

Compiling GEOTop with Eclipse under MacOS and Linux



www.geotop.org

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Eclipse

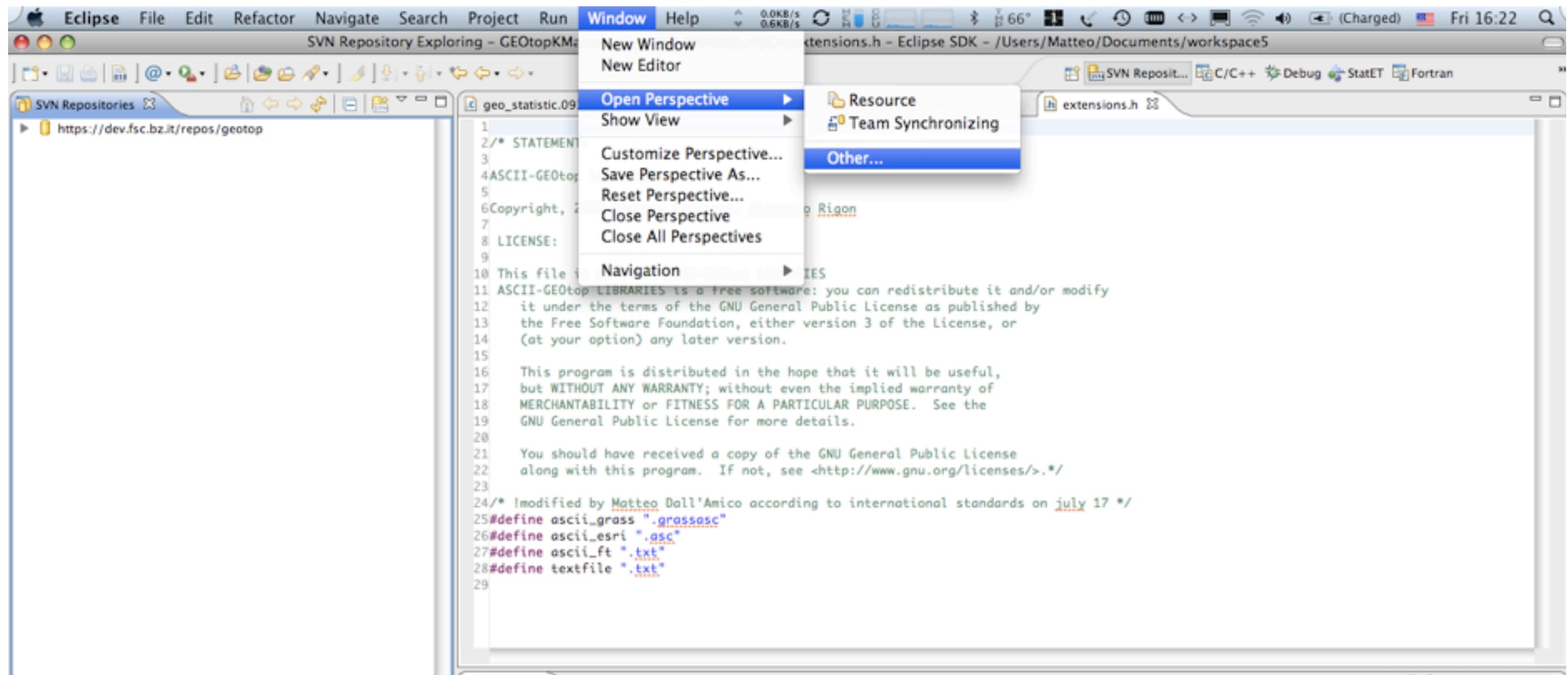
You need to have installed:

Eclipse Ganymede: <http://www.eclipse.org/ganymede/>

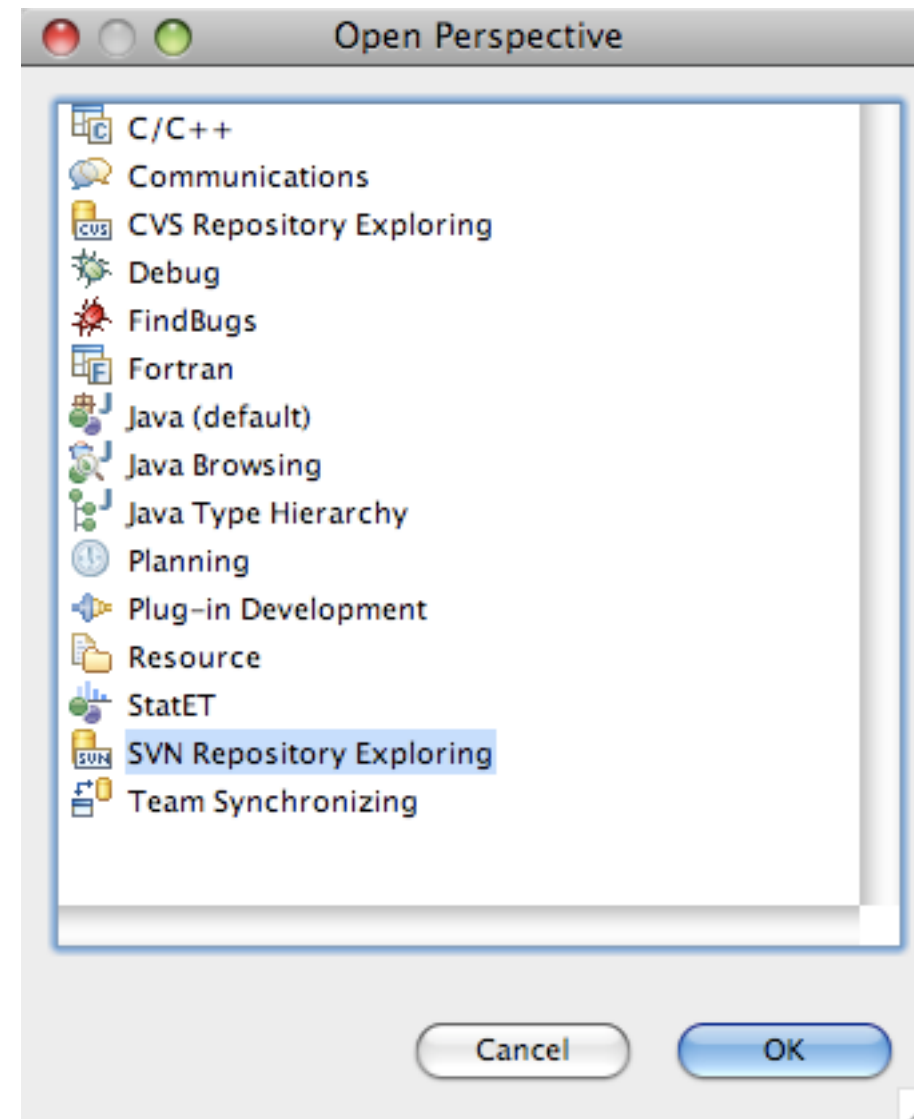
Then you have to install the following packages:

- Eclipse C/C++ Development Tooling - CDT: <http://www.eclipse.org/cdt/>
- Photran: <http://www.eclipse.org/photran/>
- Subclipse: <http://subclipse.tigris.org/>

