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iTunes 8 is officially available for download from Apple's servers. Not sure what to expect? Check out our iTunes 8 first look. Selected binary distributions are provided to simplify installation of the more complicated parts of Bsoft. In particular, the FFTW3 library and threading (OpenMP or Grand Central Dispatch) support are included in the distributions. In most cases Bsoft was compiled against Tcl/Tk 8.5. These distributions will unpack in a directory called "bsoft" (no need to compile). To complete the installation, make sure the environmental variables are set correctly to point to the Bsoft programs and library. See below for the source code that can be compiled on any Unix flavor. Old versions Old versions of Bsoft are provided for those who developed code based on those. New versions Newer versions than the current major release can be found here. These distributions are not necessarily complete and need to be unpacked within an existing bsoft directory. Platforms supported Linux (i386/i686, x86\_64, PowerPC, Alpha, Itanium) Darwin or MacOSX (PowerPC, Intel) IRIX64 (SGI) Solaris (Sun) AIX (IBM) OSF1 or Tru64 (Alpha) VMS (Alpha) Cygwin\_NT (Windows NT) In principle the package could be compiled on any Unix-based operating system. Requirements Mac OS X: The default installations of Mac OS X don't have the compilers installed. Download Xcode from the Apple developer's web site and install it first. Note that the Mac OS X Xcode versions should be matched with the different operating systems: Mac OS X 10.4 (Tiger): Xcode 2.5 Mac OS X 10.5 (Leopard): Xcode 3 Mac OS X 10.6 (Snow Leopard): Xcode 3 Mac OS X 10.7 (Lion): Xcode 4 Mac OS X 10.8 (Mountain Lion): Xcode 4 Mac OS X 10.9 (Mavericks): Xcode 5 Mac OS X 10.10 (Yosemite): Xcode 6 Mac OS X 10.11 (El Capitan): Xcode 7 Mac OS X 10.12 (Sierra): Xcode 8 Mac OS X 10.13 (High Sierra): Xcode 10 The Z library: The inclusion of the PNG format in Bsoft requires libz for compression. The required files are: /usr/include/zlib.h or /usr/local/include/zlib.h /usr/lib/libz.\* (such as libz.a or libz.so) On some versions of Unix and VMS, libz may not be available, therefore it is included in the distribution and will be compiled. Tcl/Tk: Bsoft is primarily a command-line package, with all the necessary code included in the package. However, from version 0.9, it includes a Tcl/Tk interface and a Tcl/Tk script, bshow, useful for the display of images and a few interactive manipulations (not available for VMS). The Tcl/Tk version must be 8.3 or higher. Bsoft can be compiled without Tcl/Tk (see below for details). On most Unix boxes, the Tcl/Tk headers and libraries are installed in either /usr or /usr/local (look for /usr/include/tk.h or /usr/local/include/tk.h). Linux distributions typically have separate packages for the runtime and developer versions of Tcl/Tk. Both need to be installed to be able to use bshow. The Bsoft configuration script, bconf, tries to find the Tcl/Tk headers automatically. Make sure the Tcl/Tk version is 8.3 or higher. Make sure the commands "tcl" and "wish" are in your executable path. XML: The default format for parameter files is the STAR format. These can also be written in an XML format, but requires the libxml2 library with its header files. The common locations for the header files are in /usr/include/libxml2 and the library in /usr/lib. The source code for this library is not included in Bsoft due to its sheer size. Enhancements These enhancements are optional and may be included during compilation. OpenMP: Several operations in Bsoft have been parallelized with OpenMP. Support for OpenMP has been part of gcc since version 4.2, and platforms such as Mac OS X (before 10.7) and Linux support it. Grand Central Dispatch: On mac OS X 10.7 and later, the compiler has been changed to clang which does not support OpenMP. In stead, threading is done using Grand Central Dispatch. FFTW3: Because of the complexities in the new versions of FFTW (3.x), it is no longer included with the Bsoft distribution. It should be compiled as single-precision floating point with support for OpenMP turned on if parallel operations are also desired. DevCan is a Microsoft Windows application and can only be used on a Mac in conjunction with a Windows emulator. Before downloading DevCan version 6.7.9, you must read and sign the Terms of Use Agreement below and complete the registration form. After completing the form you will receive an e-mail with a link to the software download. The download link will expire after 24 hours. If your link has expired, request a new one using the Already Registered? form. Thank you for your interest in using the DevCan statistical software and associated