Instructions for MacOS installation:

1. Download Xcode Command Line Tools, by terminal command:

xcode-select --install

or, if that doesn't work, by downloading from https://developer.apple.com/download/all/. Version 15.4 has been seen to run on Macbooks with the Apple M series chips as well as the Intel chips (you can check the chip in *About This Mac* from the Apple icon on the top right). You do not need the full Xcode, but that should work as well (Be careful with the large install size of the full Xcode). This step installs git and a C compiler along with some other tools. The default C compiler that ships with v15.4 is clang (you can check the version with the command: clang --version). For internal purposes, Apple, however, also "installs" another compiler called gcc which is running clang under the hood. You can check this with the command: gcc --version, which should show the same result as the clang version.

2. Install Homebrew by running the following command in the terminal (check with https://brew.sh/ for the latest installation steps):

/bin/bash -c "\$(curl -fsSL https://raw.githubusercontent.com/Homebrew/install/HEAD/install.sh)"

Homebrew is a package manager for MacOS (and Linux), which we are going to use to obtain the various compilers required in the following steps.

- 3. Install C and Fortran compiler using the command brew install gcc. gcc package contains various compilers from GNU. The ones we need are gfortran for Fortran, and gcc for C (Be careful not to confuse the gcc package with the gcc compiler). However, the gcc compiler installed by brew is actually not called gcc because of the conflict with gcc distributed by Apple. They are usually called as gcc-xx where xx represents the major version number. Checking gfortran version number (gfortran --version) should show Homebrew as the source and the major version number. Then, running gcc-xx --version should also show the same version number as gfortran and Homebrew as the source.
- 4. Install openmpi compiler by running **brew install open-mpi**. This installs mpi compilers required for parallelization.
- 5. If you are lucky, this setup should work as-is. However, there have been multiple reports of this setup not working, and the culprit seems to be the fact that the pencil code uses the gcc compiler, which is clang under the hood for Macs, and the gfortran compiler, which is installed from Homebrew, and these two compilers from different sources are not compatible somtimes. So we need to make the pencil code use the gcc-xx compiler that was also sourced from Homebrew. There are a few solutions we can adopt, depending upon the needs of the user:
 - (a) Open the file \$PENCIL_HOME/config/compilers/separate/GNU-gcc.conf in any text editor and change the line CC = gcc to CC = gcc-xx where xx is the version number you found in step 3 above. This will change the compiler pencil code is using, and everything should work fine again now. When you pull a newer version of the pencil code, there is a small chance that this file could be overwritten, in which case you would need to change this again.
 - (b) Check the directory listed if you run which gfortran and make sure that this directory comes before the directory listed for which gcc when you run echo \$PATH. If required, change the path variable to make sure this is the case. Then, run this command:

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cd 'dirname \'which gfortran\'' &&
ln -s 'ls -1 --color=never gcc-* | grep -Ev --color=never "\-[^\-\s]+\-" | tail -1' gcc
```

This command navigates to the directory where gfortran is installed (basically the Homebrew directory) and creates a soft link called gcc for the last version of gcc it can find. Alternatively, you can do it manually by navigating to the directory listed under which gfortran and then running ln -s gcc-xx gcc (the first letter is lowercase L). Restart your shell by either closing and opening the terminal or running exec zsh (or exec bash if you are using bash), and then run gcc --version. It should now show Homebrew as the source.

Run the pencil code again; this should resolve the compilation issues.