

INSTALLING PISTON ON MAC

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PREREQUISITES

NVIDIA CUDA TOOLKIT AND SDK

Download and install Mac package/dmg from <http://developer.nvidia.com/cuda-downloads>

CMAKE

Download and install Mac package from <http://www.cmake.org/cmake/resources/software.html>

VTK

Download and install from source code from <http://www.vtk.org/VTK/resources/software.html>

GLEW

Download and install from source code from <http://glew.sourceforge.net/>

QT SDK

Install Qt SDK from <http://qt.nokia.com/products/>

PISTON SAMPLES

Download sample data files from <http://viz.lanl.gov/projects/PISTON.html>

INSTALLATION OF PISTON

1. Unzip/untar the source

```
tar -xzf piston.tgz
```

2. Make the build directory

```
cd piston  
mkdir build
```

3. Run cmake in the build directory

```
cd build  
ccmake ..
```

4. Make sure cmake finds the CUDA toolkit/SDK and VTK installation

```
CUDA_SDK_ROOT_DIR      /Developer/GPU Computing/C  
CUDA_TOOLKIT_ROOT_DIR  *CUDA_TOOLKIT_ROOT_DIR-NOTFOUND  
VTK_DIR                /usr/local/lib
```

5. After configuration, build the demos

```
cd demos  
make demoOMP
```