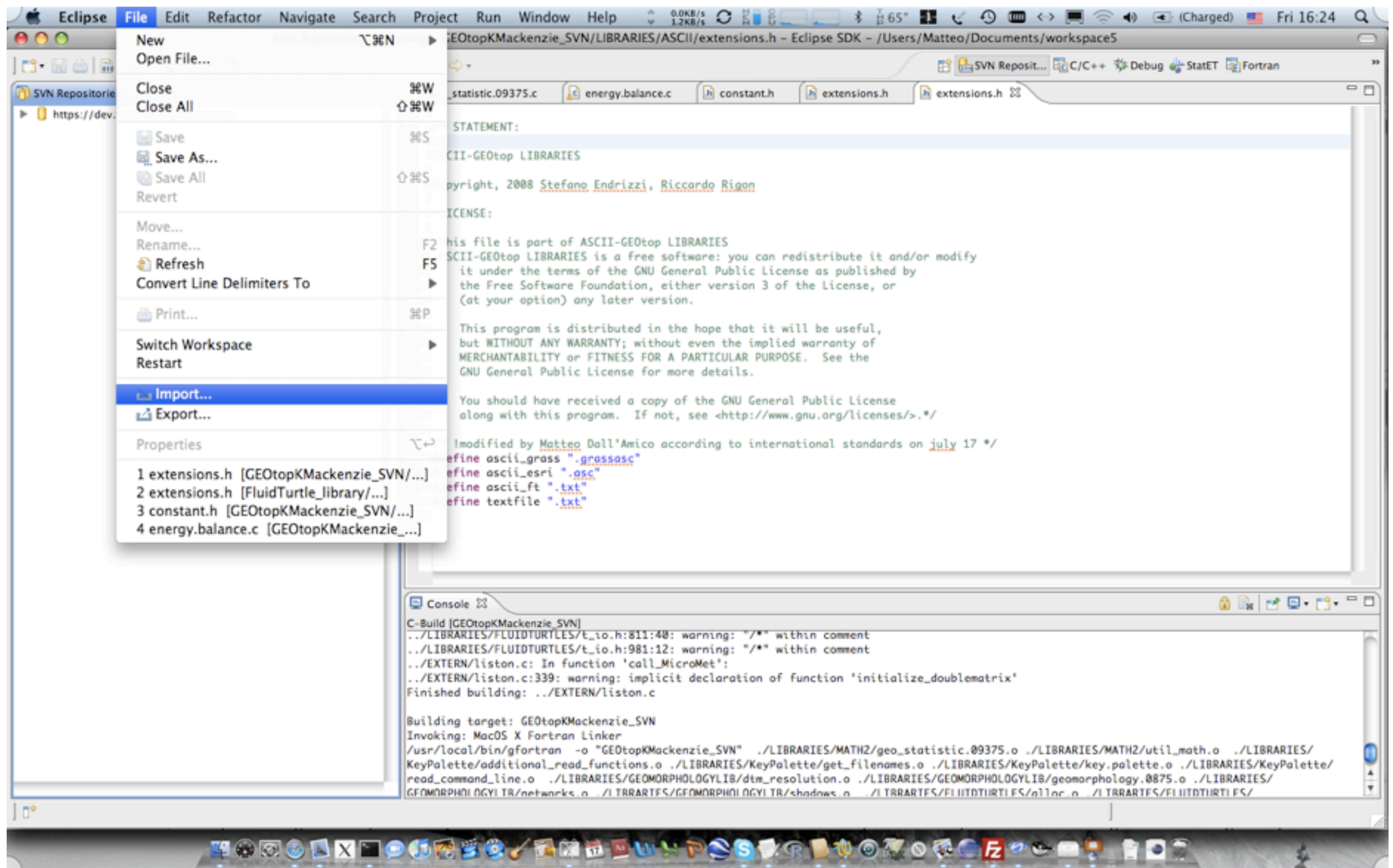
Open the SVN Repository Perspective - 1



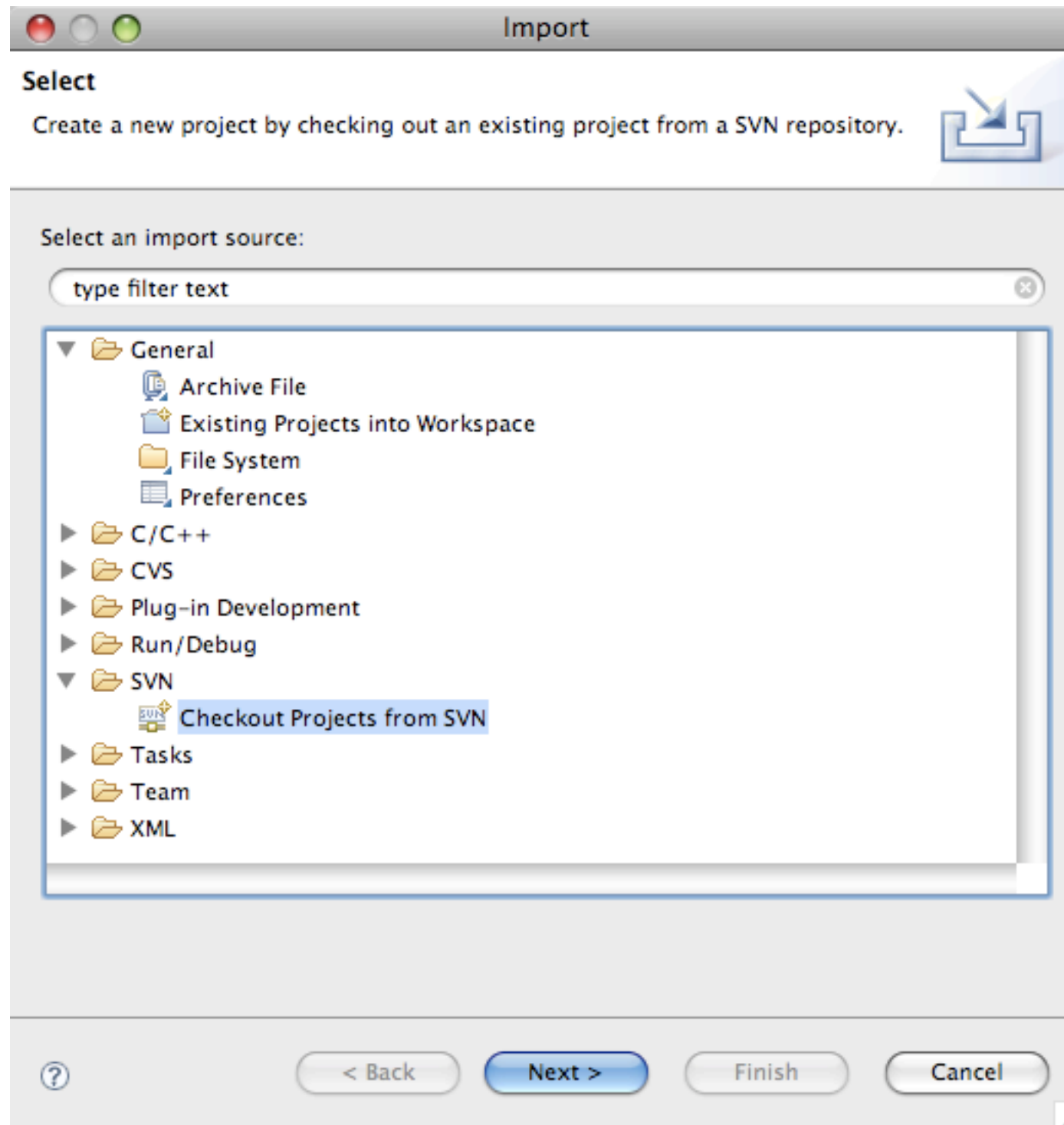
Open the SVN Repository Perspective - 2



