



# FTranProjectBuilder QuickStart Guide

# Quick Start

## What is FTranProjectBuilder?

FTranProjectBuilder is the manager for Fortran projects on the Mac. With simple drag and drop of your files to the source list, you can

- Edit your files,
- Build (Compile) with the compiler of your choice, and
- Execute and view the output of your Fortran programs.

This guide will get you up and running as quickly as possible.

## What do you need?

You need

1. A Mac with an Intel processor and OS 10.7 (Lion) or later,
2. XCode installed from the utilities disk that came with your computer, or downloaded from the Mac App Store. Be sure to go to the Downloads pane of XCode's preferences and install the command line tools that you download from Apple. The compilers require these.
3. A Fortran compiler.

FTranProjectBuilder works out of the box with the free gfortran and g95 compilers, and the commercial Intel and nagfor compilers. With some environment variables set, it can also be used to control the Absoft and PGI Fortran compilers. (See the User Manual to learn how to set the environment variables within FTranProjectBuilder.) If you have Fortran compilers installed, FTranProjectBuilder will automatically detect them and allow you to choose the default compiler the first time you run the program. If it cannot find any Fortran compilers, FTranProjectBuilder will alert you and point you to the installer to the gfortran compiler.

## Installation

FTranProjectBuilder installs as a standard Mac application. Simply drag and drop it to the applications folder and onto your dock, if you desire. To uninstall, drag it to the trash.

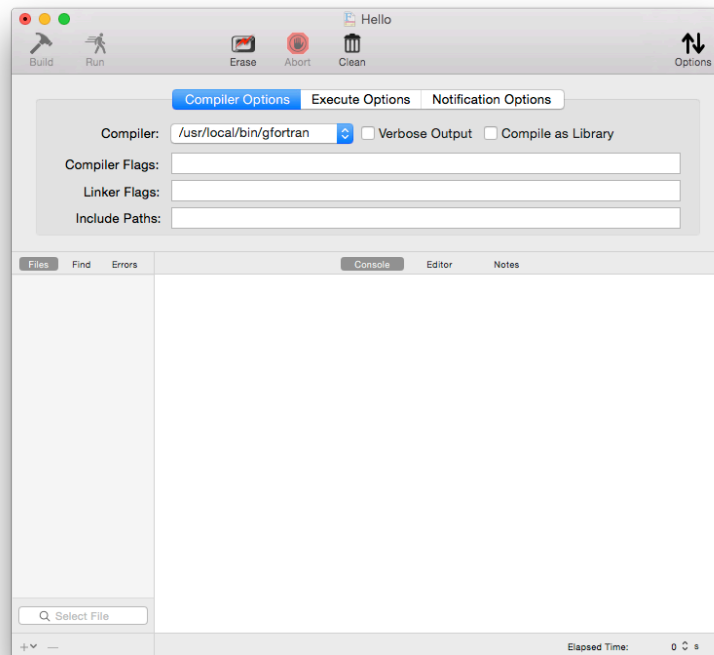
## Getting Started

The first time you launch FTranProjectBuilder you will get one of the following two dialog boxes:



If you don't have a compiler, follow the link to the free gfortran installers for Mac OS X or install a compiler of your choice. Once you have a compiler, you will see the dialog box on the left. If you have more than one compiler installed, you can select the one you want to use from the list. Otherwise, hit Set Compiler and you are ready to go. For more details see "Installing FTranProjectBuilder" in the User Manual.

