

On physical mac:

- Download OS Mavericks from the App Store
- Insert a USB Drive of atleast 8GB

#### *Use Disk Utility*

- Choose USB Drive
- Choose Partition. (Partition Layout: 1 partition)
- Under options choose master Boot Record
- Choose Format (Mac OS Extended (Journaled))
- Click Apply

#### *Use UniBeast*

- Download UniBeast: <http://www.tonymacx86.com/downloads.php?do=file&id=202>
- Run Unibeast
- Choose USB Drive
- Select Mavericks 10.9
- Continue
- This takes a while (Not less than a minute :))

On Windows Host:

*To Temporarily disable HyperV as your primary Hyper Visor:*

#### *Open Command Prompt:*

- bcdedit /copy {current} /d "Disable Hyper-V"
- bcdedit /set {GUID Provided from previous command} hypervisorlaunchtype off

#### *For Windows 8*

- Win Key – C
- Settings
- Power
- Hold Shift and Restart
- Wait for Boot Screen
- Choose Other Operating System
- Disable Hyper-V (Remember to do this every time you want to use Virtual Box or VMWare instead of HyperV)

## *Install Virtual Box or VM Ware*

### *For VMWare:*

- Install VMWare Workstation 10 (the free VMWare Player will work aswell to playback VMs)
- Install Hackintosh Template for OSX: <http://www.insanelymac.com/forum/files/file/20-vmware-unlocker-for-os-x/>
- Create a Virtual Machine with Workstation 10 Compatibility hardware
- Install Operation System Later
- Choose OSX 10.9
- Add desired Hardware with at least 40 gig disk space allocated to the Virtual Hard Disk.
- Run NAT preferably
- Insert USB Boot Drive Created on Mac into PC
- Boot Virtual Machine
- Under VM\Removable Disks Connect the USB Drive (this will remove it from visibility to Windows Host)
- Reset the VM
- OSX should install

### *On New OSX VM:*

- Install Xcode from App Store
  - Install Xamarin Business Edition (iOS)
  - Follow Xamarin iOS instructions for Build Agent
- Setup: [http://docs.xamarin.com/guides/ios/getting\\_started/introduction\\_to\\_xamarin\\_ios\\_for\\_visual\\_studio/](http://docs.xamarin.com/guides/ios/getting_started/introduction_to_xamarin_ios_for_visual_studio/)