

How to Do WinBUGS on a MAC that Works for me

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1. Install Xcode: <http://developer.apple.com/technology/xcode.html>, signing into apple.com with your email. (This file is large \approx 900 mb).
2. Install Macports from: <http://www.macports.org/install.php> DMG for Leopard
3. Install Wine: Type "sudo port install wine", and type in your administrator password (This takes a while, about 30-40 minutes so let this run).
4. Install WinBUGS: Winbugs zip. Extract the zip file to the /Applications folder.
5. Download the WinBUGS KEY and PATCH to your WinBUGS14 folder. (Check here if patches may be outdated (checked November 2, 2012)).
6. Using X11/bash terminal/iTerm: type `cd /Applications/WinBUGS14` (or wherever you have the winbugs program). Then type `wine WinBUGS14.exe` (This will give you errors, but WinBUGS will open).
7. In WinBUGS program, go to File → open and Select "WinBUGS14_immortality_key.txt" (change the type of files shown to be .txt) then go to Tools → Decode and then click "Decode All". Go to File → open and Select "WinBUGS14_cumulative_patch_No3_06_08_07_RELEASE.txt" (change the type of files shown to be .txt) then go to Tools → Decode and then click "Decode All".
8. Using R2WinBUGS, there may be some errors in trying this through R. The "testbugs.txt" file has the model input for WinBUGS. If the directions above were followed, the directories will be the same as those specified below. The main concerns are specifying the WINE, WINEPATH, and working.directory options for bus.

```
mymodel.sim = bugs(data, inits, model.file="testbugs.txt",  
parameters=c("p"), n.chains=1, n.iter=1600,  
n.burnin=100, n.thin=1,  
bugs.directory="/Applications/WinBUGS14",  
codaPkg=FALSE, debug=TRUE,  
program = "WinBUGS",  
WINE = "/opt/local/bin/wine", WINEPATH="/opt/local/bin/winepath",  
working.directory=".")
```

9. Use WinBUGS to solve great statistical problems of the era.