Import - 1

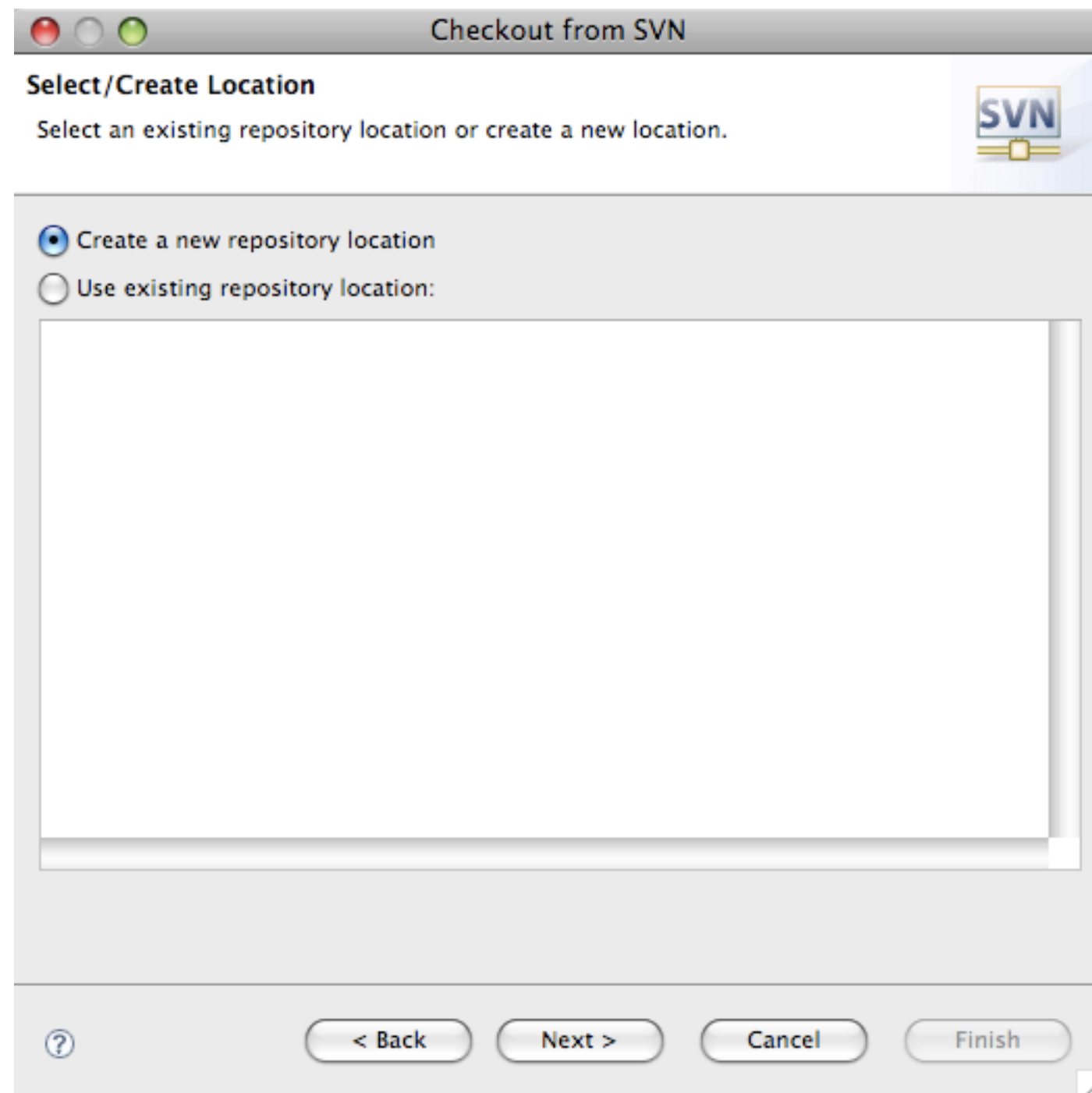


Import - 2

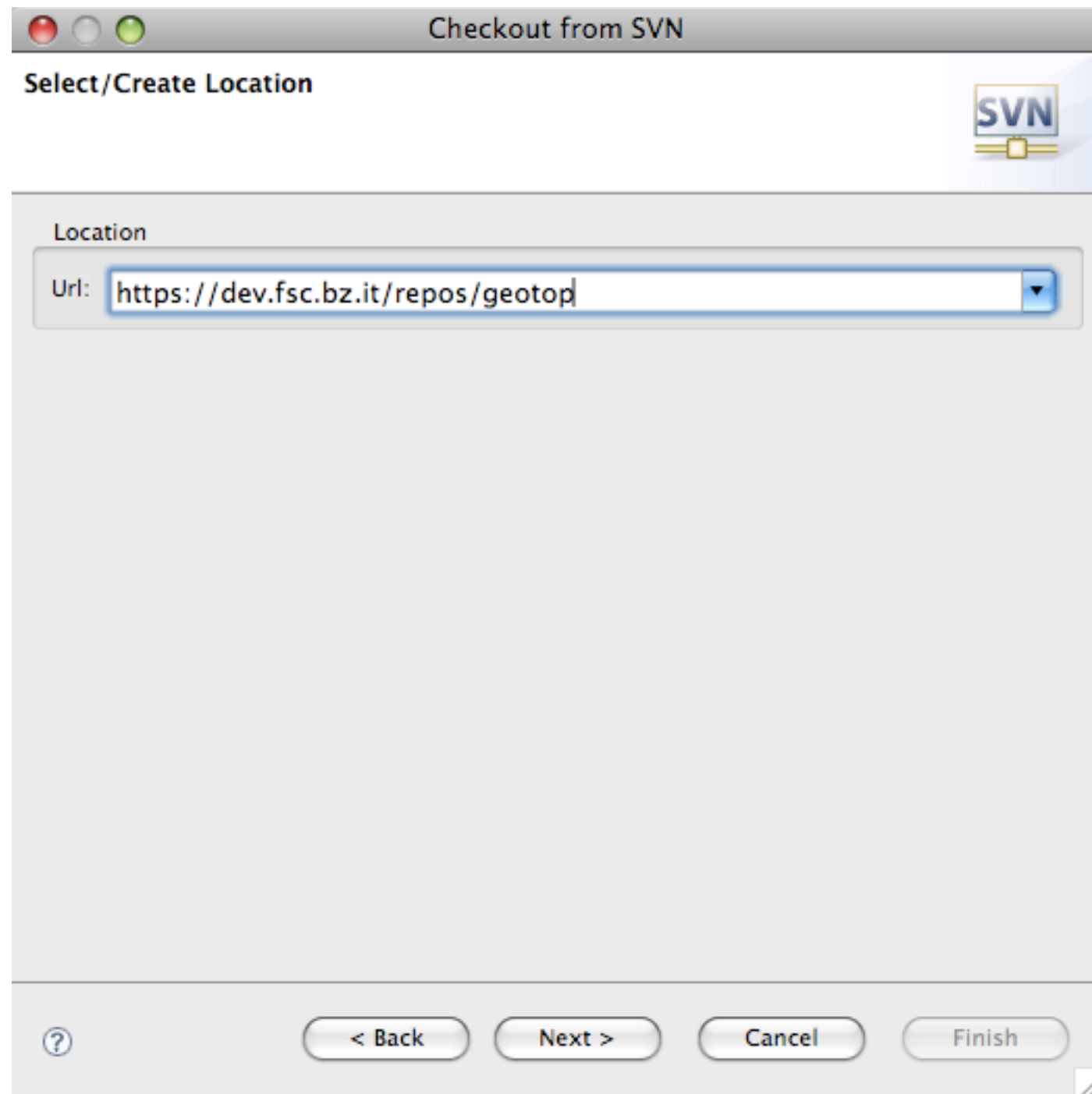


sometimes you can access
Checkout also from **other**

