

#### Appendix F:

##### Compilation Instructions:

GLSD is basically the Least Significant Difference (LSD) Multiple Comparison test. This is basically a modified version of the t-test usually referred to as a protected t-test.

##### COMPILING GLSD FOR LINUX OR OS X:

(a). Uncompress GLSD. Using the terminal write or copy and paste the command, "unzip glsd.zip" and this will produce a folder named "glsd" with two subfolders: "glsd-code" and "glsd\_bin." "glsd\_bin" is the executable binary for windows that runs by simply clicking on it.

(b). From the command line type "cd glsd" to move into the folder where the subfolders are, and again type "cd glsd\_code" to move into the folder where the source code is.

(c). Inside the "glsd\_code" folder, type "make clean" to clean up the folder followed by "make" to compile GLSD.

Now GLSD is fully functional. To run it, simply type ./glsd. At this point you are inside the glsd\_code folder. The command "./glsd" only works inside this folder. This is why it is much better to move the "glsd" program to any of the following locations, so that it can be accessed from anywhere in the computer: /opt/local/bin, /opt/local/sbin, /bin/sbin, /usr/bin, /usr/sbin, or /usr/local/bin. To do this, first become "root" by typing "sudo su" and enter your password. Then, type the command "mv glsd /usr/local/bin" (and GLSD will now be found in this location). Now the "glsd" command can be executed from anywhere in your computer (Please refer to README\_Examples for further instructions and examples on how to use GLSD)

##### COMPILING GLSD WINDOWS FROM "glsd\_code."

##### How to build glsd in Windows.

These instructions work with Microsoft Visual C++ Express 2010

- Start Visual C++ express

- In the file menu, select "New", and then "Project from existing code..."

This will bring a new window. In that window select the language as "Visual C++".

- In the "Project file location:" box, enter the location where you unpacked the source code of glsd.

- Under "Project name:" enter anything, for example "glsd".

- Uncheck the box that says "Add files to the project from these folders".

Click the "Next >" button at the bottom of the screen. In the next screen, select "Use external build system".

Click the "Next >" button at the bottom of the screen.

You only have to fill in the values in the boxes in the left of the screen.

In the "Build command line" box, enter "build". In the "Rebuild command line" box enter "build". In the "Clean command line" box enter "build clean".

Now press "Finish" at the bottom of the screen.

This will create the project.

Now locate the project in the Visual express window, normally on the left side of the screen. Right click on it, and select "Build". This will build the project. The output will be a program called "glsd.exe", which will be located in the same directory where the code is. You can copy that binary anywhere in your system (or to another computer) and run it by just double-clicking on the binary or from a DOS window.