

How to install Moldraw on Mac OS X 1

The screenshot shows a Mac OS X desktop with the App Store open. The App Store window displays the Xcode application page. A yellow circle highlights the 'Install' button on the Xcode page. A yellow arrow points from this button to the Xcode application icon in the dock, which is also circled in yellow. A red-bordered yellow box with the text 'Install Xcode from the App portal' is overlaid on the screen. The Xcode application window is open, showing the 'Welcome to Xcode' screen. The dock at the bottom contains various application icons, including the App Store, Safari, and Xcode.

App Store Edit Store Window Help

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Xcode

Xcode provides everything developers need to create great applications for Mac, iPhone, and iPad. Xcode 4 has been streamlined to help you write better apps. It has unified user interface design, coding, testing, and debugging all within a single window. The Xcode IDE analyzes the details of your project to identify mistakes in both syntax and logic, it can ev...
...More

What's New in Version 4.2.1

This update addresses a number of stability issues, including the following:
...More

Install

Information

- Developer Tools
- Nov 17, 2011
- 4.2.1
- 8 GB
- English
- Apple Inc.
- Apple Inc.

Rated 4+
Requirements:
Mac OS X 10.7 or later

More by Apple

- OS X Lion Productivity
- Pages Productivity
- Final Cut Pro

Welcome to Xcode
Version 4.2 (40199)

- Create a new Xcode project
Start building a new Mac, iPhone or iPad application from one of the included templates
- Connect to a repository
Use Xcode's integrated source control features to work with your existing projects
- Learn about using Xcode
Explore the Xcode development environment with the Xcode 4 User Guide
- Go to Apple's developer portal
Visit the Mac and iOS Dev Center websites at developer.apple.com

Open Other... Show this window when Xcode launches

Install Xcode from the App portal

How to install Moldraw on Mac OS X -2

Mac Ports

Installing MacPorts

MacPorts version 2.0.3 is available for download and installation (note, if you are installing a new major release, see the [migration info page](#)):

- "dmg" disk image for [Lion](#) and [Snow Leopard](#). These contain the simplest installation procedure that most users should follow. Legacy platforms [Leopard](#) and [Tiger](#) are also available.
- In [source form](#) as either a [tar.gz](#) package or a [tar.gz](#) one for manual compilation, if you wish to install in any way.
- [SVN checkout](#) of the unpackaged sources, if you wish to follow MacPorts development.
- The [selfupdate](#) target of the port (1) command, for users who already have MacPorts installed and wish to upgrade to a newer release.

Checksums for our packaged [downloads](#) are contained in the corresponding [checksums file](#).

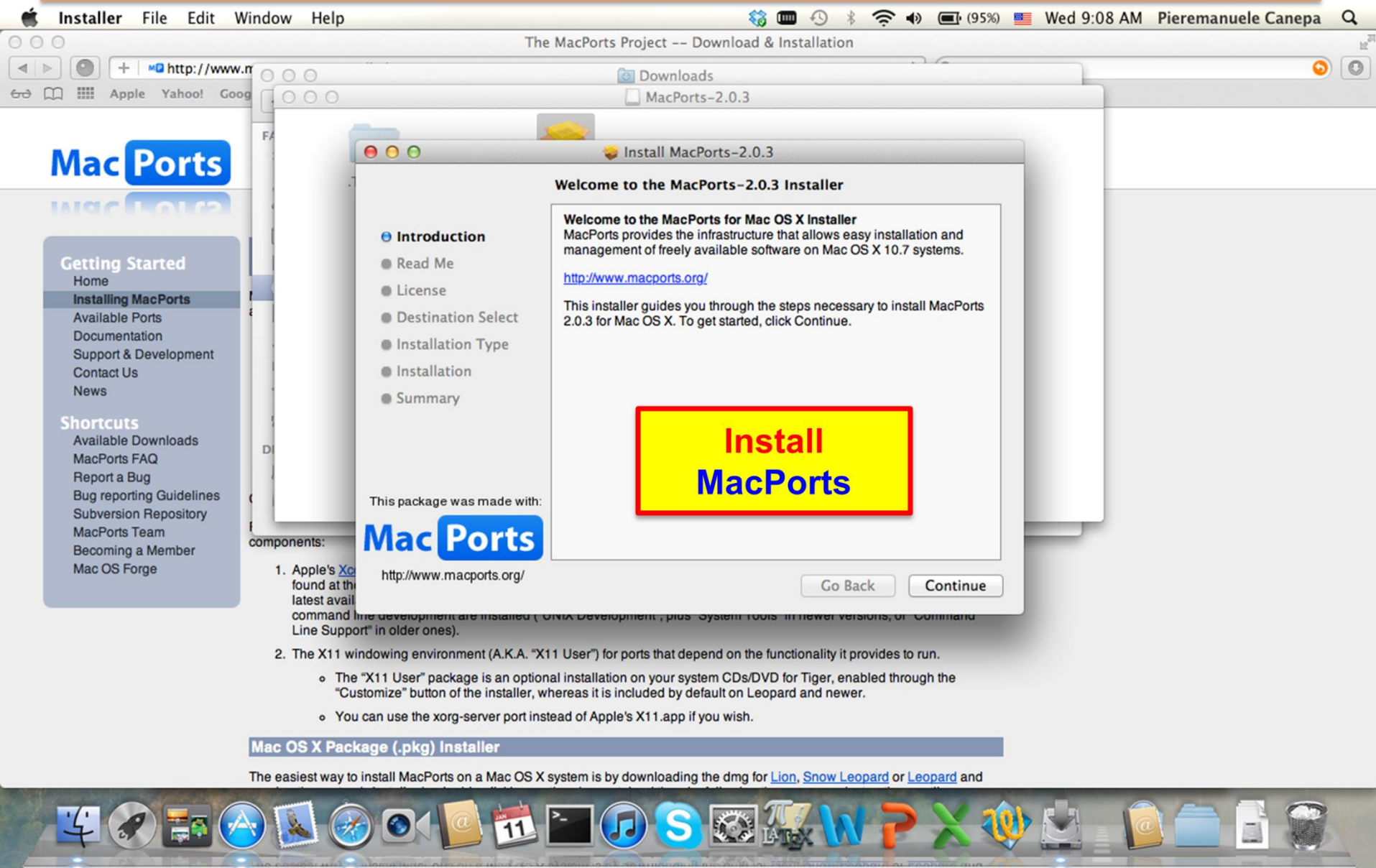
Please note that in order to install and run MacPorts on Mac OS X, your system must have installations of the following components:

1. Apple's [Xcode](#) Developer Tools (version 4.1 or later for Lion, 3.2 or later for Snow Leopard, or 3.1 or later for Leopard), found at the [Apple Developer Connection](#) site, on your Mac OS X installation CDs/DVD, or in the Mac App Store. Using the latest available version that will run on your OS is highly recommended. Ensure that the optional components for command line development are installed ("UNIX Development", plus "System Tools" in newer versions, or "Command Line Support" in older ones).
2. The X11 windowing environment (A.K.A. "X11 User") for ports that depend on the functionality it provides to run.
 - The "X11 User" package is an optional installation on your system CDs/DVD for Tiger, enabled through the "Customize" button of the installer, whereas it is included by default on Leopard and newer.
 - You can use the xorg-server port instead of Apple's X11.app if you wish.

Mac OS X Package (.pkg) Installer

The easiest way to install MacPorts on a Mac OS X system is by downloading the dmg for [Lion](#), [Snow Leopard](#) or [Leopard](#) and

How to install Moldraw on Mac OS X -3



How to install Moldraw on Mac OS X -4

Terminal Shell Edit View Window Help

Pieremanueles-MacBook-Pro:~ pieremanuelecanepa\$ sudo port install wine winetricks

\$ sudo port install wine winetricks

Install:

- WINE
- WINETRICKS

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Finder File Edit View Go Window Help

Wed 9:11 AM Pieremanuele Canepa

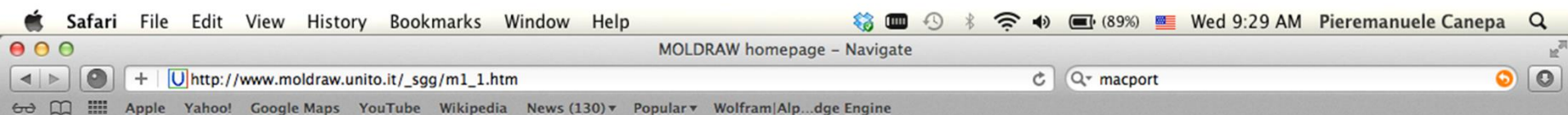
Downloads — bash — 119x33
Pieremanueles-MacBook-Pro:Downloads pieremanuelecanepa\$ winetricks

\$ winetricks

**Configure necessary DLLs with winetricks.
Follow similar guide for winetools at:
http://www.moldraw.unito.it/_sgg/m3_1.htm**



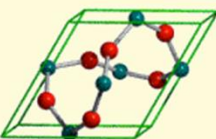
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MOLDRAW: a program to display and manipulate molecular and crystalline structures

by [Piero UGLIENGO](#) University of Torino - Dipartimento Chimica IFM. Via P. Giuria 7 - I-10125 Torino. ITALY

MS Windows (Wine under Linux) - <http://www.moldraw.unito.it>



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Navigate

These web pages describe the available options of the MOLDRAW program.

- Click on the [Main features](#) to have a detailed view of the program.
- Click on the [Topics](#) link to discover special features of the program.
- go to the [download](#) link to get the program and molecular libraries and install them on your PC.
- read the [license agreement](#) before installing the program.

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Subtopics: [Main](#)

Download MOLDRAW

<http://www.moldraw.unito.it>



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How to install Moldraw on Mac OS X - 8

Terminal Shell Edit View Window Help

Wed 9:12 AM Pieremanuele Canepa

Downloads — vim — 119x33

```
#!/bin/bash
```

```
wine ${HOME}/.wine/drive_c/Program\ Files/moldraw/moldraw32.exe
```

```
#!/bin/bash
```

```
wine ${HOME}/.wine/drive_c/Program\ Files/moldraw/moldraw32.exe
```

Write a bash script to run
MOLDRAW from the terminal

```
"~/bin/moldraw.sh" [readonly] 3L, 78C
```