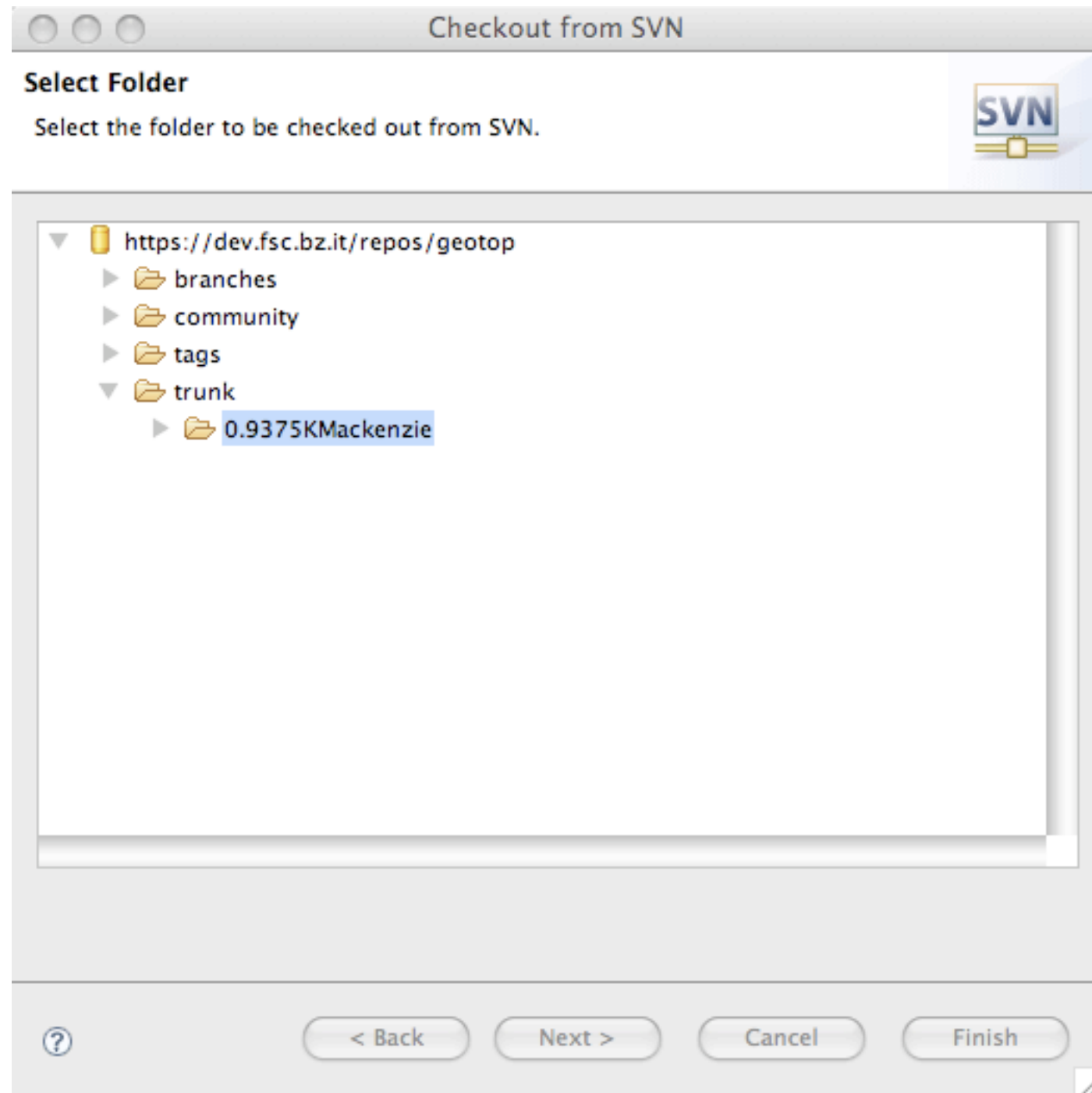
Create a new repository location



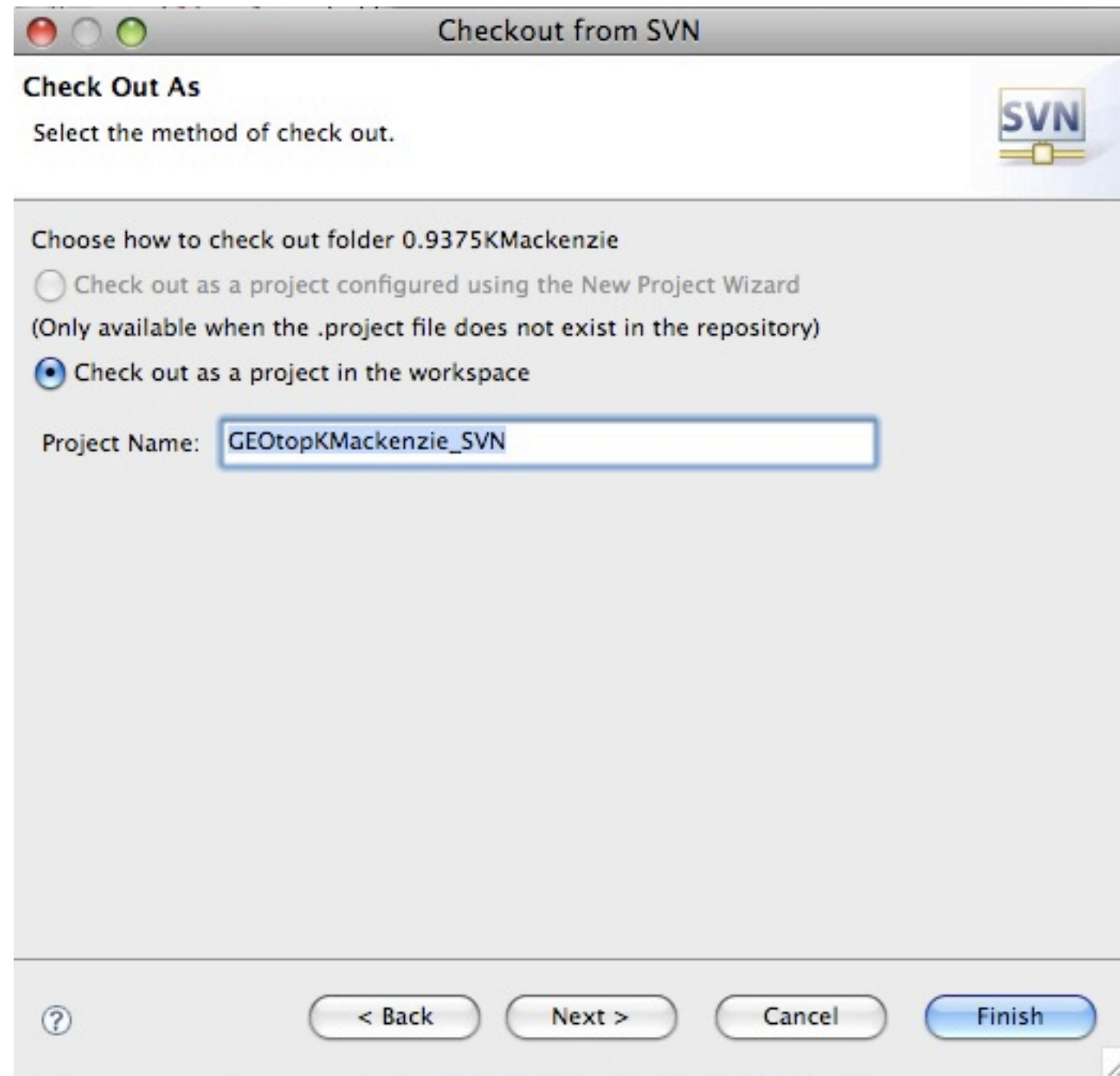
Add the Url:
<https://dev.fsc.bz.it/repos/geotop>

