

Tutorial: Install and run graphical Unix software

Learn how to use X11 and Fink and the whole world of Unix software will be available to you, even if it's on another Mac or a PC

Task: Install UNIX software and run it over a network Difficulty: Expert Time needed: As long as you need One of the great things about OS X is that its Unix foundations give us a world of extra software. The best way to get hold of all this useful, free software is through a system called Fink (http://fink.sourceforge.net). Put together by kind volunteers, Fink makes downloading and installing Unix software simple, and in the first part of this tutorial we're going to show you how to get and use it.

Fink comes with a standard Mac installer and controller program, but just for fun (and to show you some handy 05 X-only Unix commands), we're going to download it and run it remotely. To get the most out of Fink, incidentally, we recommend installing the Developer Tools that came with 05 X or your Mac.

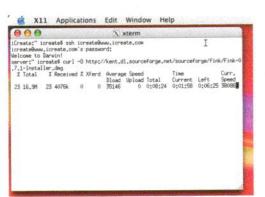
The second part of the tutorial will show you how to access and run programs on another computer that uses the Unix graphics system, X11. This is the big difference between X11 and Mac

programs – X11 programs can run on one computer and other X11-enabled computers can access them, even if they use a different Operating System. You'll need to do two things for this part, though. The first is to install the Mac version of X11: it's in the Packages folder on the third Panther CD or you can download it from www.apple.com/macosx/features/x11/download. Once it's installed, you'll find a program called 'X11' nestled safely in your Utilities folder – this can run all the same commands as Terminal and also X11 programs.

The second is to enable 'X11 Forwarding', which is normally turned off. Unlike most of the Unix-based preferences we showed you last issue, you can't configure it using System Preferences: you have to use Unix to access it, which we do in step five.

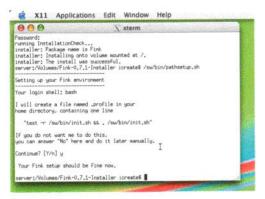
Together, the two parts of this tutorial will show you how to get up and running with Unix software, wherever it happens to be.

Step-by-step OS X Installing and running Unix software



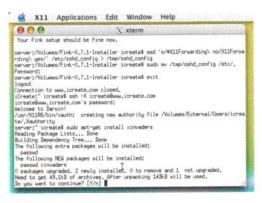
1: Getting down with it

We need to download Fink to our remote computer, first. We don't have a Web browser, but we can use 'curl' to download the software from Fink's UK site.



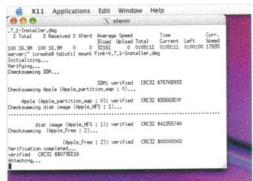
4: Extra work, but worth it

Since we're doing this remotely, Fink can't run the enclosed .app file to finish the setup. Fortunately, it installs a Unix script we can run to do the same job.



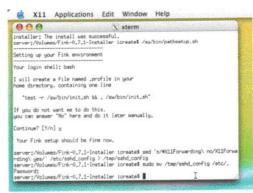
7: Ready for action?

We could use 'fink install' to assemble our program from scratch, but 'apt-get install' downloads a ready-built version. It checks to see what else we need.



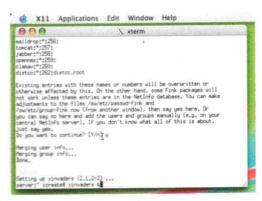
2: An image problem

Fink comes in an OS X disk image (.dmg) file. We can't double-click it or use Disk Utility to mount it, but we can use 'hdiutil'.



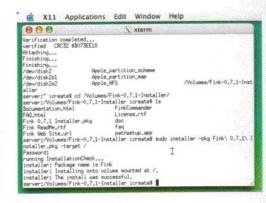
5: Enable X11 forwarding

Now to edit ssh's preferences: "sed 's/a/b/' c" replaces 'a' with 'b' in file 'c'; '>' outputs any Unix command to a file. We then replace old with new.



8: We want information

Some Fink packages configure your Mac in particular ways to run. There are usually no problems with this, so type 'y' or hit return to accept the settings.



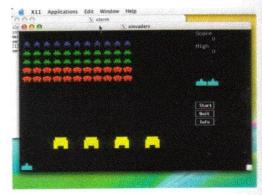
3: Package poser

Unix puts mounted disks in the hidden /Volumes directory. After seeing what's on the Fink disk, we can use 'installer' to run the standard OS X installer package.



6: Forward motion

We have to log out and back in again to activate X11 forwarding on our connection, which we do by adding the '-X' switch to the 'ssh' command.



9: All systems are go

To run your new application, type its name, followed by '&' - this moves any Unix command into the background so you can use other commands.