

ESPS/Xwaves on Mac OS X

(test system: MacBook Pro/Intel running Mac OS X v10.5.7 Leopard)

1) Intel Macs only

Download, unpack and install universal xview libraries from

<http://www.yorku.ca/logand/macosx/packages/xview-universal.zip>

(the esps60.6.linmac source package includes xview libraries but these are not universal binaries; I guess they'll work with PPC Macs)

2) Download and uncompress ESPS-sources from

<http://ldc.upenn.edu/software/esps60.6.linmac.src.tgz>

3) Run esps60.6.linmac.src/ESPS/general/SETUP

4) Intel Macs only

Edit the appropriate variables in esps60.6.linmac.src/ESPS/general/emake so that the make process does recognize the xview installation (step 1):

```
XVIEW_INC="/usr/openwin/include"  
XVIEW_LIB="/usr/openwin/lib/libxview.a /usr/openwin/lib/libolgx.a -L/usr/X11R6/lib -lX11"
```

5) non-Bash environment:

edit esps60.6.linmac.src/ESPS/general/ESPS_INSTALL; add in the first line: `#!/bin/sh`

6) Run esps60.6.linmac.src/ESPS/general/ESPS_INSTALL

7) Set up your environment (see esps60.6.linmac.src/README.TXT)

Now you have working ESPS binaries and a working Xwaves GUI. But there are still problems with audio output (and, presumably, also audio input), at least on my test system (Intel Mac with Leopard); on older Macs (PPC?) everything might work. To solve the output problem I tried to customize ESPS_BASE/bin/Mplay using the `afplay` command but couldn't find a satisfying solution yet.