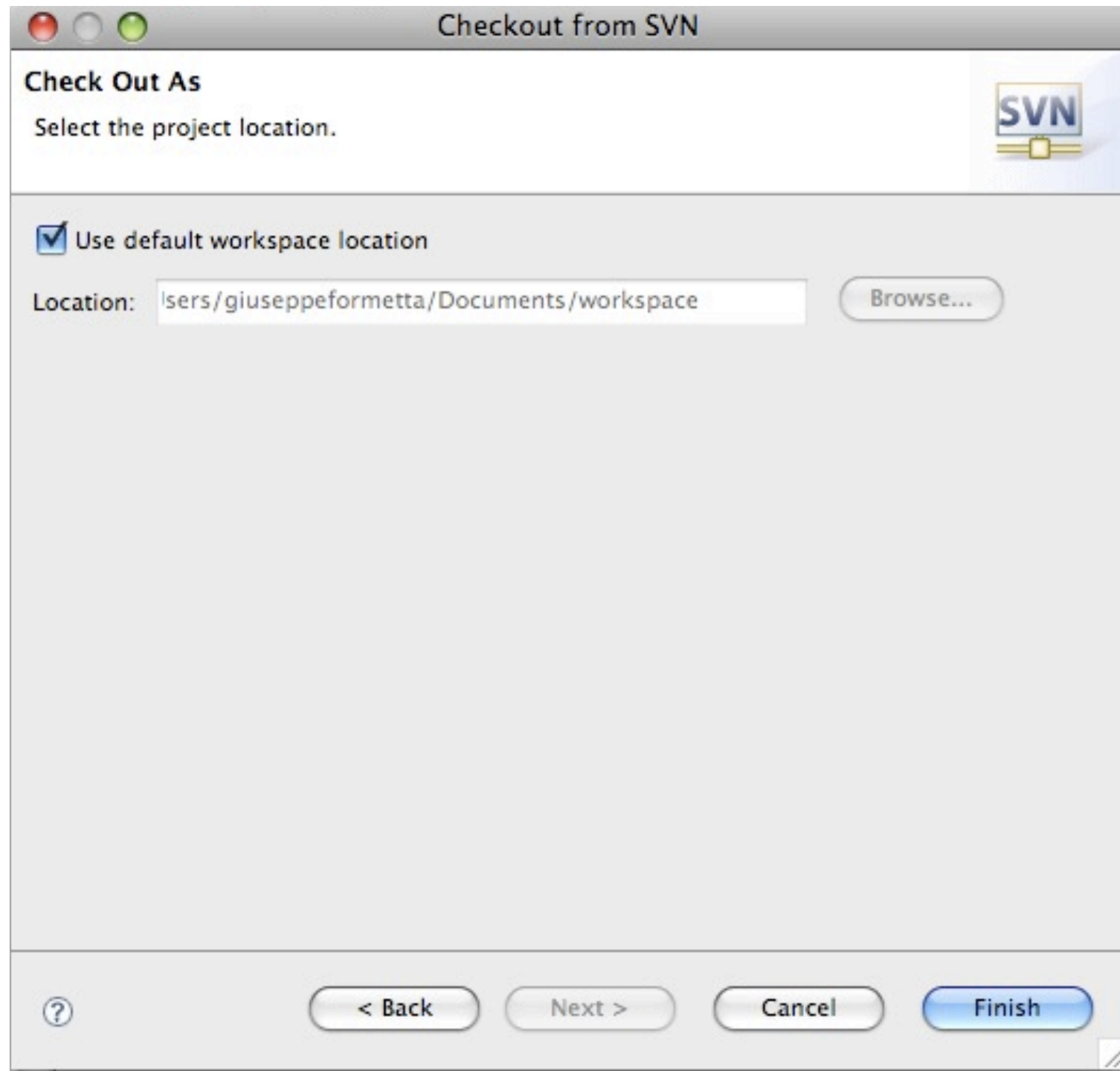


Select Folder



Option: project compatible

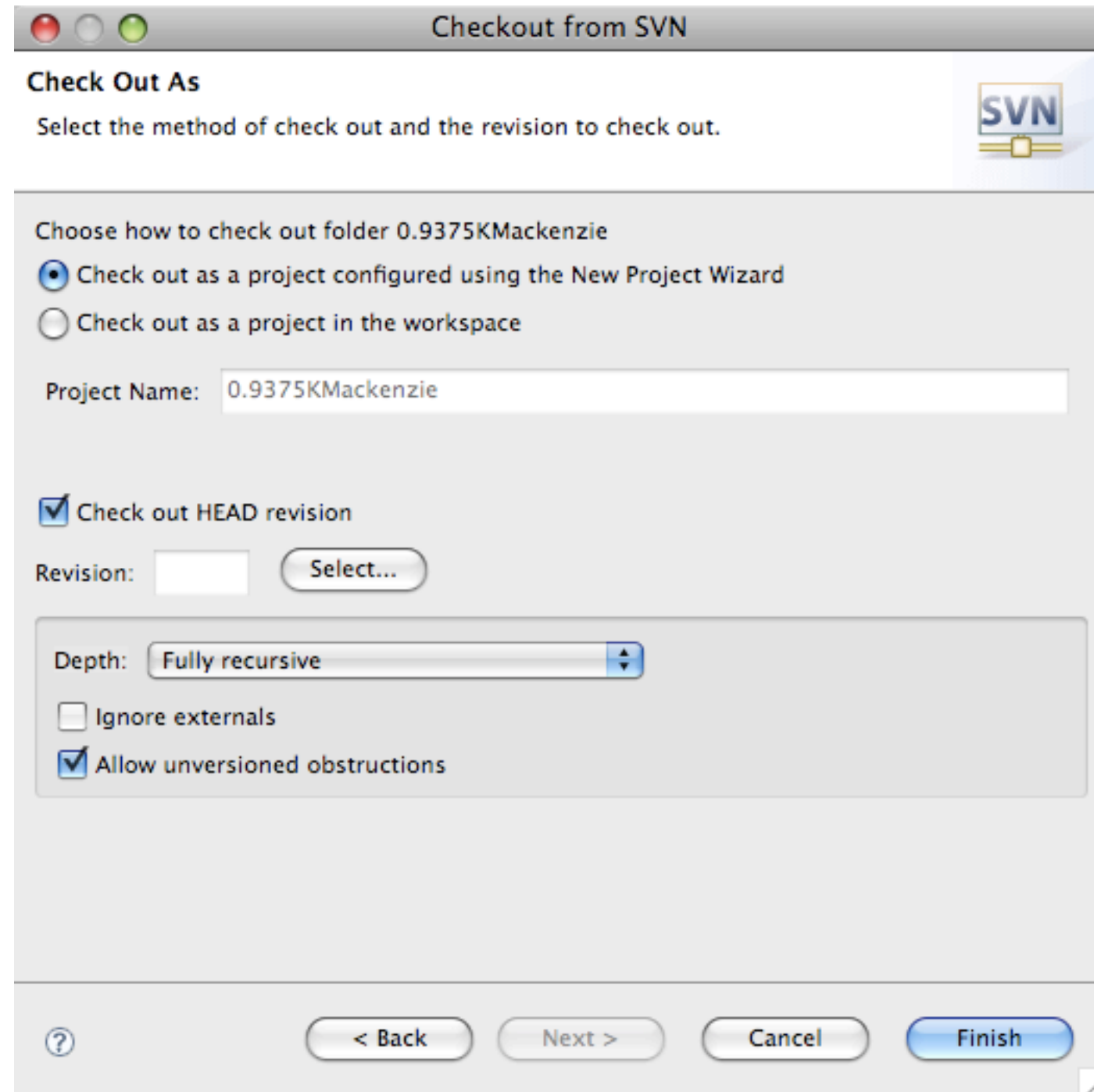