## Create a Project



The first thing you do is choose File > New Project from the menubar, which will bring up a blank project window:

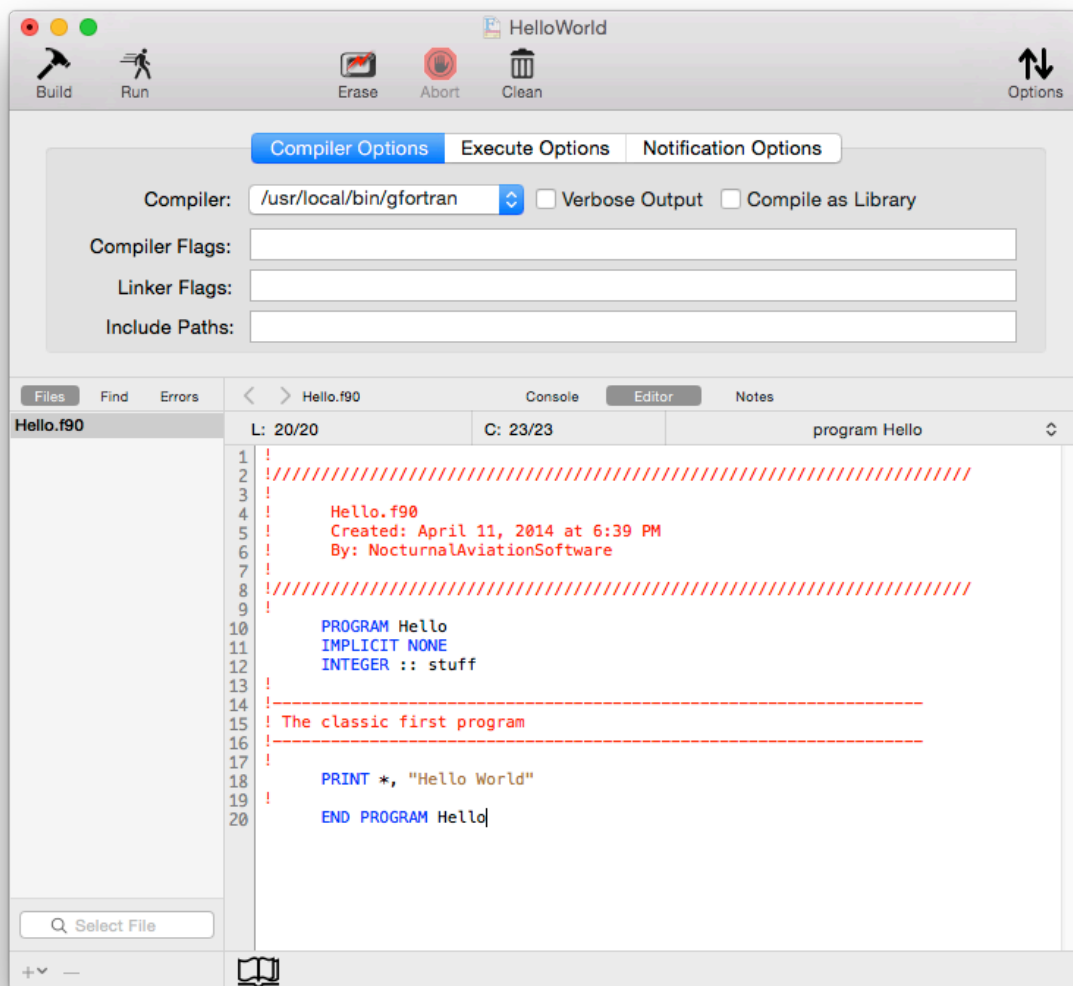
Save this project with a name of your choice in a directory of your choice.

