

sPHENIX Container on MacOS



- Jin's guide: <https://github.com/sPHENIX-Collaboration/Singularity>
- Prepare virtual machine
 - Install Virtualbox (5.2.2) <https://www.virtualbox.org/wiki/Downloads>
 - Install Vagrant (2.2.2) <https://www.vagrantup.com/downloads.html>
 - In an empty directory: vagrant init ubuntu/xenial64 (<https://app.vagrantup.com/ubuntu/boxes/xenial64>)
- Customize the virtual machine
 - In the Vagrantfile add before the "end:"
 - config.ssh.forward_agent = true
 - config.ssh.forward_x11 = true
 - Bring up the virtual machine and log in:
 - vagrant up
 - vagrant ssh
 - [You may need to install xauth ala "sudo apt-get install xauth" for X11 to work]
 - cd /vagrant to get to the filesystem shared with the host machine (lots of space)
 - Build and install Singularity in the virtual machine: https://www.sylabs.io/guides/2.5/user-guide/quick_start.html
 - From "git clone https://github.com/sylabs/singularity.git" to "sudo make install"
 - singularity --version should return 2.5.0...
 - In the virtual machine, download the repository (follow Jin's guide above)
 - git clone [git@github.com:sPHENIX-Collaboration/Singularity.git](https://github.com/sPHENIX-Collaboration/Singularity.git)...
 - Enter the container
 - singularity shell -B afs:/afs rhic_sl7_ext.simg
 - source /opt/sphenix/core/bin/sphenix_setup.sh -n
 - root should then be able to start and open the splash screen

Event display



- Set up GL packages on the virtual machine
 - `sudo apt-get install libglu1-mesa-dev freeglut3-dev mesa-common-dev`
 - `sudo apt-get install mesa-utils` lets you test with `glxgears`
- On the host Mac (XQuartz 2.7.11)
 - defaults write org.macosforge.xquartz.X11 enable_iglx -bool true
 - restart XQuartz
- The example macros, including the event display described in the usual place <https://github.com/sPHENIX-Collaboration/macros>, should work

