

Building Thuban on MacOSX

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Because Thuban has no installer anymore for MacOSX, I have tried to repeat the operation done on w32.

This article describes how to build Thuban from source on MacOSX

1. Install the prerequisites :

First requirement is a Python environment. I have installed the latest 2.5 version from python.org.

I also added wxPython 2.8 and pysqlite2 (that I had to build from source).

Second one is the dependencies to build the libraries used by Thuban. Due to macintel platform and universal binaries, all the libraries used by thuban must be compiled as universal libs.

Thanks to William Kyngesburye all the needed Mac Frameworks are available here :

<http://www.kyngchaos.com/software/unixport/frameworks>.

You need to install proj4, gdal (and its deps).

! You also need to add a link between the Frameworks and the SDK Library :
`sudo mkdir -p /Developer/SDKs/MacOSX10.4u.sdk/Library/Frameworks /Developer/SDKs/MacOSX10.4u.sdk/Library/Frameworks`

2. Build and install thuban locally:

Then it is very easy :

```
/usr/local/bin/python2.5 setup.py build_ext /usr/local/bin/python2.5 setup.py build /usr/local/bin/python2.5 setup.py install_locally
```

There is a little bug in the code :

http://wald.intevation.org/tracker/index.php?func=detail&aid=516&group_id=6&atid=105

References :

- http://bugzilla.remotesensing.org/show_bug.cgi?id=1595

- <http://www.mail-archive.com/pythonmac-sig@python.org/msg06631.html>

- <http://article.gmame.org/gmame.commp.gis.proj-4.devel/2194/match=mac>