1 Mac OS X / VisIt ICE Issues

To view advanced visualizations in ICE, you will need to install VisIt on your Mac, which may present one minor issue. The VisIt binary internally packages its required VTK libraries for its execution. The MOOSE environment by default also provides a build of VTK, and places the path to those libraries in the DYLD_LIBRARY_PATH environment variable. When you launch VisIt for the first time, it may fail or freeze due to the fact that it finds the VTK libraries in

```
/opt/moose/vtk/lib
```

before it's internal libraries. If this happens, ICE will not be able to display any embedded VisIt visualizations because it cannot create a running instance of VisIt to connect to.

The fix for this is simple and can be accomplised in two ways. To fix this without having to reboot, simply open a terminal and execute

```
$ export DYLD_LIBRARY_PATH=/path/to/VisIt.app/Contents/Resources/
2.9.0/darwin-x86_64/lib:$DYLD_LIBRARY_PATH
```

Then from the same terminal, start ICE by executing the following

```
$ /path/to/ICE/ICE.app/Contents/MacOS/ICE
```

This will open up an ICE instance with the correctly set DYLD_LIBRARY_PATH environment variable.

To set this environment variable in a more permanent fashion just follow the instructions at http://apple.stackexchange.com/questions/106355/setting-the-system-wide-path-environment-variable-in-mavericks.