databases, used to compute (using a lifetable format) the probability of being diagnosed or dying of cancer from birth or conditional on a certain age. More information about DevCan can be found at . Please review the following terms carefully. "Provider": the National Cancer Institute "Recipient": the party who receives software materials from the Provider under this agreement "Software": an interactive GUI-based version of DevCan, a statistical software program developed by IMS, Inc. under contract for the NCI The Provider and Recipient agree as follows: The Recipient agrees to not attempt to reverse engineer the Software. Recipient agrees to comply with all Federal regulations applicable to research projects and handling of research materials. 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Provider reserves the right to distribute Software to others and to use it for Provider's own purposes. Recipient agrees that any of its publications or presentations utilizing this Software will include appropriate acknowledgement of Provider's contribution of the Software and will include the citation found at. . The Provider and Recipient each shall retain, subject to applicable laws, title to any patent, copyright, trademark, or other intellectual property of their respective employees developed or created using the Software. Neither Provider nor Recipient promise rights in advance for inventions developed under this Agreement. If the Recipient creates an invention containing the Software ("Recipient Invention") and wishes to patent the Recipient Invention, Recipient agrees to notify the Provider of the Recipient Invention prior to seeking patent protection and to work in good faith with the Provider to determine the inventive contributions of the Recipient and Provider. 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If you've ever been online, either on a phone or computer, you've likely already downloaded files on many occasions. Apps are no different — they're just specific kinds of files you download from the internet. Photo Courtesy: Scott Barbour/Getty Images Apps are typically set up as executable (.exe) files, although apps meant for Apple devices often come as either APP (.app) or DMG (.dmg) files. Sometimes (especially when it's meant for computers), an app is compressed into a ZIP file (.zip or .zipx) to save space. To do this, you may need another program, such as WinZip or 7-Zip, to open it, although you may also be able to open it by left- or right-clicking if your device came with the ability to open ZIP files. In many cases, however, downloading an app is as simple as clicking a button on an app's page. As long as there's enough space left on your device, the app will likely be ready for use once it's done downloading. Android is an operating system used for phones, tablets and more. Odds are that if your phone isn't an iPhone, it's probably an Android device — brands include Samsung, Huawei, LG, Motorola, ZTE and many more. To download apps for an Android device, you can either visit the Android website or use the Google Play app. (It's often pre-installed on phones and tablets, so you may already have it.) Be aware that you'll likely be prompted to sign in with your Google account or create one if you haven't already. Photo Courtesy: SOPA Images/Getty Images Open the Google Play store on your device and then search for the specific name of the app or any broader category that might interest you. Click on the app result to learn more about it. If the app is free, it should begin to download; if not, you'll be prompted to pay for it. Either way, once the file is downloaded, you're good to go. Microsoft hosts apps on its website, which you can access via any device with a web browser. You can use the site to download apps for tablets, computers, phones, Xbox consoles, virtual reality sets and more, so it's important to check the system requirements on each app's page to ensure that the app is compatible with your device. Photo Courtesy: Kim Kulish/Getty Images Select whichever free or paid app you're interested in to see a brief description of the app. If you choose a paid app, you'll be prompted to enter your credit card information or a gift card to complete your order. The Apple App Store hosts apps designed for iPhones, iPads and other Apple devices. As with Google Play, it's often pre-installed on phones. Like other app stores, it lets you filter apps by category, including featured apps, newest apps, popular apps, themed categories and more. Choose the app you want and follow the onscreen directions to download it to your device. You'll need to log in or create an account complete the purchase. 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