Installation Manual

Database Workbench 5 on MacOSX 10.8, Mountain Lion

0. Requirements

– Working Wine & Winetricks installed. This is quite a bit of work, more information can be found here: http://www.davidbaumgold.com/tutorials/wine-mac/
– A download of Database Workbench 5

1. Preparing Wine for Database Workbench

– open a Terminal
– enter the following command, followed by the <enter> key
  ```
  winetricks gdiplus
  ```

2. Installing Database Workbench

– in the Terminal browse to the downloads where you have the Database Workbench
– enter the following command, followed by the <enter> key:
  ```
  wine installer-filename
  ```
– the above will start the installation of Database Workbench
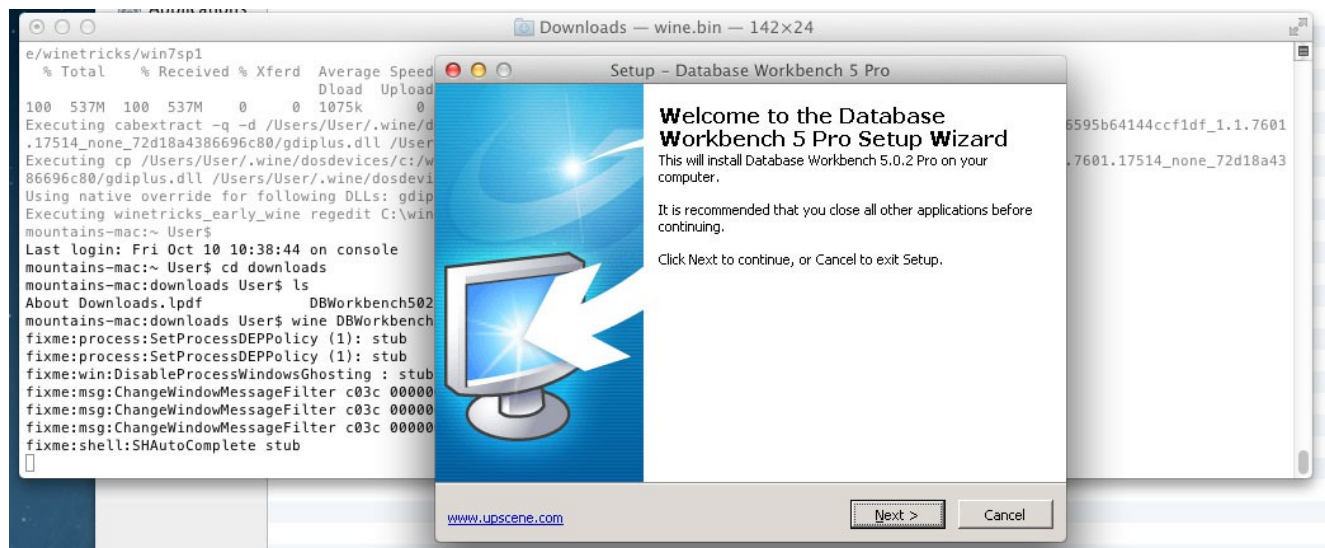
– install with the default options, you can avoid making a "desktop icon", as it's useless
– ignore the step to test-start the internal server, just click "continue", as starting the test server makes the installer hang

- click "Finish" to start Database Workbench or return to the Terminal if you untick the "start" checkbox.

3. Starting Database Workbench

- from the Terminal prompt, browse to the Database Workbench folder
- enter the following command, followed by the <enter> key:
  ```
  wine DBW5Pro.exe
  ```

4. Making a Dock Icon

The following is copied from http://www.davidbaumgold.com/tutorials/wine-mac/#dock-icon and slightly modified to reflect specific paths.

Many people want to be able to run Windows programs the same way they run other programs on the Mac: by clicking an icon in the Dock. Wine isn't specifically designed to support this, but with a little trickery, we can make it do what we want.

Note: Wine prints out error messages in the Terminal when something goes wrong. By launching Windows programs via a Dock icon, you are sidestepping the Terminal, which means that if something *does* go wrong and Wine has to quit, *it will not be able to tell you what the problem was*. The first step to solving a problem is knowing what it is, so without running Wine from the Terminal, you won't be able to fix it, and neither will anyone else. Running from the Dock is fine as long as your program seems to be working correctly, but if it crashes, the first thing you should try is running it from the Terminal instead: it won't prevent the program from crashing, but it will give you some clues on how to fix the problem.

