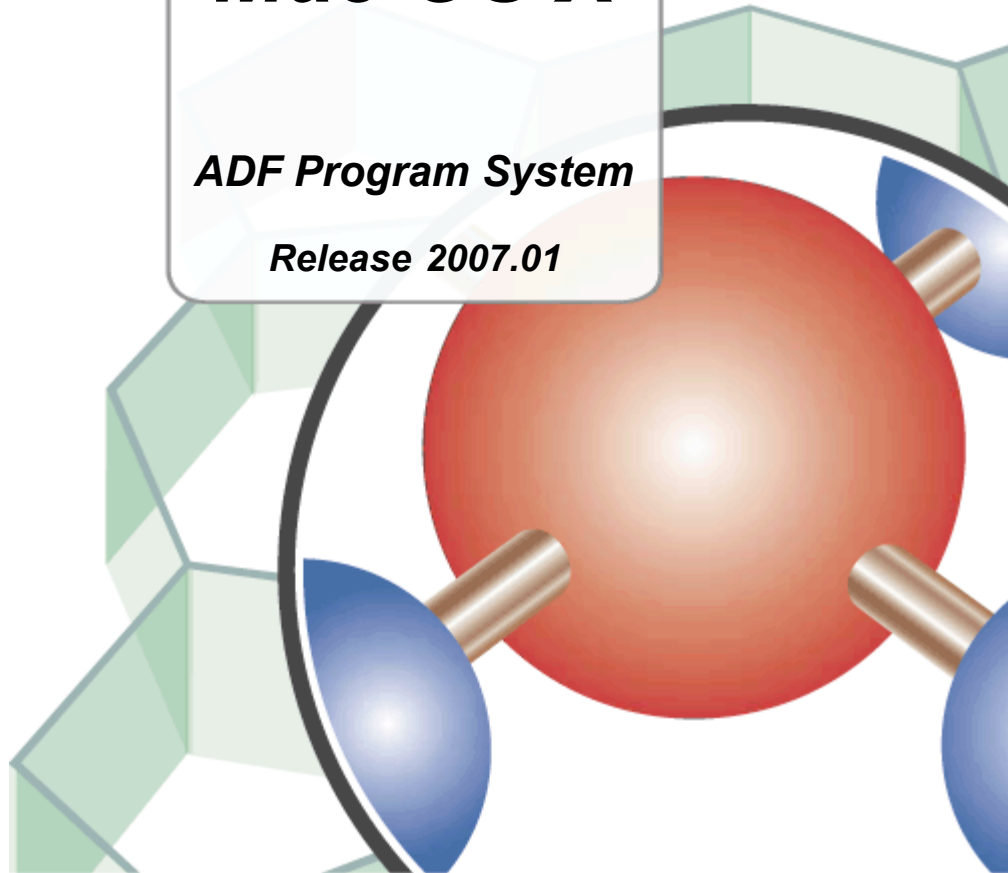


Scientific Computing & Modelling

Installation manual for Mac OS X

ADF Program System

Release 2007.01



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See the instructions for downloading ADF on our [download page](#).

Requirements for ADFLaunch

- Mac OS X 10.3 or later.
- X11 application (available free from Apple).
- A valid ADF license file.

Installation

To install ADFLaunch on Mac OS X, simply double click on the disk image, and drag the enclosed *ADF2007.01* directory somewhere on your hard disk, such as the *Applications* directory.

To use ADF, you need to install an ADF license file. In case of a trial version, a trial demo license file is attached to the mail in which you receive the necessary information to download our software. In other cases start ADFLaunch and follow the instructions in order to compose an email to SCM requesting a license. You can obtain a license by emailing SCM (license@scm.com). Place a copy of a valid ADF license in the *ADF2007.01* directory that you installed above, and name it *license*.

ADFLaunch requires X11 to be installed. You can install X11 using a Mac OS X install disk, or download it from Apple (<http://www.apple.com/downloads/macosx/apple/x11formacosx.html>)

Valid ADF license file

Start ADFLaunch and follow the instructions in order to compose an email to SCM requesting a (demo) license. You can obtain a license by emailing SCM (license@scm.com). Note that in case of a trial version, a trial demo license file is already attached to the mail in which you receive the necessary information to download our software. After receiving your license file, copy it to the *ADF2007.01* directory and name it *license*.

For our standard licenses all CPU's and cores in a machine are counted. For example, a single-CPU license is not a valid license for a dual-core or dual-CPU machine.

What is included in the *ADF* directory?

The *ADF2007.01* directory contains a copy of ADF (in the directory *adfhome*), and the ADFLaunch application. The ADFLaunch application assumes that ADF and a valid ADF license are installed in the same directory as the application itself. Apart from installing X11 and an ADF license file, most users will not need to take any further action to make use of ADFLaunch.

Advanced users may prefer that ADFLaunch make use of a different copy of ADF than the one included. For version ADF2006.01 and later, to use a different version of ADF, simply set the path to a different copy in the Preferences of ADFLaunch. For previous versions (ADF2005.01 and before) use the 'ADF GUI' application of that version, and check the corresponding Installation manual for more details.

Using ADFLaunch

To use one of the ADFLaunch modules, you can simply start up the application by double clicking. A 'Modules Selection Panel' will appear, which you can use to select the module you wish to start. This will

start up the module without any data file.

To open a data file with ADFLaunch you have a number of choices. If the file has an appropriate ADF extension (e.g. t21), you can simply double click on it in 'Finder', and it should open in 'ADFLaunch'. Some file types can only be opened by a single ADFLaunch module, and for these files the appropriate module will be launched. Other file types can be opened in more than one ADFLaunch module, and in such cases, you will be prompted to choose the module you wish to use to open the data file.

You can also open ADF data files from within the ADFLaunch application, by selecting 'Open...' from the 'File' menu. If ADFLaunch cannot assign a unique module to the file, it will prompt you to choose one to use for opening the file.

Every good Mac application supports drag-and-drop, and ADFLaunch is no exception. Drag one or more data files onto the ADFLaunch icon, either in 'Finder' or the 'Dock', and they will be opened. You can also use the 'Dock' menu of ADFLaunch to start ADFLaunch modules.

Environment Variables

ADFLaunch sets all necessary environment variables automatically. If you may want to change or add environment variables you can do this in the Preferences of ADFLaunch. It is easy to change one of the following environment variables:

- SCM_USETMPDIR
- SCM_TMPDIR
- SCM_ERROR_MAIL
- SCM_RESULTDIR
- SCM_NODOMAINCHECK

but you can also add any other environment variable.

Running ADF from the Command Line

To run ADF from the command line, you need to set the usual environment variables. See the generic Installation Guide for more information.

The ADFHOME environment variable will need to be set to the *adf* directory in the *ADF* directory that you installed above. The SCMLICENSE environment variable will need to be set to the file called *license*, which you installed in the *ADF* directory.

Assuming you installed the *ADF* directory in *Applications*, here are some shell commands that you could issue to setup the ADF environment in a Bourne-shell like bash. These commands would typically be added to the *.profile* file in your home directory.

```
export ADFHOME=/Applications/adf2007.01/adfhome
export ADFBIN=$ADFHOME/bin
export ADFRESOURCES=$ADFHOME/atomicdata
export SCMLICENSE=/Applications/adf2007.01/license
export SCM_TMPDIR=/var/tmp
```