**Digitising sandbox experiments using open-source Structure-from-Motion/photogrammetry package MicMac**

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# Appendix B. Instructions to install MicMac on MacOS

This appendix describes the procedure to install MicMac on MacOS using a Terminal window. In the following, the text in Courier New font indicates commands to type in a Terminal window.

1. From AppStore

Install Xcode from AppStore

2. In a Terminal window

/bin/bash -c "$(curl -fsSL <https://raw.githubusercontent.com/Homebrew/install/HEAD/install.sh>)" (this installs Homebrew). It will inform: "The XCode Command Line Tools will be installed." Press return to continue.

xcode-select --install

echo 'eval "$(/opt/homebrew/bin/brew shellenv)"' >> ~/.zprofile

eval "$(/opt/homebrew/bin/brew shellenv)" (these lines add Homebrew shell configuration)

brew install git

brew install make

PATH="/usr/local/opt/make/libexec/gnubin:$PATH"

brew install cmake

brew install imagemagick

brew install exiftool

brew install exiv2

brew install proj

cd /Applications/

git clone https://github.com/micmacIGN/micmac.git micmac

cd micmac/

mkdir build

cd build

cmake ..

make install -j2 (the number after -j defines the number of processors of the computer, and needs to be modified accordingly)

export PATH=/Applications/micmac/bin:$PATH

mm3d CheckDependencies

If this last command returns the following:

make: found (/usr/bin/make)

exiftool: found (/usr/local/bin/exiftool)

exiv2: found (/usr/local/bin/exiv2)

convert: found (/usr/local/bin/convert)

proj: found (/usr/local/bin/proj)

cs2cs: found (/usr/local/bin/cs2cs)

this means that all programs necessary to use MicMac are found by MicMac and properly linked to MicMac. The installation is thus complete.