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	<b>Instructions for Launching the Mini32 Program in the iOS Operating System</b>	Prepared on: 16.07.2025  Adapted for OS Version: Mac OS Sonoma 14.6

This manual serves to launch the Mini32 program in the iOS operating system. Testing, successful launch, and operation were carried out on Mac OS version Sonoma 14.6. In the current version of the manual, it is possible to run the program, connect the IrDA/USB communication cable, and configure Microlog and Minikin devices. Currently known limitations are related to mapping and configuring SDI networks via the RB16 datalogger. We also acknowledge the possibility of other limitations in this version, which, however, were not known at the time of publication of this manual.

This manual assumes specific locations of the program within directories and disk partitions. These can, of course, be modified and adapted.

## Procedure for Setting Up Mini32.

### 1. Downloading and Preparing Mini32

- Since Mini32 cannot be directly installed on devices running iOS, you need to copy the installed version of Mini32 from a Windows OS device directly to the iOS computer. Create a folder named mini32 on the desktop and copy the entire program into this folder.

- The resulting path will be: ~/Desktop/mini32/mini32.exe

### 2. Installing Homebrew (if not already installed)

Open Terminal and enter the following command:

```
/bin/bash -c "$(curl -fsSL https://raw.githubusercontent.com/Homebrew/install/HEAD/install.sh)"
```

### 3. Installing Wine and XQuartz


Enter in Terminal:

```
brew install --cask wine-stable  
and  
brew install --cask xquartz
```

**Note** - In some cases, wine-stable may not be compatible with the latest versions of macOS. If the installation fails or Wine does not run reliably, we recommend trying an alternative version such as wine-crossover or wine-devel.

For example:

```
brew install --cask wine-crossover  
or  
brew install --cask wine-devel
```

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#### 4. Running the Program via Wine

Enter in terminal:

```
cd ~/Desktop/mini32
wine ./mini32.exe
```

**Note** - There is a known case where macOS refused to launch Wine for security reasons (unverified app). Follow the standard procedure in "Settings" to allow launching Wine and approve the program.

#### 5. Configuring the USB IrDA Cable as a COM Port

5.1 Connect the IrDA cable and identify the port name:

Enter in terminal:

```
ls /dev/tty.usb*
(the output will be e.g. /dev/tty.usbserial-XXXXXXXX)
```

5.2 Map the IrDA Cable as COM1 in Wine:

Enter in terminal:

```
cd ~/.wine/dosdevices
rm -f com1
ln -s /dev/tty.usbserial-XXXXXXXX com1 # enter the port name you identified earlier.
# do not forget "com1" after the device code.
```


**Note I.** - The commands below assume that the directory `~/.wine/dosdevices/` already exists. This folder is automatically created after running any `.exe` file through Wine for the first time (e.g. Mini32). Therefore, if the folder does not yet exist, make sure to run Mini32 at least once as described in Step 4 before proceeding with the COM1 mapping.

**Note II.** - After mapping the IrDA cable, you can perform a test to confirm that the device has been correctly mapped to COM1. To run the test, enter the following command:

```
ls -l ~/.wine/dosdevices/com1
```

The test result should display the mapped IrDA device on COM1. This confirms that the mapping was successful.

```
com1 -> /dev/tty.usbserial- XXXXXXXXX
```

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### 5.3 Configuring the Port in Mini32

Launch the Mini32 program via Terminal:

```
cd ~/Desktop/mini32
wine ./mini32.exe
```

In the Mini32 program, manually set the communication port to **COM1** under 'Preferences' / 'Misc' / 'Comm Port' (select **Manual** from 'Com port selection' click **Apply** and then **OK**).

***Note** - When running Mini32 through Wine, the "com1" icon on the right-hand side of Mini32 may not be visible, as you might be used to in Windows. Therefore, it is necessary to connect by clicking "**On-line**" or directly "**Configuration**".*

If everything has been done correctly, the IrDA should work properly and establish a connection with the connected device.

## 6. Creating an Executable Script on the macOS Desktop

To simplify the process, it is useful to create an executable script on the desktop, which allows you to run Mini32 directly by clicking on it, without having to launch it via Terminal.

6.4.1 Create a new script by entering the following command in terminal:

```
nano ~/Desktop/LaunchMini32.command
```

Insert the following content to the GNU nano:

```
#!/bin/bash
cd ~/Desktop/mini32
wine ./mini32.exe
```


Then save it (press Ctrl + O) and exit GNU nano (press Ctrl + X)  
This will create a script named LaunchMini32.command on your desktop.

6.4.2 Set the script as executable by entering and confirming the following command in Terminal:

```
chmod +x ~/Desktop/SpustiMini32.command
```

*Final Tip: Changing the Script Icon*

- Copy to clipboard the "mini32" icon image in the Mini32 folder (mini32.ico)
- Right-click the executable script (stored on the desktop) → Get Info
- Click the small icon at the top and press **Cmd + V** (to paste the image you previously copied)

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**Conclusion:**

Using this method, you should be able to launch Mini32 on macOS. The current version of this guide works reliably with Minikin/Microlog devices and GreyBox N2N connected via IrDA communication port. It is also possible to adapt this setup so that Mini32 works in macOS with RB dataloggers or GreyBox GSM devices connected via RS232 – we are currently working on this version of the manual.

**Technical Note:**

After restarting or rebooting the computer, the mapping may sometimes be lost. In that case, repeat steps **5.1** and **5.2**. However, always perform the mapping test first – see **note in step 5.2**. We hope you were able to launch Mini32 successfully.

Share your experience with us at: [support@nvsystem.sk](mailto:support@nvsystem.sk)