Building SAM on OSX 10.8

* Install X Code and the command line developer tools.
* Download wxWidgets 3.0.1 from: <http://sourceforge.net/projects/wxwindows/files/3.0.2/wxWidgets-3.0.2.tar.bz2/download>
* Open a terminal window.
* bunzip2 –d wxWidgets-3.0.2.tar.bz2
* tar xvf wxWidgets-3.0.2.tar
* cd wxWidgets-3.0.2
* ./configure --prefix=/Users/<USER>/local/wx-3.0.2 --enable-stl=yes --enable-debug=no --enable-shared=no --with-cocoa --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-3.0.2/bin/wx-config /Users/<USER>/local/bin/wx-config-3
* PATH=$PATH:/Users<USER>/local/bin
* Test by typing wx-config-3 --cflags you should get: -I/Users/<USER>/local/wx-3.0.2/lib/wx/include/osx\_cocoa-unicode-static-3.0 -I/Users/<USER>/local/wx-3.0.2/include/wx-3.0 -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](http://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/osx\_wx3\_unicode/
* make –j8
* cd ../..
* cd wex/osx\_wx3\_unicode/
* make –j8
* cd ../../ssc/build\_osx/
* make –j8
* cd ../../SAMnt/osx\_wx3/
* make –j8
* Run SAM by typing: open SAM.app or double clicking in Finder
* make -f Makefile-webupd for web updater
* bash makedmg.sh to generate dmg file.