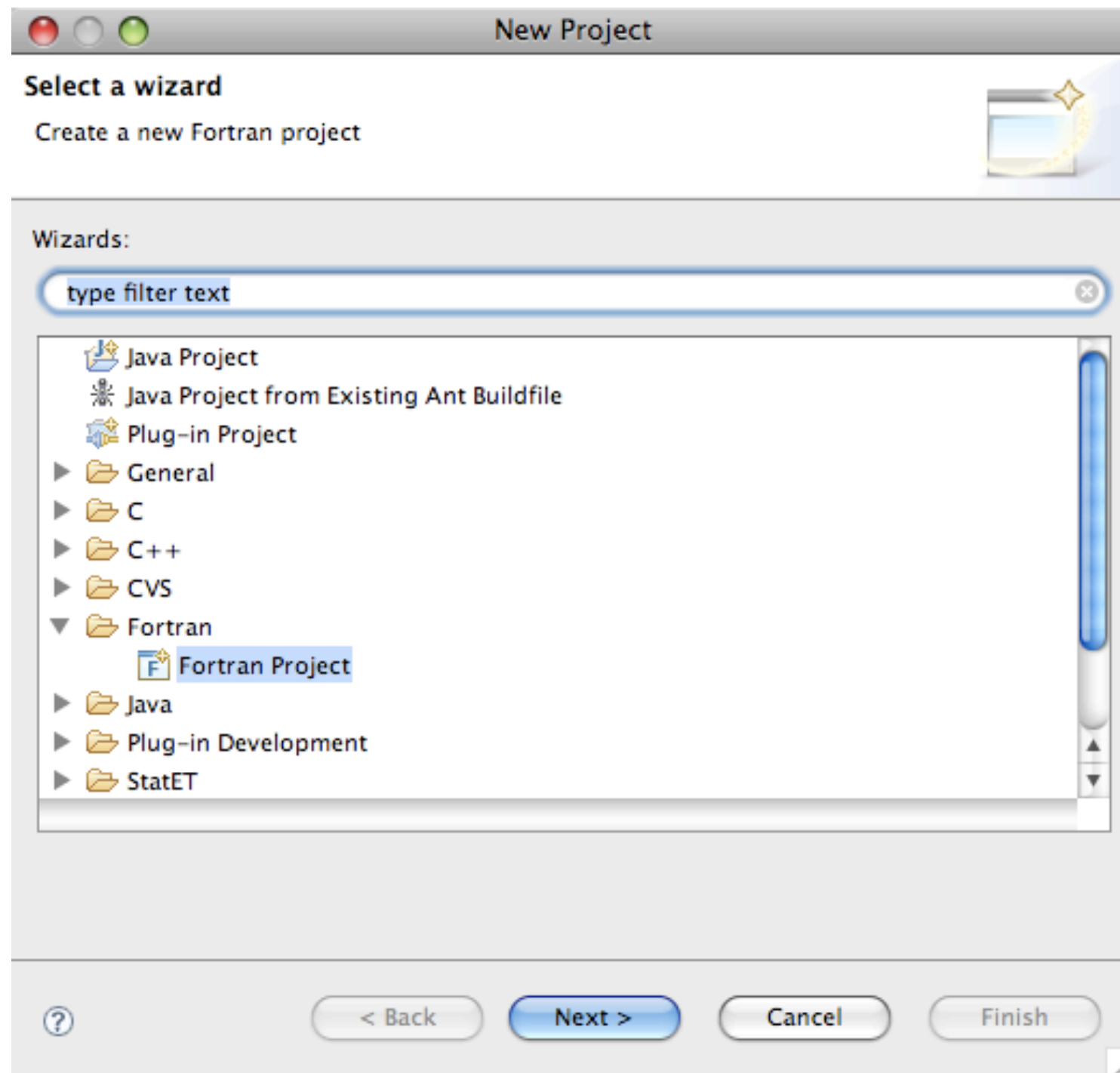
Click Finish and the project “should” easily compile alone...

