1. Download VinaSH from https://github.com/ssirimulla/vinaSH or from http://www.sirimullaresearchgroup.com/software.html
2. Save the VinaSH directory in file system at a location of your choosing.

**Windows**

**Compatibility**

VinaSH is expected to work on Windows XP and newer systems.

**Installing**

Download the vinaSH.exe from the Windows folder into the desired location

**Running**

Open the Command Prompt and go to the folder where you downloaded the executable and run vinaSH.exe --help

**Linux**

**Compatibility**

VinaSH is expected to work on x86 and compatible 64-bit Linux systems.

**Installing**

Download the executable file in the linux folder to the desired location

**Running**

In a terminal window, go to where you downloaded the executable and run

./vinaSH --help

If you get a permissions denied message, use the command: chmod +x vinaSH

Alternatively, before downloading the executable, you can go to the directory you wish to work and use the command git clone [https://github.com/ssirimulla/vinaSH.git](https://github.com/ssirimulla/vinaXB.git)

Then navigate to the linux folder and run ./vinaSH --help

**Mac**

**Compatibility**

VinaSH is expected to work on Mac OS X 10.6 (Snow Leopard) through 10.10 (Yosemite) Intel machines.

**Installing**

Download the executable file in the mac folder to the desired location

**Running**

In a terminal window, go to where you downloaded the executable and run

./vinaSH --help

If you get a permissions denied message, use the command: chmod +x vinaSH

Alternatively, before downloading the executable, you can go to the directory you wish to work and use the command git clone [https://github.com/ssirimulla/vinaSH.git](https://github.com/ssirimulla/vinaXB.git)

Then navigate to the mac folder and run ./vinaSH --help

**Building from source**

**Step 1: Install a C++ compiler suite**

On Windows, you may want to install Visual Studio; on OS X, Xcode; and on Linux, the GCC compiler suite.

**Step 2: Install Boost**

Install [Boost](http://www.boost.org/). (Version 1.57.0 was used to compile the official binaries. With other versions, your luck may vary)

**Step 3: Build Vina**

If you are using Visual Studio, you may want to look at this tutorial for compiling: https://sites.google.com/site/mkoohim/stories/how-can-compile-autodock-vina-in-visual-studio. For optimal performance, remember to compile using the Release mode.

On OS X and Linux, you may want to navigate to the appropriate build subdirectory, customize the Makefile by setting the paths and the Boost version, and then type: make depend

And then type: make

1. VinaSH needs supporting visualization programs for preparation and viewing of molecules. These can be downloaded from any compatible 3rd party:
   1. Some examples are given below

MGL Tools (http://mgltools.scripps.edu/downloads)

Pymol (https://www.pymol.org/)

1. Once VinaSH and associated programs are downloaded you are ready to start preparing files to run
2. This program is very similar to the base program AutoDock Vina, for any further information needed please refer to the Scripps Research Institute manual for AutoDock Vina.

http://vina.scripps.edu/manual.html