

Installing GUESS on Mac OS 10.3+

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Quick Intro

Installing the beta version of GUESS on a Mac can be challenging if you are not familiar with the Terminal. These instructions for Mac installation presume no prior knowledge of back-end operations. I owe many thanks to Mick McQuaid for patiently helping me through this learning experience.

Download and Unzip

Download the most recent version of GUESS. Your Mac should automatically unzip the file with StuffIt. Drag the GUESS folder, titled “guess,” into Applications.

Get the guess.sh File Working

The guess.sh file is the file you will use to open GUESS, which you must customize to your computer. The GUI will not open automatically, but it is very easy to learn how to open GUESS from the Terminal.

Change the Line Breaks

You will need to change the line breaks in the guess.sh file in order to run it; this can be accomplished in a text editor. For very untechnical people, a simple and free text editor that will work well is TextWrangler. The native Mac text editing application, Text Edit, is not necessarily going to do this for you. This is very easy in TextWrangler; when you finish customizing the guess.sh file (as outlined below) simply Save As, and a dialog box will offer you a choice of line break formats. It should show DOS as the selected type; use the drop-down menu to change this to Unix. If you use a different sort of text editor, you will have to change the (sometimes invisible) line breaks from DOS to Unix in another way, but this is a critical step. The file will not work with DOS line breaks!

Customize the guess.sh file

Use a text editor to open the guess.sh file in the guess folder. Lines 4 through 6 should appear like so:

```
# edit the line below
# export GUESS_HOME="/home/whatever/.../guess"
export GUESS_LIB="$GUESS_HOME/lib"
```

If you have renamed your default Applications folder, you will need to adjust the following to match the location of your folder named guess. Change lines 4 through 6 so that they appear like so:

```
# edit the line below
export GUESS_HOME=/Applications/guess
export GUESS_LIB=$GUESS_HOME/lib
```

What you have done is change the file path, delete one number sign, and four quote marks. Save the document, ensuring that the line breaks are in Unix and not DOS format.

Into the Terminal

The Mac Terminal takes Unix commands; if you haven't used them before, don't let it scare you off. GUESS is worth learning the Terminal. If you have used command-line operations on a PC, then the Mac Terminal won't be too unfamiliar. Those familiar with the Terminal probably won't need this section.

Open the Terminal and Check Your Bash

You will need to ascertain whether you have the right technology to run GUESS. Open the Terminal by double-clicking on the application icon. When the Terminal window opens, you should see a message that reads, "Welcome to Darwin!" If you are not using the Darwin version of the Terminal you will need to update, and then you can get started. At the prompt, type:

```
which bash
```

The computer should reply:

```
/bin/bash
```

If that's what happens, you're all set. If not, consult your local Mac whiz!

Get Thee to the GUESS Directory

Now you will get to navigate through filespace. The Terminal is very similar to the PC in this regard. If you placed the guess folder in your Applications directory (file names are always case sensitive) then type in the following:

```
cd /Applications/guess
```

The command prompt will change to reflect your new location in the file structure, which should look just the same as the modification you made to the guess.sh file. At this point, you will do some file modifications to get GUESS up and running.

Do Some Magic Tricks

If you're non-technical, this next bit is nothing more than some nice computer magic. It modifies the .jar files so that your system can run them. Starting off in the guess directory, type the following at the Terminal prompt:

```
chmod 744 *.jar
```

Magic. Now navigate to the next directory with Java (.jar) files to modify and fix them up by typing:

```
cd lib
```

... and then...

```
chmod 744 *.jar
```

Try It Out!

Now it's time to test and see if everything works properly. Use the same command as before to return to the primary guess directory, and type:

```
. guess.sh sample.gdf
```

Computer commentary about processing new jars will roll by, and then the GUESS window appears. From this point on, you can use the GUI instead of the command line; however, you must use the command line to open the application. The details about options for running GUESS from command line that are presented in the GUESS handbook, such as using -m to allow multiple edges, all apply to the Mac version. Note that if the .gdf data source that you are opening is not in the same directory as the guess.sh file, you have to specify the file path exactly.