## Add/Create Your Files

Add existing files by

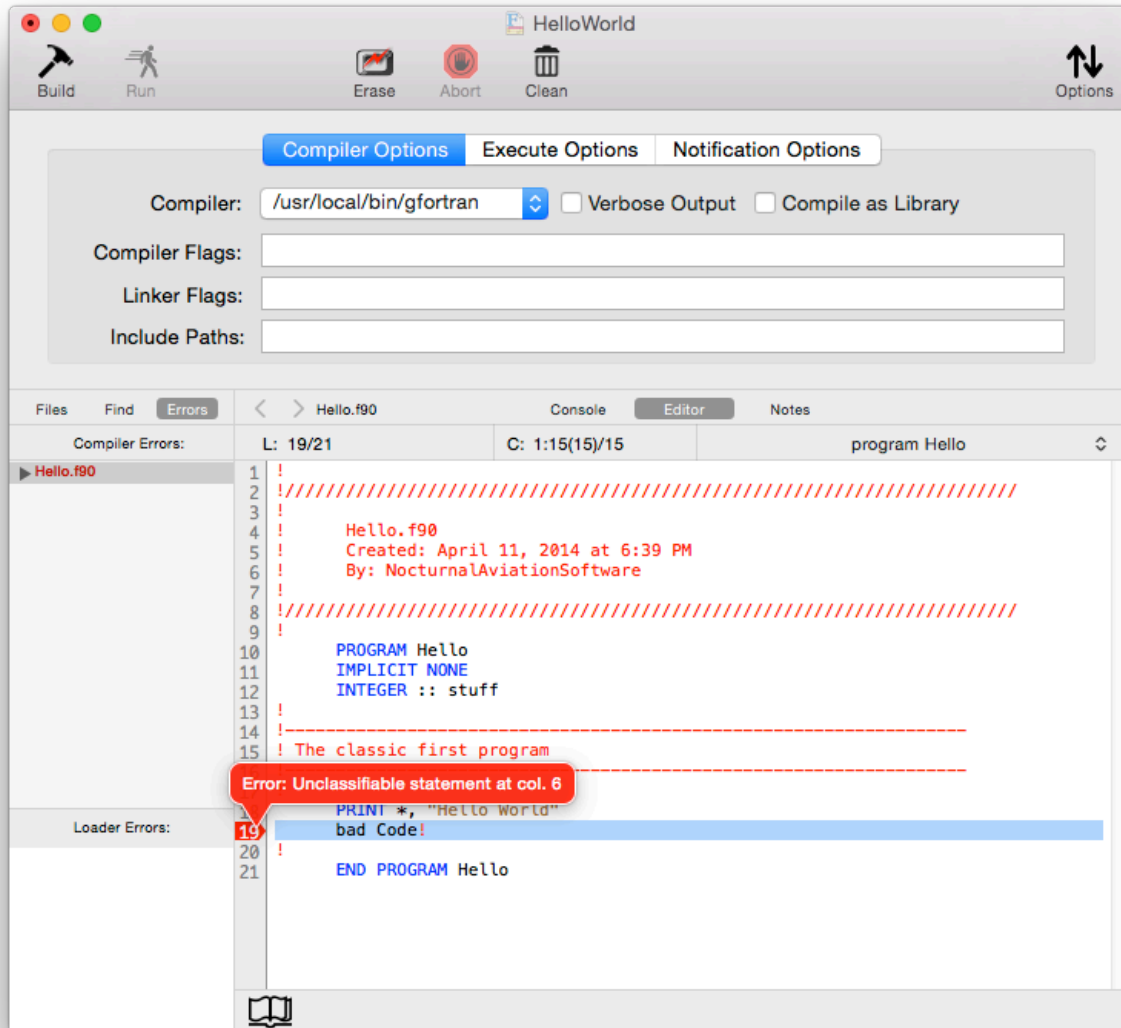
- (i) dragging them from the finder to the files list (drop folders for large numbers of files) or by
- (ii) using the add button (+) at the lower left corner of the files panel, or by
- (iii) importing a makefile using File > Import makefile.

You can also create new files from the add button or from the menu File > New File. When you add files, they show up in alphabetical order in the files list.



## Edit Your Files

Select a file in your files list and it will open in the Editor panel in the window. Edit your file as you would with any Mac text editor. For editor preferences, like coloring of the syntax, see the preferences menu item.

