

# Getting started on a Macintosh computer with MacGAMUT 6 (*Download*)

These step-by-step instructions will get you started on any *Macintosh OS X* computer, when you make a *Download* purchase of **MacGAMUT 6** from the MacGAMUT website.

**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 as a download:**

1. First, download and install the **MacGAMUT 6** software. Yes, you can complete the download and installation even before you make your online purchase. You just won't be able to use the installed program until you've paid for it!
  - a. From the **Home** page at [www.macgamut.com](http://www.macgamut.com), follow the links from the **Installers** link on the left-hand side of the screen to go to the **MacGAMUT Web Installers** page.
  - b. Read the "**How-to**" **Videos** paragraph before scrolling down to click the appropriate installer for your computer and system.
  - c. You'll find the downloaded Installer in your Macintosh's **Downloads** folder. (If you are not working on your own computer, you can copy the Installer to a flash drive so you can install it later on your computer.)
  - d. The Installer will start automatically when you open the Installer package. Just follow the instructions to complete your installation.
  - e. If you are installing **MacGAMUT 6** for the first time, you will need to restart your computer after the installation process is finished.
  - f. The program installs in a folder labeled **MacGAMUT 6** in your computer's Applications folder.
  - g. You'll find the various **Text Files** 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.
2. To complete your installation, download two helpful how-to videos—**Managing Your StartMG6.mgs File** and **Exploring the Melodic Dictation**

**Window**—both designed to save you time and trouble as you start using MacGAMUT.

- a. From **www.macgamut.com**, click the **MacGAMUT 6** link on the left-hand side of the page and select **Extras** from the sub-menu or click the **User Disk Extras** link on the **Web Installers** page.
  - b. Download the Macintosh files for each of the two videos, and save both to your computer (perhaps to that **MacGAMUT Work Folder** in your Macintosh's **Documents** folder).
3. OK, now it's time to make your download purchase, so you can actually use the program.
    - a. From **www.macgamut.com**, click any of the various **Order** or **Order Online** links.
    - b. Select your product and quantity, and continue through the checkout process.
    - c. As you complete your purchase, the "**Thank You**" screen acknowledging your order will include your nine-digit **Registration Number**, which you need to use to download your personal **startMG6.mgs** file (your "ticket" to use the MacGAMUT program). Write this very important number down (or print the page); you'll need it to create your **startMG6.mgs** file
  4. Now, you need to register MacGAMUT, using that **Registration Number** assigned to you as you completed your online purchase.
    - a. From **www.macgamut.com**, click 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 right-click (or 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.
  5. The quickest way to start MacGAMUT is by simply 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 Ctrl+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**.
  6. 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.

7. 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 Video Tutorials you downloaded in Step 2 (above). 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 computer's **Documents** folder.
8. 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.
9. 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 from the **Web Installer** you've downloaded if you are working on a Macintosh 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).