

# Getting started on a Macintosh computer with your MacGAMUT 6 disc

These step-by-step instructions will get you started on any *Macintosh OS X* computer, assuming you have your own Registration Number, which you'll find 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 to install MacGAMUT 6 from your disc:**

1. If your Macintosh computer isn't already on, start it up. Put your **MacGAMUT 6** CD in the disc drive and wait a moment for it to appear on your computer's desktop.
2. Install the **MacGAMUT 6** software and files from your CD:
  - a. Double-click the **MacGAMUT 6** disc icon on your Mac's desktop to open it.
  - b. Double-click the **MacGAMUT Installer Folder** to open it.
  - c. Double-click the **MacGAMUT Installer**, and follow the instructions to install **MacGAMUT 6**.
  - d. If you are installing **MacGAMUT 6** for the first time, you will need to restart your computer after the installation process is finished.
  - e. The program installs in a folder labeled **MacGAMUT 6** in your computer's **Applications** folder.
  - f. You'll find the **Text Files** and **Video Tutorials** inside the **MacGAMUT Work Folder** installed in your Macintosh's **Documents** folder. This is also the best place to save your **startMG6.mgs** file and any custom presets or dictation library files your instructor may give you.
3. If you have not yet registered using the Registration Number printed on the **Getting Started** folder inside your CD case to receive your own personal **startMG6.mgs** file, go to **www.macgamut.com** and register now.
  - a. Click on the **Register** link on the left-hand side of the screen to get started, and follow the step-by-step registration procedure.
  - b. Your personal **startMG6.mgs** file will be generated automatically, and you can download it directly from the "**Registration complete!**" page. Just Ctrl+click the link and select "save," "save target as," "save as," or "download linked file as," depending on your browser. To make it easy to find your **startMG6.mgs** file whenever you want to work on MacGAMUT,

- save it in the **MacGAMUT Work Folder** installed in your computer's **Documents** folder.
- c. Please read the important info included on that “**Registration Complete!**” page. If a software update is available, for instance, there will be a link to the **Installers** page where you can download and install the latest updated **Web Installer**. Even if you are not registering on your own computer, you can still download and save the Web Installer so you can install it later on your own computer. 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!
4. The quickest way to start MacGAMUT is by double-clicking the **startMG6.mgs** file you've saved 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 opened is really your own **startMG6.mgs** file. This screen also includes the date you last used MacGAMUT. The first time you use your new **startMG6.mgs** file, "new file" will appear in place of the date. Get in the habit of double-checking that “date last opened” to be sure you are opening the same file you used last time rather than an older **BACKUP** 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 Work Folder** installed in your Macintosh's **Documents** folder. If you have any difficulties or questions as you work on MacGAMUT, the answers are probably in the on-screen **MG Help** menu at the top of every exercise screen. If you need more information than you find under **MG Help**, check out the **User Guide 6** file you'll find in the **Text Files** folder inside the **MacGAMUT Work Folder** installed in your Macintosh's **Documents** 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 which includes the current date. It's always a good idea to keep a 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 (and any updated **Web Installer** you've downloaded) 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](http://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 in your **MacGAMUT Work Folder** in your **Documents** folder 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. But if you plan to e-mail your file, please see the **Questions about sending files as e-mail attachments** section on the **MacGAMUT FAQs** page at [www.macgamut.com](http://www.macgamut.com).