

# PWGL README

## 1 Installing PWGL

Unzip the archive and move it to a location of your choosing. Most operating systems have an established location for storing applications.

### 1.1 For Macintosh Users

Users of PWGL for Macintosh OS X need to install a shared library called libsndfile: [www.mega-nerd.com/libsndfile/](http://www.mega-nerd.com/libsndfile/)  
Use the provided installer found inside the PWGL distribution folder (PWGL-shlibs.pkg.zip)

### 1.2 For Windows Users

Windows XP users may have to download and install Microsoft.VC80.CRT DLL. See instructions here:  
<http://www.lispworks.com/kb/ae9614269ce80ab9802571c00068fa58.html>

## 2 Getting Started

### 2.1 Choosing the Right Version

PWGL is distributed in two different versions:

- (1) as a standalone application. This is called PWGL Application.
- (2) as a pre-compiled lisp file, that can be loaded on top of LispWorks. This is called PWGL Binaries. You need to have a licensed copy of LispWorks 6 in order to use PWGL Binaries.

The PWGL folder includes both the application and binaries.

## 2.2 Using PWGL

When PWGL is launched the main menu bar contains a menu called Utilities. This menu is used to switch between Listener (Command/Control + L; not available in PWGL Application), PWGL output (Command/Control + B) and PWGL (Command/Control + 1).

The main windows of PWGL also contain a Help menu which gives access to PWGL Help and ENP Help. Both of which contain useful information and examples that aim to provide an introduction to PWGL.

## 2.3 Using PWGL Binaries

- (1) Start LispWorks
- (2) Use the preferences to set the init file to 'PWGL/lw/init.lisp'
- (3) Quit
- (4) Restart LispWorks
- (5) Type Command/Control + 1 (depending on the platform) to load PWGL. This must be done every time you want to use PWGL.

## 2.4 For Advanced Users

The documentation/publications folder contains articles that are useful for understanding some of the advanced tools in PWGL dealing with constraint programming, scripting, ENP-score- notation, and box creation.

The documents found in documentation/programming, in turn, provide information for users who want to develop software for PWGL

## 3 Important

PWGL creates automatically a folder called PWGL-User into the current user directory. Here you can store your private work, such as User-libraries, sound-files, abstractions, patches, etc. PWGL stores all user preferences in PWGL-User/Preferences.

Remember to backup your private files in case you have stored your work inside an older PWGL version.