Building SAM on OSX 10.8

1. Install X Code and the command line developer tools.
2. Download wxWidgets 3.0.1 from: <http://sourceforge.net/projects/wxwindows/files/3.0.2/wxWidgets-3.0.2.tar.bz2/download>
3. Open a terminal window.
4. bunzip2 –d wxWidgets-3.0.2.tar.bz2
5. tar xvf wxWidgets-3.0.2.tar
6. cd wxWidgets-3.0.2
7. ./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
8. make –j8
9. make install
10. ln -s /Users/<USER>/local/wx-3.0.2/bin/wx-config /Users/<USER>/local/bin/wx-config-3
11. Test by typing wx-config-3 –cflags you should get: -I/Users/adobos/local/wx-3.0.2/lib/wx/include/osx\_cocoa-unicode-static-3.0 -I/Users/adobos/local/wx-3.0.2/include/wx-3.0 -D\_FILE\_OFFSET\_BITS=64 -DwxDEBUG\_LEVEL=0 -D\_\_WXMAC\_\_ -D\_\_WXOSX\_\_ -D\_\_WXOSX\_COCOA\_\_
12. Switch folders to ~/Projects
13. svn co [https://efmsvn.nrel.gov/lk/svn/trunk](http://efmsvn.nrel.gov/lk/svn/trunk) ./lk
14. svn co <https://efmsvn.nrel.gov/wex/svn/trunk> ./wex
15. svn co <https://efmsvn.nrel.gov/ssc/svn/trunk> ./ssc
16. svn co <https://efmsvn.nrel.gov/SAMnt/svn/trunk> ./SAMnt
17. cd lk/osx\_wx3\_unicode/
18. make –j8
19. cd ../..
20. cd wex/osx\_wx3\_unicode/
21. make –j8
22. cd ../../ssc/build\_osx/
23. make –j8
24. cd ../../SAMnt/osx\_wx3/
25. make –j8
26. Run SAM by typing: open SAM.app or double clicking in Finder