

Installation manual for KDL under Mac OS X 10.4.11

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KDL is an open source Kinematic and Dynamic Library, which is part of the Open Robot Control Project (orocos).

Website : <http://www.orocos.org.kdl>

Requirements :

- Mac OS X 10.4.11 (installation with other versions has not been tested)
- a gcc compiler for c++
- Cmake
- Boost
- Python
- SIP4.7
- KDL

0) **gcc compiler** : if you don't have one, you can get it by downloading the free development tool of Apple : Xcode

1) Install Cmake

go on <http://www.cmake.org> and download the .dmg for MacOS X

2) Install Boost (<http://www.boost.org>)

you can follow the indications on <http://trac.mapnik.org/wiki/MacInstallation>

- install MacPort
- sudo /opt/local/bin/port install boost-jam
- sudo /opt/local/bin/port install boost

3) Python

If python is not already installed on your computer, you need to install it

4) Install SIP 4.7

-download sip on <http://riverbankcomputing.com/software/sip/download>

-in the terminal :

- >> python configure.py
- >> make
- >> sudo make install

5) Install KDL

I recommend to install kdl using the svn version (it has more chances to be uptodate)

- in the terminal,

- >> svn co <http://svn.mech.kuleuven.be/repos/orocos/trunk/kdl>
- >> mkdir builddir
- >> cd builddir
- >> cmake.cc

Complete the following fields:

CMAKE_INSTALL_PREFIX : the directory where you want to install kdl

type t for advanced mode

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CMAKE_CXXFLAGS : -I/"path_to_boost_library"
```

type c to configure

generate (g)

```
>> make
```

```
>> make install
```

Note: Apparently in MacOS X if the library is in another place than /opt/... we need to do the following so that the makefiles can find the library:

In your home directory, edit the .bash_profile file with
DYLD_LIBRARY_PATH="/"path to the kdl library"
save, quit the terminal