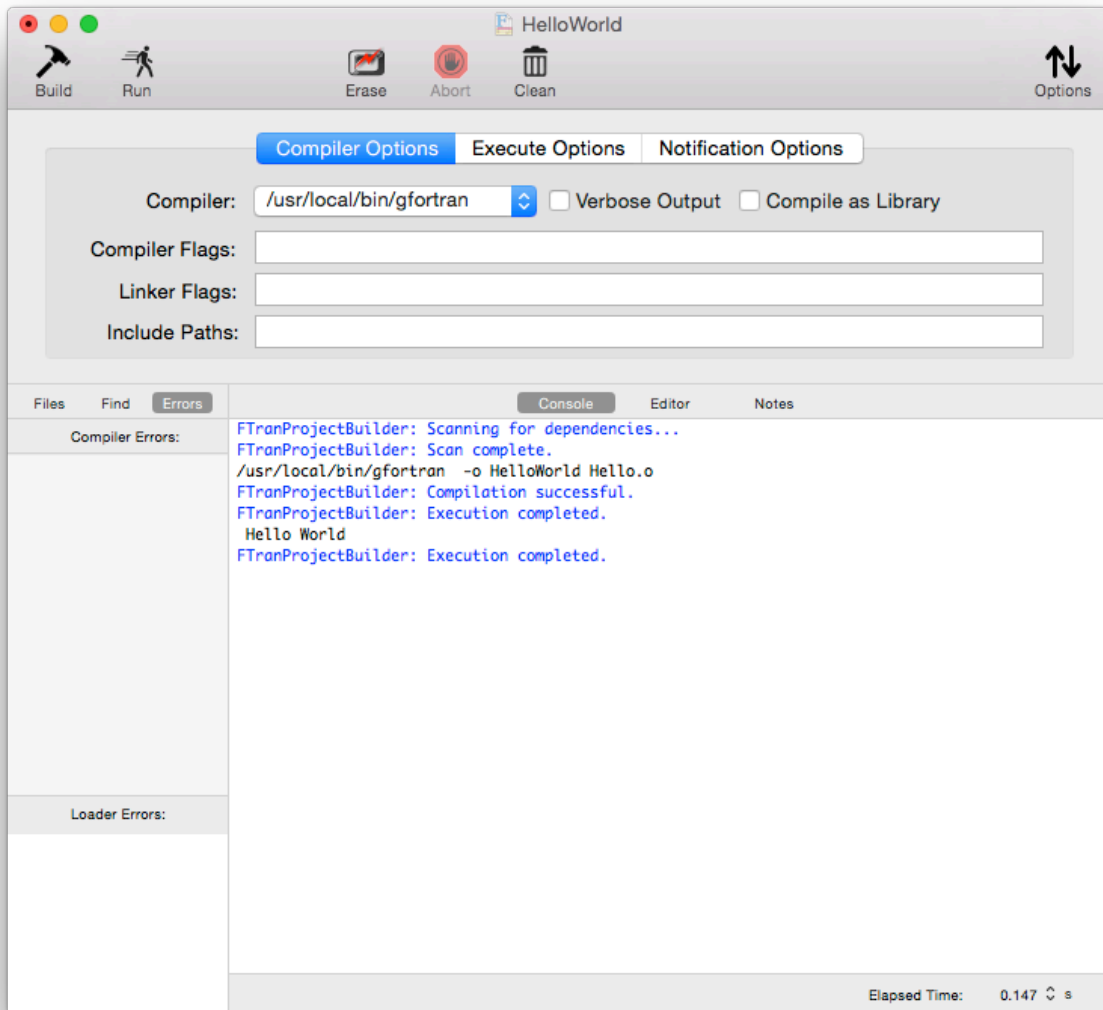


## Build (Compile) Your Project

Click the **Build** button in the toolbar and the program will compile and be ready to execute. Any compilation errors will show up in the Errors tab on the left. Click on an error to jump to that line in your source code. Double click to see the whole error message in a floating panel. Alternatively, click on the marker in the left margin to show the error message.

## Run Your Program

Click the **Run** button in the toolbar and your program will execute, with output sent to the console. Use the **Erase** button to erase the console, and **Abort** to cancel execution. That's it! (Oh, that clean button is usually only necessary when you



upgrade your compiler and have to re-compile everything.)

## For More Information

For more information on what FTranProjectBuilder can do, see the FTranProjectBuilder User Manual or browse the Help.