

Upgrading from *MacGAMUT 2003* to **MacGAMUT 6**

Who can upgrade FREE to MacGAMUT 6? Anyone who buys MacGAMUT software is entitled to one FREE upgrade to the next release. In other words, if you bought a **MacGAMUT 2003 User Disk**, you can download a FREE upgrade to **MacGAMUT 6** from www.macgamut.com. If the last MacGAMUT software you purchased was **MacGAMUT 2000** (or an even earlier version), please visit www.macgamut.com to purchase **MacGAMUT 6!**

Upgrading from MacGAMUT 2003 to 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.

First, download the MacGAMUT 6 upgrade from www.macgamut.com and install it. Everything you need to upgrade to **MacGAMUT 6** is included in this free download. (If you are using MacGAMUT for a course, the software may have already been installed on the computers in your music department's lab, so you may not need to download and install the **MacGAMUT 6** upgrade yourself, unless you will be using MacGAMUT on other computers as well.)

- *In Windows:* To install the Upgrade, click **Open** on the **Download complete** dialog box, or start by double-clicking the **.exe** file you have downloaded. Once the file has been unzipped, the installer will start automatically. Just follow the on-screen prompts to complete the installation.
- *On Macintosh:* If you download the upgrade file directly to a Macintosh, it should automatically open the installer. Just follow the on-screen prompts to complete the installation.

Second, upgrade your MacGAMUT 2003 start2003 file. **MacGAMUT 2003** used a file named **start2003.mgs** to maintain a record of your work and to serve as your key to access the software; **MacGAMUT 6** uses an upgraded file, named **startMG6.mgs**. You can upgrade your **start2003.mgs** file to the new **startMG6.mgs** format on either a Windows or Macintosh computer. Upgrading your file to the new **MacGAMUT 6** format from **MacGAMUT 2003** is easy and need only be done once.

After you have installed the new **MacGAMUT 6** software on a computer (either Windows or Macintosh), double-click your old **start2003.mgs** file.

- *In Windows:* **MacGAMUT 6** will open.

- *On Macintosh:* If you see the familiar **Macintosh 2003** opening screen (with green banners) instead of the new **Macintosh 6** opening screen (with blue banners), or if **MacGAMUT 2003** is the name of the application that opens (the name will appear at the top left of the program window's menu bar), your Macintosh is still linking to the old **MacGAMUT 2003** application. Fortunately, the problem is easy to fix. First close **MacGAMUT 2003**. Then right-click (or Ctrl-click) on your **start2003.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**.

MacGAMUT will ask if you want to upgrade your **start2003.mgs** file, and it will also reassure you that your **start2003.mgs** file will not be altered during the upgrade process. Click **YES** (or **CONTINUE** on Macintosh), and you will be asked to save your new **startMG6.mgs** file. The computer will suggest a new name that ends with **startMG6.mgs**. The default location for saving the file will probably be the same place your **start2003.mgs** file is saved, but you should double-check the location so you know for sure where to find your new **startMG6.mgs** file. Click **SAVE**, and MacGAMUT will translate the information in your old **start2003.mgs** file to the new format required for your **startMG6.mgs** file and then save it using the file name and location you specified.

IMPORTANT: Once your **start2003.mgs** file has been upgraded to the new **MacGAMUT 6 startMG6.mgs** format, be sure to start up from your new **startMG6.mgs** file every time from now on. All of your statistics and presets from the old file are preserved in the new file, so you can begin working wherever you last worked in **MacGAMUT 2003**, and you won't lose credit for any work you did prior to the upgrade. It's still a good idea to keep a copy of your old **start2003.mgs** file in a safe place, however. If disaster strikes and you lose your working **startMG6.mgs** file and all back-up copies, you could again use your old **start2003.mgs** file to create a new **startMG6.mgs** file, following the same procedure. Once you have your replacement **startMG6.mgs** file, store a copy of your old **start2003.mgs** file in a safe place again, just in case you ever need yet *another* replacement file. Sorry, but a replacement file will start you back at wherever you were when you last used **MacGAMUT 2003**. So you really don't want to lose all copies of your **startMG6.mgs** file!

Keeping track of your startMG6.mgs file: Your **startMG6.mgs** file is a vital part of your **MacGAMUT 6** software, and you'll need to locate it each time you use the software. In fact, the quickest way to start the **MacGAMUT 6** application is by double-clicking on your **startMG6.mgs** file. Both Windows and Macintosh computers will keep complete records of your MacGAMUT work in this file, automatically updating your statistics as you work. It also stores your "presets,"

either the original settings that come with the program or customized presets designed by your instructor. You can change the **startMG6.mgs** file's name, if you want, but always keep that **.mgs** on the end.

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**. If you will be using a removable media disk on both Windows and Macintosh computers, keep in mind that almost all Macintosh computers can read PC disks just fine, but Windows computers *cannot* read Mac disks without having additional software installed.

Saving backups: Whatever you name it, and however you store and move it, be sure to keep a recent back-up copy of your **startMG6.mgs** file on a different disk. Think of it as insurance, just in case something happens to the file you're using. **MacGAMUT 6** makes it easy for you to back up your **startMG6.mgs** file each time you leave the program. It even suggests a back-up file name, including the date the back-up copy was made. Make as many back-up copies as you want and keep at least your two most recent back-up copies, but be sure to start up from the file you used last whenever you go back to work on MacGAMUT. If you use an out-of-date file, you'll lose credit for all the work you've done since it was written.