Option: project NOT compatible

Check out



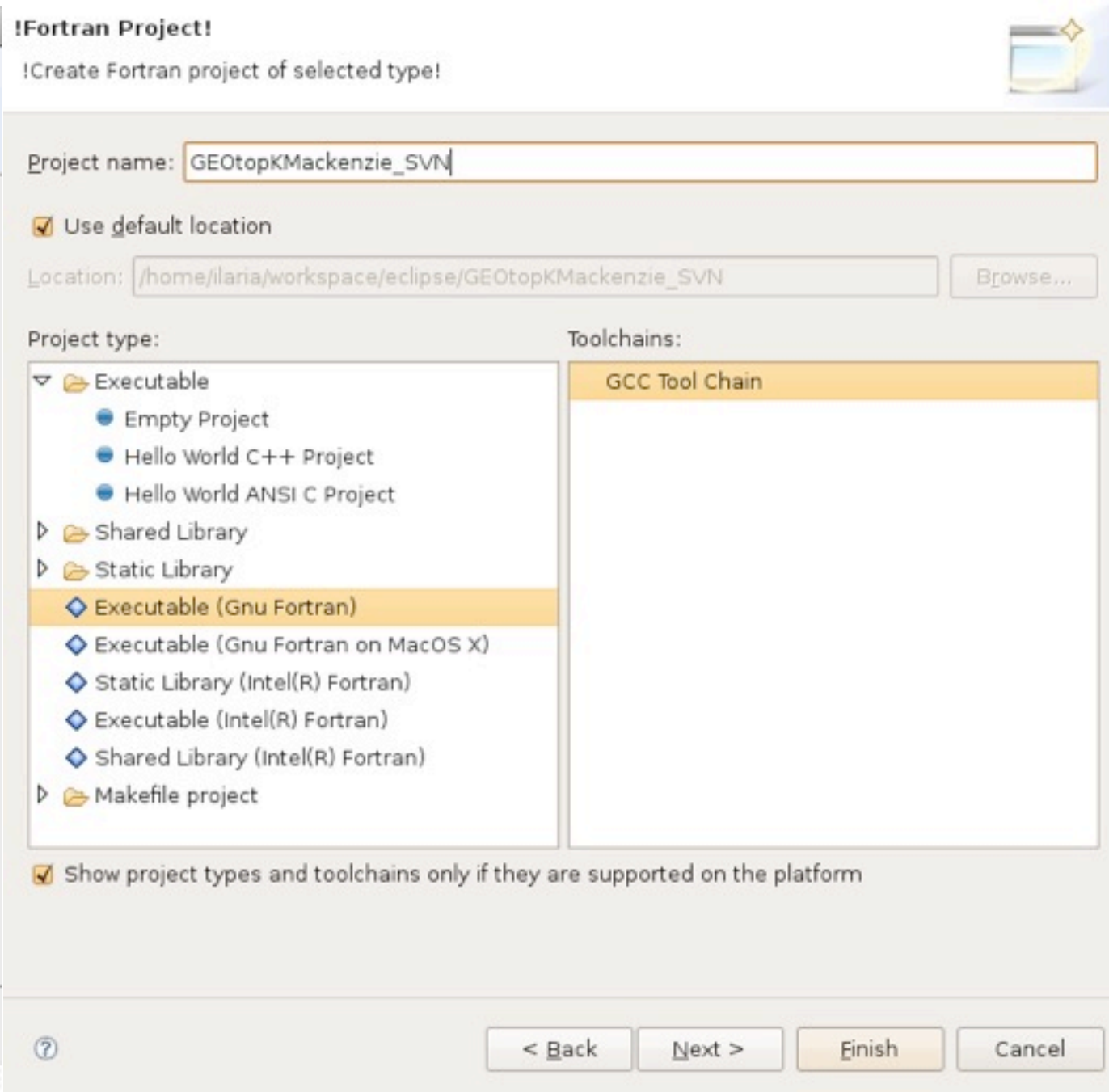
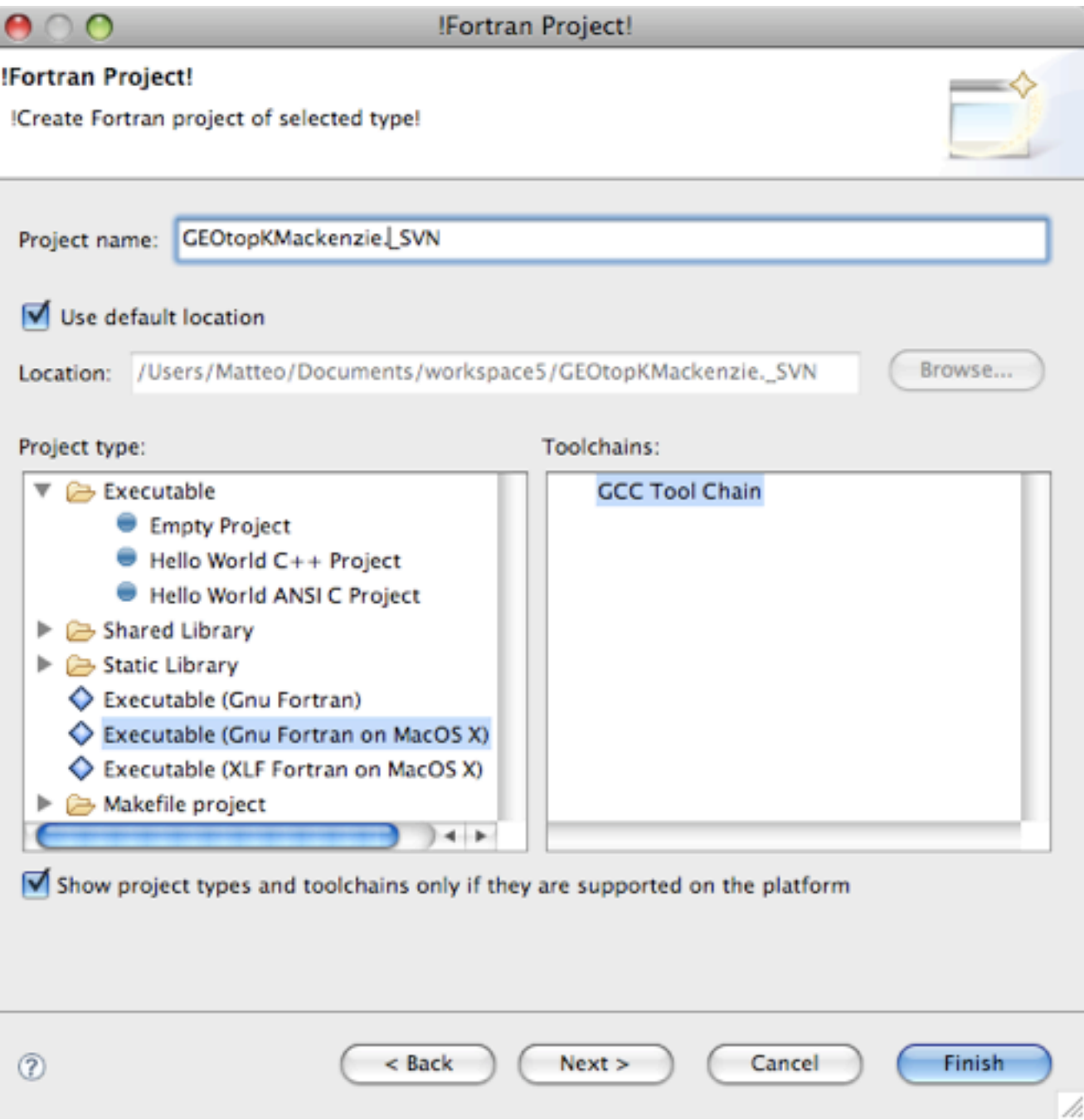
Create a new Fortran Project - 1



