Building SAM on OSX 10.10 (also see build.txt and wxconfigure.osx64)

• Install X Code and the command line developer tools.

• Download wxWidgets 3.1.0 from: http://sourceforge.net/projects/wxwindows/files/3.1.0/wxWidgets-3.1.0.tar.bz2/download

• Open a terminal window.

• bunzip2 –d wxWidgets-3.1.0.tar.bz2

• tar xvf wxWidgets-3.1.0.tar

• cd wxWidgets-3.1.0

./configure --prefix=/Users/<USER>/local/wx-3.1.0 --enable-stl=yes --enable-debug=no --enable-shared=no --with-cocoa --enable-macosx\_arch=x86\_64 --enable-unicode --enable-webview --with-cxx=11 --with-macosx-version-min=10.9 --with-libjpeg=builtin --with-libpng=builtin --with-regex=builtin --with-libtiff=builtin --with-zlib=builtin --with-expat=builtin

• make –j8

• make install

• ln -s /Users/<USER>/local/wx-3.1.0/bin/wx-config /Users/<USER>/local/bin/wx-config-3

export PATH=“/Users/<USER>/local/bin:$PATH” (if not already on path)

• Test by typing wx-config-3 --cflags you should get: -I/Users/<USER>/local/wx-3.1.0/lib/wx/include/osx\_cocoa-unicode-static-3.1 -I/Users/<USER>/local/wx-3.1.0/include/wx-3.1 -D\_FILE\_OFFSET\_BITS=64 -DwxDEBUG\_LEVEL=0 -D\_\_WXMAC\_\_ -D\_\_WXOSX\_\_ -D\_\_WXOSX\_COCOA\_\_

• Switch folders to ~/Projects

• svn co httpHYPERLINK "http://efmsvn.nrel.gov/lk/svn/trunk"sHYPERLINK "http://efmsvn.nrel.gov/lk/svn/trunk"://efmsvn.nrel.gov/lk/svn/trunk ./lk

• svn co https://efmsvn.nrel.gov/wex/svn/trunk ./wex

• svn co https://efmsvn.nrel.gov/ssc/svn/trunk ./ssc

• svn co https://efmsvn.nrel.gov/SAMnt/svn/trunk ./SAMnt

• cd lk/build\_osx/

• make –j8

• cd ../..

• cd wex/build\_osx/

• make –j8

• cd ../../ssc/build\_osx/

• make –j8

• cd ../../SAMnt/build\_osx/

• make –j8

• Run SAM by typing: open SAM.app or double clicking in Finder

• bash makedmg.sh to generate dmg file.