

## Mac OS X

(Note: the directions changed slightly for version 7.2, to reflect a new directory structure. Please read carefully.)

Installation is a bit more complex for a Unix or Linux system, as you need to compile the program for your particular computer and operating system.

### Install XCode

*XCode is the Macintosh development environment. It includes gcc.*

1. Download XCode. <http://developer.apple.com/technology/xcode.html>
2. Open the .dmg file on your mac
3. Double click on XcodeTools.mpkg in the “XCode Tools Disk”
4. Follow instructions

### Compile the Command-line spim

*The command-line version gives you all the functionality, but lacks the graphical access to registers, etc.*

1. Download the file <http://www.cs.wisc.edu/~larus/SPIM/spim.tar.gz>.
2. Launch the “Terminal” program (in Applications/Utilities). This gives you a unix command line.
3. Go to the directory containing spim.tar.gz that you downloaded. If you right-click (or control-click) on spim.tar.gz and choose “Get Info”, the “Where” field will tell you the directory it is in. Enter the command ‘cd /Users/Mavpion/Desktop’ or wherever it is on your computer.
4. Decompress the file, using either the program uncompress for the first file or gzip for the second file:
  - a. `tar xzvf spim.tar.gz`
5. cd into spim-7.3 (or whatever version number)
6. cd into the spim directory
  - a. `cd spim`
7. Run the ‘Configure script’
  - a. `./Configure`
8. Run make
  - a. `make`
9. If there are no errors, install it
  - a. `sudo make install`
10. Congratulations... this spim is ready. To run it, type:
  - a. `spim`
11. Test the installation
  - a. `make test`

### Compile the X11 version

*This version is the graphical version. You don’t need it if you’re satisfied with the command-line version.*

1. Go to the xspim directory (if you’re still in the spim directory, run this command)

- a. cd ../xspim*
2. Run configure
  - a. ./Configure*
  - b. xmkmf*
3. Make
  - a. Make*
4. Install
  - a. sudo make install*
5. Run it
  - a. ./xspim*