In order to launch a Windows program via the Dock, we're going to write an AppleScript that launches the program for us, and then put that AppleScript in the Dock. Essentially, we're writing a program ourselves! Don't worry, it's easy enough. There is a program on your computer that is designed for helping you write AppleScripts: it's called "Script Editor" if you're on 10.5, or it's called "AppleScript Editor" if you're on 10.6 or above. Whichever one you have is fine: I'm going to refer to the program as Script Editor for the rest of the tutorial. You can find this Script Editor program in the /Applications/Utilities directory of your computer, same as the Terminal itself.

Open up your Script Editor. You should see a window with a large area you can type in near the top: this is where you write your AppleScript. In that area, type the following text:

```
tell application "Terminal"
    do script "/usr/local/bin/wine ~/.wine/drive_c/Program\\
        Files/Upscene\\ Productions/Database\\ Workbench\\ 5\\
        Pro/DBW5Pro.exe"
end tell
```

You'll need to replace the path with the path from the Program Files directory to your

program executable, if you used the default path, the above is correct. You can see that you're simply telling the AppleScript to run a line of code in the Terminal: the same line of code that you could run to start your Windows program.

Next, press the Compile button at the top of the window. The text should become colored to indicate that Script Editor understands what you wrote. You can also try pressing the Run button to run your script: it should open the Windows program successfully.

Lastly, save your script. You can give it whatever name you'd like, but be sure to select File Format: Application in the save options, and leave Startup Screen unchecked.

Open up the Finder, go to where you saved your script, and drag that file to your Dock. It should stay there, just like a real application -- because it *is* a real application! However, all it does is run that launcher command for you, so you can move the application around, rename it, or even delete it, and it won't affect the Windows program that you're running.

5. Using Database Workbench

– as with normal usage, you can register a server and connect to database
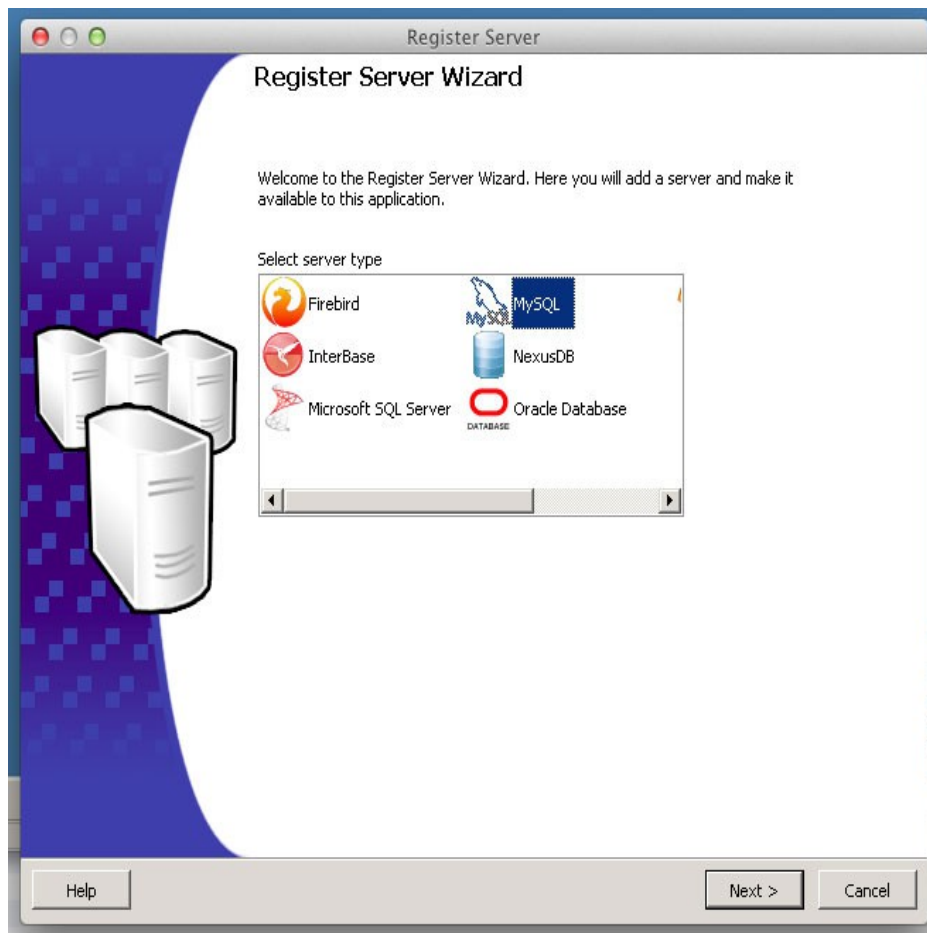
Below is a screenshot of the query results on a MySQL database.