**Importing SPICE Models into LTSpice for the Mac**

Assuming you have the latest version of LTspice installed on your Mac, this addendum is intended to address differences Mac users may have in adding downloaded models.

1. **Creating a folder for the models:**

The support directory for LTspice is:

/Users/<username>/Library/Application Support/LTspice

This is a hidden directory, so the first step is to make the directory appear. In order to do this, open Finder, select the name of your Mac under Locations and press Command-Shift-. (period)

Once it is visible, navigate to the support directory > lib > sub and create a new folder called EE3401.

If desired, hidden folders and files may be hidden again by selecting the name of your Mac in Finder and pressing Command-Shift-. again.

1. **If the file extension needs to be changed to .lib:**

Some model files have a files extension of .MOD that needs to be changed to .lib for use with LTspice. OSX doesn’t recognize the .lib as a standard extension, so if you try to change the name in Finder, the file will be appended with a .txt, which you don’t want. Instead, after downloading the file (assuming your file is in the Downloads directory), proceed as follows:

* Open Finder, then select Go > Utilities > Terminal
* A window will open with <yourmacname>:~ <username>$
* Type cd downloads
* You will see <yourmacname>:~ downloads <username>$
* Type mv filename.MOD filename.lib
* Close the Terminal window and the file will now have the proper extension
* The file can be edited on the Mac using TextEdit

1. **The .include command on the Mac:**

.include /Users/<username>/Library/Application Support/LTspice/lib/sub/EE3401/filename.lib

Since you will be using Draft > Spice Directive to add the command, go ahead and type the whole line into the text box