Setting up the Xerces API for C++ on Mac OS X

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I decided to follow the source distribution and compile it by myself.

1. The first thing I did was downloading the source code from
   http://xerces.apache.org/xerces-c/download.cgi

   You can just download the zip file and unzip to a folder (in my case the computing folder).

2. I went to http://xerces.apache.org/xerces-c/install-3.html#Unix and followed the build instructions. I did these three things:

   ./configure CFLAGS="-arch x86_64" CXXFLAGS="-arch x86_64
   ./configure --prefix=/opt
   build: sudo make
   install: sudo make install

   - the sudo commands are important here otherwise it will return some 'permission denied' errors.

   - the --prefix configure option will install development files such as include header files and libraries in "/opt". I got this from (http://www.yolinux.com/TUTORIALS/XML-Xerces-C.html)

   - I also had issues where I got errors because my directory name 'Computing IV' contained a space and I was getting "computing: no such file of directory". So I renamed my directory to just Computing. My guess is that if any directory on the path to xerces-c-3.1.1 is more than just a single word, you might run into issues.

   at the end of installation, I get these warnings:

   make[2]: Nothing to be done for `install-data-am'.
   make[2]: Nothing to be done for `install-exec-am'.

   and after some Googling around, I found out that they are not necessarily a problem, so I kept on going.

The installation ends with:

> **test -z "/opt/lib/pkgconfig" || /opt/local/bin/gmkdir -p "/opt/lib/
> pkgconfig"**
> **/opt/local/bin/ginstall -c -m 644 xerces-c.pc '/opt/lib/pkgconfig'**
> **Francks-MacBook-Pro:xerces-c-3.1.1 franckamayou$**

so I assume everything went fine.

3. At this point, I picked up at Part II of Jesse's tutorial to build one of the sample programs.

> http://teaching.cs.uml.edu/~heines/91.204/91.204-2011-12s/204-lecs/lecture14.jsp

EXCEPT that I do not have the g++ issue that breaks the -l option, so no need to worry about his step 6.

4. If you try to compile the NetBeans project now, you will get linker errors such as:

> **g++ -o dist/Debug/GNU-MacOSX/cppapplication_1**
> **build/Debug/GNU-MacOSX/_ext/842610819/DOMPrintErrorHandler.**
> **o build/Debug/GNU-MacOSX/_ext/842610819/DOMPrint.o**
> **build/Debug/GNU-MacOSX/_ext/842610819/DOMTreeErrorReporter**
> **.o build/Debug/GNU-MacOSX/_ext/842610819/DOMPrintFilter.o**
> **Undefined symbols for architecture x86_64:**
> **"xercesc_3_1::XMLPlatformUtils::fgMemoryManager", referenced**
> **from:**
> **DOMPrintErrorHandler::handleError(xercesc_3_1::DOMError**
> **const&)   in DOMPrintErrorHandler.o**
> **_main in DOMPrint.o**
> **StrX::StrX(unsigned short const*)in DOMPrint.o**
> **StrX::~StrX() in DOMPrint.o**
> **StrX::StrX(unsigned short const*)in DOMTreeErrorReporter.o**
> **StrX::~StrX() in DOMTreeErrorReporter.o**

and this is because we need to point NetBeans to the xerces-c library (remember in /opt)

5. Navigate to the project properties (right click on the project) and select the **Build->Linker** category in the left-hand pane. Next, click the **...** button to the right of the **Libraries->Libraries** option in the right-hand pane.

6. In the **Debug->Libraries** dialog box that opens, click the **Add Library...** button. That opens the **Select Library** dialog box (a standard Windows File Open dialog box). You DO have to navigate to the xerces-c library here.

    It's at **/opt/lib/libxerces-c.dylib.**
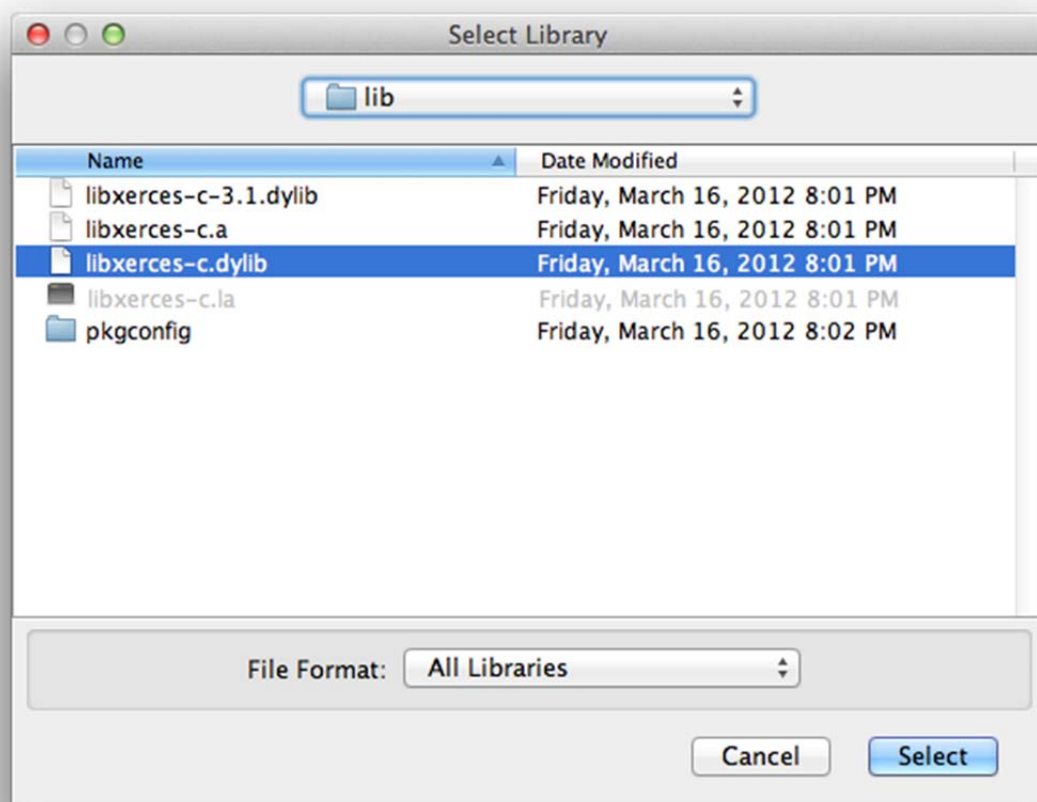
7. Click **OK** to close that dialog box and you will see **xerces-c** in the Libraries text box in the Project Properties dialog box. Click **OK** again to close that dialog box.

8. The sample program should now compile without error.