

Getting started on a Macintosh computer with MacGAMUT 6 (for Download Only Purchasers)

These step-by-step instructions will get you started on any *Macintosh OS X* computer, assuming you have completed a *Download Only* purchase of MacGAMUT from the MacGAMUT website.

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

Follow these steps in order:

- 1) First, you need to register MacGAMUT, using your **MacGAMUT 6** Registration Number e-mailed to you after your online purchase has been approved.
Important: Please be sure to add **www.macgamut.com** to your list of "Trusted Senders" or "Safe Senders," etc., in your webmail account, e-mail program, security software, and anti-virus software so the MacGAMUT e-mail message containing your Registration Number will not be rejected.
After you receive your Registration Number, go to www.macgamut.com/RegisterMacGAMUT.html to register.
- 2) 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.

Important: 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.

- 3) Read the important info included on the web page confirming that you have registered successfully and that your **startMG6.mgs** file has been sent to your e-mail address. On that same page you will find a convenient link to the Web Installer page, www.macgamut.com/UserWebInstaller.html, where you can download and install the latest MacGAMUT software. Even if you are not registering on your own computer, you can still download and save the Web Installer so you can install it on your own computer as soon as possible.
- 4) If you download the Web Installer directly to a Macintosh computer, just follow the on-screen instructions to complete the installation.
- 5) When you install the software from the Web Installer page, the installer will place all the MacGAMUT files, including the Text Files (e.g., **A Quick Start Guide**, **User Guide**, and **MacGAMUT Keyboard Shortcuts**), in a folder labeled **MacGAMUT 6** in your **Applications** folder. .
- 6) You will also want to download two helpful how-to videos (**Managing Your StartMG6.mgs File** and **Exploring the Melodic Dictation Window**) as well as *MacGAMUT Music Theory Basics* from the User Disk Extras page, www.macgamut.com/UserDiskExtras.html. Simply follow the instructions to open and expand each of these downloads, and save them in a location on your computer where you can find them again (perhaps in the **MacGAMUT Work Folder** discussed in step #7).
- 7) **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**.
 - a) 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**.
 - b) 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**
 - c) 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 do this first time.
 - d) 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**.

- 8) 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" copy which does not include records of your most recent work.
- 9) 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 interface quickly and easily, watch the two videos you downloaded from the User Disk Extras page (see step #6 above). If you have any difficulties or questions as you work on MacGAMUT, the answers are probably in the on-screen **Help** menu. If you need more information than you find under **Help**, check out the **User Guide**, located in the **Text Files** folder.
- 10) 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 most recent back-up copy of your **startMG6.mgs** file on a different drive than the one where you store your working **startMG6.mgs** file. That way, if disaster strikes the computer you've stored your working file on, you've still got the back-up copy.
- 11) The next time you use **MacGAMUT 6**, getting started will be much easier. You'll already have your **startMG6.mgs**, so you won't have to register again. And you'll only have to reinstall the software 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**.