

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/
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.