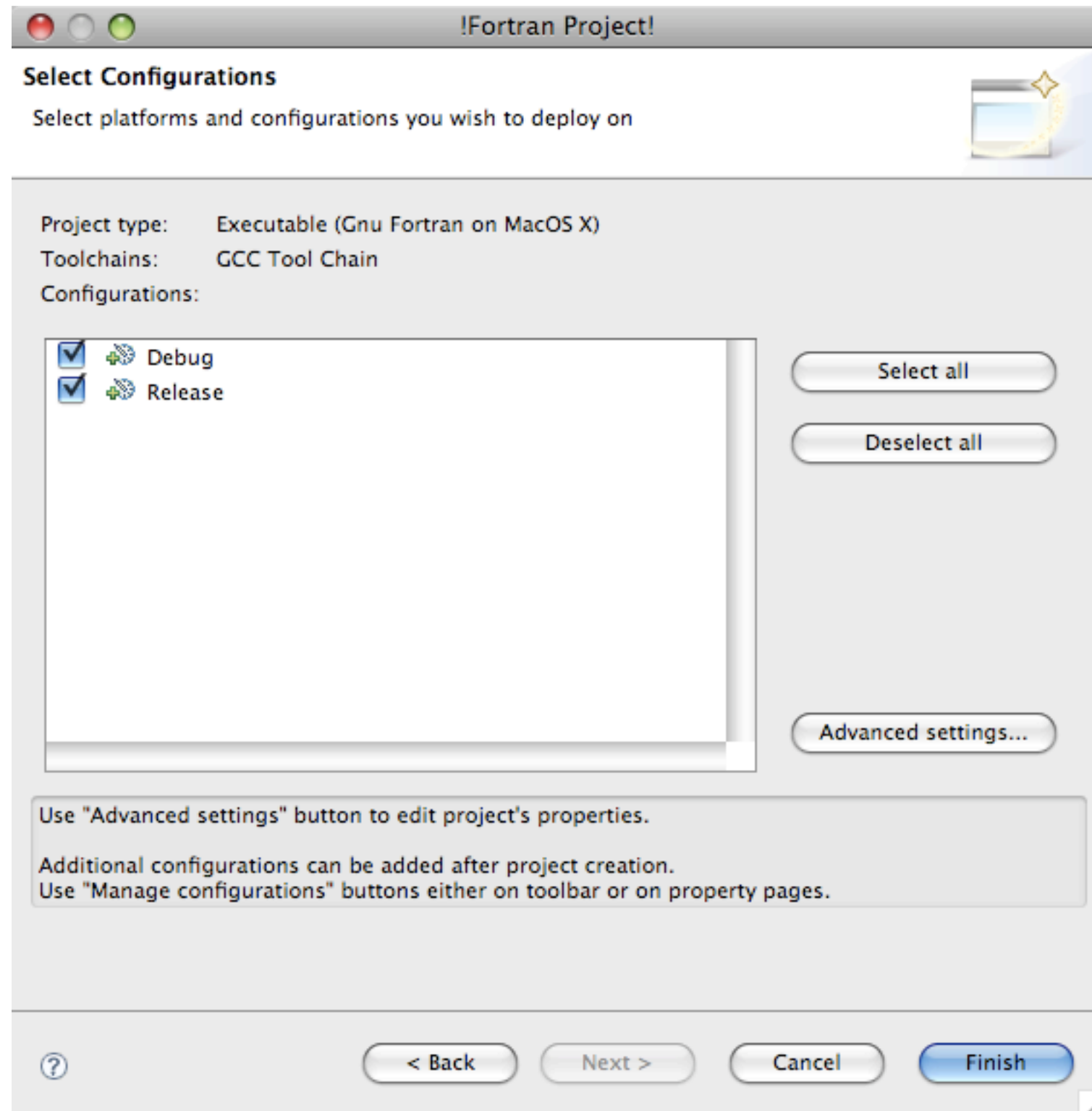
Create a new Fortran Project - 2

Mac

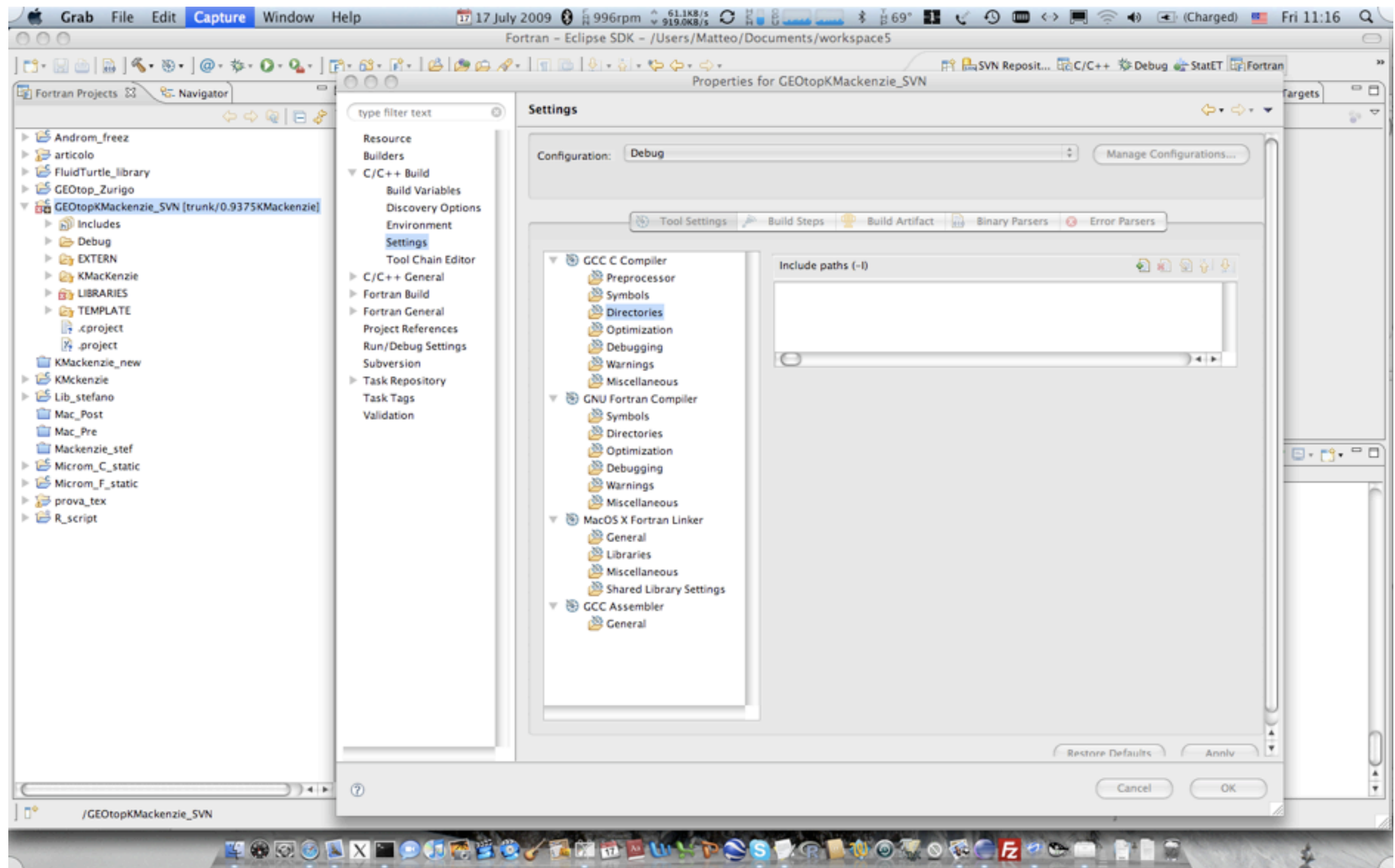
Linux



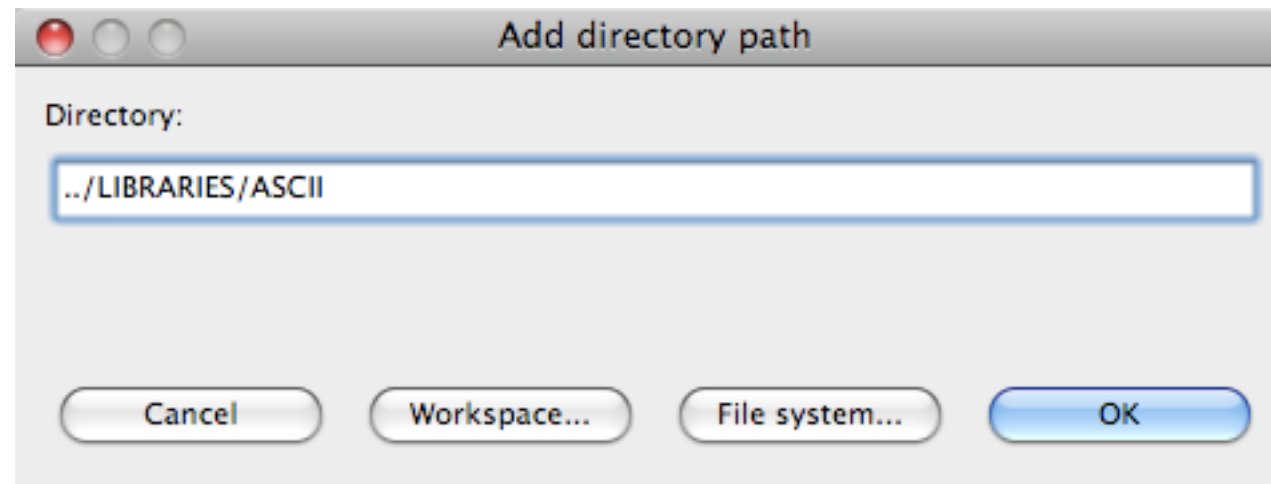
Create a new Fortran Project - 3



File->Preferences: C/C++ Build->Settings->Directories



In Directories: Add directory path



Add the following paths:

../LIBRARIES/ASCII
../LIBRARIES/FLUIDTURTLES
../LIBRARIES/GEOMORPHOLOGYLIB
../LIBRARIES/KeyPalette
../LIBRARIES/MATH2
../EXTERN
../KMackenzie

Compile and...have fun!

