QUICK INSTALL GUIDE

PPM, bfactor, bb_s2 all depends on a library called “common”, which is developed within our lab and is required for many of our C/C++ programs. PPM also depends on a library called “lmmin” to run Levenberg-Marquardt least-squares minimization.

All the libraries and programs are managed by CMake (http://www.cmake.org/) to achieve cross-platform build and installation. These programs have been installed successfully on Windows7, iMac and common Linux distributions.

By default, all libraries, head files and executable are installed into $home/myprogram. (So that you don’t need root privilege.) You can supply cmake command line “-DCMAKE_INSTALL_PREFIX=xxx” to install libraries/programs to other locations. If so, you should also supply “-DCMAKE_PREFIX_PATH=xxx” to add a non-standard location for CMake to search for libraries.

Installation step on Linux system:

1. Get the latest version of your C and C++ compilers.
2. Check that you have CMake version 2.8 or later.
3. Get and unpack the latest version of the common
4. Make a separate build directory and change to it.
5. Run cmake with the path to the source as an argument
6. Run make install to build and install it
7. Repeat step 4-6 for other libraries and programs.

Sequence of commands for step 3-6

3. tar -xvf common.tar
4. `mkdir build_common; cd build_common`
5. `cmake ../common`
6. `make install`

For Windows (or iMac) system, you should run GUI CMake to generate project files for Microsoft Virtual c++ (Xcode).

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**Acknowledgement:**

- Our lmmin library is adopted from http://apps.jcns.fz-juelich.de/man/lmmin.html
• Our Hungarian algorithm is adopted from
  http://saebyn.info/2007/05/22/munkres-code-v2
• Many numerical algorithms are adopted from the book “numerical recipes in C”
  http://www.nr.com

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