

Getting started on a Macintosh computer with MacGAMUT 6

These step-by-step instructions will get you started on any *Macintosh OS X* computer, assuming you have your own Registration Number printed on the **Getting Started** folder inside the **MacGAMUT 6** CD case.

Getting started with MacGAMUT 6 is EASY, but it's still a good idea to follow these printed instructions as you proceed step by step, marking off each step as you complete it.

Follow these steps in order:

1. If your Macintosh computer isn't already on, start it up. Put your **MacGAMUT 6** CD in the CD-ROM drive and wait for it to appear on your computer's desktop.
2. If **MacGAMUT 6** software has not been installed on this computer, you must install it from your CD before you can continue:
 - a. Double-click the **MacGAMUT 6** CD icon on your Mac's desktop to open it.
 - b. Double-click the **MacGAMUT Installer Folder** on your CD to open it.
 - c. Double-click the **MacGAMUT Installer**, and follow the instructions to install **MacGAMUT 6**.
 - d. The software installs in a folder labeled **MacGAMUT 6** in your computer's **Applications** folder.
3. If you have not yet registered using the Registration Number printed on the **Getting Started** folder inside the CD case to receive your own personal **startMG6.mgs** file, go to www.macgamut.com and register now.
 - a. Click on the **Register your software** link on the left-hand side of the screen to get started, and follow the step-by-step registration procedure. Your personal **startMG6.mgs** file will be generated automatically and sent to you immediately. The next time you collect your e-mail, you will receive an e-mail confirming your registration with your personal **startMG6.mgs** file attached.
 - b. Please read the important info included on the confirmation page and in the e-mail accompanying your **startMG6.mgs** file. If a software update is available, for instance, there will be a link to the Update page where you can download and install the latest MacGAMUT update. Even if you are not registering on your own computer, you can still download and save the Update installer so you can install it on your own computer as soon as

possible. Keep in mind that if you keep your MacGAMUT software up to date, you're much less likely to run into possible bugs in the software!

- c. After you have registered your software and received the e-mail message with your **startMG6.mgs** file attached, you are ready to begin using **MacGAMUT 6**.

Note: If your computer is set up to automatically reject or quarantine attachments from unknown addresses, you may need to temporarily change some options or preferences in order to receive this attachment. Check settings for your e-mail program, anti-virus software, firewall, and/or internet service provider software. Also, if your e-mail program or internet service provider changes the name of the file MacGAMUT sends you, we strongly recommend that you correct the name of the file before you begin using it. The right name will make it a lot easier for you to keep track of your **startMG6.mgs** file. The correct format for this file name is:

[Your Name] startMG6.mgs

If you've done everything you can to allow the e-mail with your **startMG6.mgs** file attached to be delivered to your computer, and your file still does not arrive, please e-mail TechSupport@macgamut.com for assistance.

4. NEVER open MacGAMUT by double-clicking the e-mail attachment. Here's why: with most e-mail programs, each time you start MacGAMUT from the attachment within your e-mail program, you are likely to get a brand new start file, which won't include any info about the work you did when you last opened the software from within your e-mail program. To avoid this problem, before using your **startMG6.mgs** file the first time, please create a **MacGAMUT Work Folder** inside your **Documents** folder, and save your start file in that **MacGAMUT Work Folder**. In most e-mail programs, you can simply right-click on the start file name, choose the **Save** option (e.g., **Save As** or **Save Attachment**), and save the file in the **MacGAMUT Work Folder** you have just created. (If you're using Mail on a Macintosh, you can left-click on the file name and drag the file directly to your **Work Folder**.) If clicking **Save** automatically stores the attachment, and you are not sure where to find the saved file on your computer, you can always use **Find** (Command+F) to search for your **startMG6.mgs** file by name and move it to your **MacGAMUT Work Folder**. If you accidentally start up the MacGAMUT application during this process, please exit MacGAMUT as soon as possible so you do not risk losing credit for any work you may do this first time. Think how disappointed you will be if this happens to you! To be SURE you're accessing the start file with the full record of all the work you have done previously, ALWAYS open MacGAMUT by double-clicking the start file you have stored in your **MacGAMUT Work Folder**.

Note: If double-clicking your **startMG6.mgs** file does not start **MacGAMUT 6** the first time you try it, the problem is easy to fix. Just right-click (or Command-click) on your **startMG6.mgs** file, and select **Get Info**. Click on the **Open with** arrow to make it point downward, and then select

MacGAMUT 6 from the list of applications in the popup menu. Click the **Change All** button, and from then on, double-clicking any **.mgs** file will always open **MacGAMUT 6**.

5. After the colorful opening screen, the **Check Name and Presets** screen asks you to verify that the file you've chosen is really your own **startMG6.mgs** file. This screen also includes the date you last used MacGAMUT. If this is the first time you have used your **startMG6.mgs** file, "new file" will appear in place of the date. In the future, you will want to take a moment to check this last-used date to be certain you are using your most recent **startMG6.mgs** file rather than an older "back-up" version which does not include records of your most recent work.
6. From this point, you can begin working on **MacGAMUT 6**. If you want some pointers about how to keep track of your **startMG6.mgs** file so you don't risk losing credit for the work you've done, or if you'd like some help getting started using the software quickly and easily, watch the two videos in the **Video Tutorials** folder inside the **MacGAMUT 6** folder in your Macintosh's **Applications** folder. If you have any difficulties or questions as you work on MacGAMUT, the answers are probably in the on-screen **MG Help** menu. If you need more information than you find under **MG Help**, check out the **User Guide**, located in the **Text Files** folder inside the **MacGAMUT 6** folder.
7. At the end of every session on **MacGAMUT 6**, it's a good idea to make a back-up copy of your **startMG6.mgs** file, just to be safe. Every time you quit work on MacGAMUT, the software invites you to make a back-up copy and even suggests a name, including the current date. It's always a good idea to keep the back-up copy of your **startMG6.mgs** file on a different drive than your working **startMG6.mgs** file. That way, if you happen to lose your working file, you've still got the back-up copy.
8. The next time you use **MacGAMUT 6**, getting started will be much easier. You'll already have your **startMG6.mgs** file, so you won't have to register again. And you'll only have to reinstall the software from your CD-ROM (and any update you've downloaded from the Web) if you are working on a computer that doesn't have the latest MacGAMUT software installed.

If you have followed these step-by-step instructions and are still having difficulties, you probably haven't followed these instructions step-by-step. Go back to the start and try again, marking off each step as you complete it. If you still can't figure out how to get started with **MacGAMUT 6**, go to our **Tech Support** page at www.macgamut.com where you can e-mail us with the details of your problem or check out other possible solutions.

Note: If you'll be using **MacGAMUT 6** only on your own computer, it's best to store your **startMG6.mgs** file on your computer's hard drive. If you're switching

from one computer to another, you can e-mail your file to yourself, store it on a server, or carry it back and forth on a flash drive or other removable media. If you plan to e-mail your file, please see the **Sending files as e-mail attachments** heading of the **Troubleshooting** section of the **User Guide**.