

Instructions to install WSxM under Mac OS

We need a X Window system. We have used X11 for the tests from the Tiger DVD.

Getting and installing Wine

Download the sources from Wine's web page (<http://www.winehq.org/>). In our case we have downloaded the file wine-0.9.46.tar.bz2.

Uncompress the downloaded file:

```
$ bunzip2 wine-0.9.46.tar.bz2
$ tar xvf wine-0.9.46.tar
```

This will create a folder named wine-0.9.46 with the sources inside. You can move this folder to another location to compile it and keep it in a safe place. We recommend this step because you will need to run a command from the installed location if you want to uninstall it. Therefore it is highly recommended to keep this folder unchanged after the installation is completed. We moved it to the Software folder in our user's home.

```
$ mv wine-0.9.46 ~/Software/
$ cd ~/Software/wine-0.9.46
```

Compile Wine including the needed libraries for both the compiler and the linker. The -j2 option is used for optimized compiling time in dual core processors. You have to remove it if your processor has only one core.

```
$ export CFLAGS="-I/usr/X11R6/include"
$ export LDFLAGS="-L/usr/X11R6/lib"
$ ./configure --x-includes=/usr/X11R6/include --x-libraries=/usr/X11R6/lib --with-opengl --with-x
$ make depend && make -j2
$ sudo make install
```

Test the installation

First of all you can test the X-Window system, that is the application X11.app. It will be installed in the

Utilities folder inside /Applications. If a xterm is automatically opened you can test any simple application like running xcalc command. You can also run a regular terminal (/Applications/Utilities/Terminal.app) but you will probably need to export the display in the following way:

```
$ export DISPLAY=:0.0
$ /usr/X11R6/bin/xcalc
```

For testing the X-Window system from the terminal you need to run Wine's configuration program:

```
$ winecfg
```

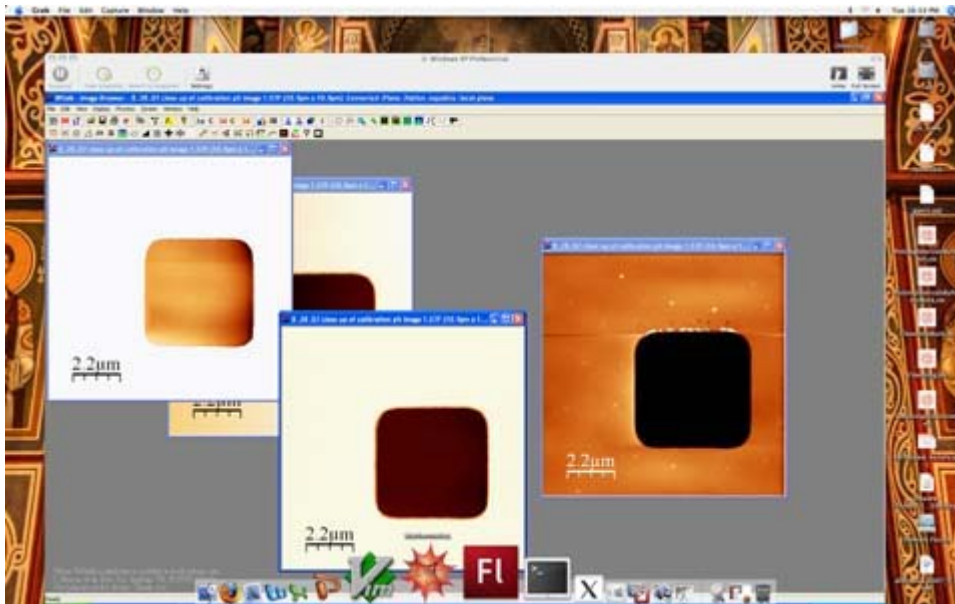
Wait for a time if it seems to be hung in the lines AddPrinterDriver. It will finally appear a window. In the about tab you can verify the installed version of Wine.

Running WSxM

You have just to run in the terminal:

```
$ wine /path/to/program/WSxM.exe
```

It will probably give an OpenGL error message. In this case three dimensional representation will not work but everything else in the Data representation and processing section should work properly.



Versions used:

Mac OS X 10.4.10 (Tiger)

Wine 0.9.46 (<http://www.winehq.org/>)

Xcode 2.4.1 (<http://developer.apple.com/tools/xcode/>)