Method #1 (Credit John Mercer)

1) Be sure you have either Xcode or Command Line Tools installed. You can grab Xcode in the Mac App Store. Command Line Tools is available via the Apple Developer Portal here. Both are free; only the second requires an Apple Developer account, which is also free. *Nothing* will work without either Xcode or the CLI Tools.

2) Install homebrew, which is a package manager for OS X, much like apt or yum on Linux. You can install it in one line by pasting this into your terminal:

`ruby -e "$(curl -fsSL https://raw.github.com/mxcl/homebrew/go)"`
3) Run `brew install wine`. (You might need to run `brew` update first.)
4) Grab the unzipped LC-3 files from Prof. Hatalsky's site here. It's essential that you use these files rather than the standard Windows install (LC301.exe) which will fail under WINE.

5) Run either `wine LC3Edit.exe` or `wine Simulate.exe` from the command line. Voila--you're running the LC-3 on OS X!

Postscript: I've tested this on Mac OS X 10.8.5 with WINE 1.6, homebrew 0.9.5, and Xcode 5.0.

Method #2 (Credit Jeffrey McGovern)

To OSX users,

I've managed to install the LC-3 simulator using Wine on OSX. Roughly, here are the steps I took:

1. Install MacPorts
   - http://www.macports.org/install.php
   - This requires installing XCode and its command line tools. Instructions are in the link.
2. Use MacPorts to install Wine.
   - Build Wine, the MacPorts way: http://wiki.winehq.org/MacOSX/Building#head-f6eb9d865f21b525ac313d62cbb73ca36e07a0a3
   - What this looks like (in Terminal):
     sudo port install wine
   - They say to install wine-devel, but I wanted the stable release. You must pick one or the other. MacPorts won't let you have both, so you may have to uninstall ('sudo ports uninstall wine-devel' or whatever).
   - For more on using the 'port' command to install stuff, look for '3.1.9 install' in this link: http://guide.macports.org/#using.port
3. Run the installer for the LC-3 program.
   - 5.2. How do I run an installer using Wine?: http://wiki.winehq.org/FAQ#head-f3515230c198befe0279d32c448d9c8da63be66f
   - Change your directory to the one holding 'LC301.exe' and this should look like:
     wine LC301.exe
4. Run the program
   - 6.1. How do I run an application once I've installed it?: http://wiki.winehq.org/FAQ#head-8d8c06cf7fb33269c085a07531b61e5c730566e0
   - I chose the 'if all else fails' option.
   - To run it that way, you'll navigate to your User ('~/') folder and open the hidden directory .wine. In here, you'll find the C drive ('drive_c') and the 'lc3' folder lies in there.
     In Terminal:
     cd ~/.wine/drive_c/lc3/
   - In 'lc3' is the 'Simulate.exe' file. This is where the 'wine' command comes in.
     wine Simulate.exe

There are probably a few ways to do it, but this is how it worked for me. I never got an application in my Applications folder, and I chose to use Terminal to run commands instead of clicking because Parallels has claimed all my Windows files (and I already had Terminal open).

This method may be an easy alternative to trying to find a Windows installation and Boot Camp-ing or virtualizing (both of which should be viable options).

--Jeff M.