

Simple steps to install free and open source publishing software on your Mac. Tested with Max OS X version 10.4.10, but will very close from 10.3.

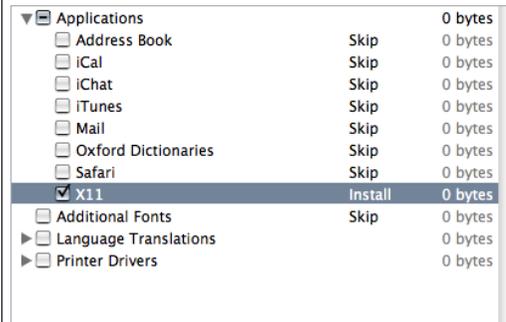
We will install :

- » Open Office (word processing and spreadsheets)
- » Gimp (bitmap image editor)
- » Inkscape (vector image editor)
- » Scribus (page layout editor)
- » Fontforge (font editor)

X11

Open Office, Gimp, Inkscape and FontForge need the X11 environment to run.

You can find it on your Mac OS X Install disc 1, in the Optional Installs package.



Or you can find it on a student website <http://cjmart.in/index.php?s=x11>
Decompress and install the package.

OpenOffice

Go to <http://download.openoffice.org>
Download OpenOffice.org - Version: 2.3.0 (Stable) — Mac OS X — >10.3 & X11
At start, it launch X11 automatically.

Gimp

Go to <http://www.gimp.org/downloads>
Download, decompress and install the dmg.
At start, it launch X11 automatically.

Inkscape

Go to www.inkscape.org/download
Download, decompress and install the dmg.
At start, it launch X11 automatically.

Scribus

Go to <http://www.scribus.net> then « Download » link. To install, follow these directions:

- » Download and unpack Python 2.4. Move the Python framework to /Library/Frameworks.
- » Download and unpack Ghostscript. Move the framework to /Library/Frameworks.
- » Download and unpack ScribusAqua-1.3.4. Move Scribus.app to some convenient folder, eg. /Applications.
- » Double-click on the Scribus application. If everything goes well, the splash screen should appear
- » On first start Scribus will scan all available fonts on your system. That may take upto one hour. Be patient, it is only needed on the first run.

Scribus does not need X11 to run.

FontForge

Go to <http://fontforge.sourceforge.net>
Obtaining one of my pre-built packages
There is builds for Mac 10.5 & 10.4 (I post different builds for the two systems because they provide different python libraries). Neither of these builds will work on 10.3. If you wish a 10.3 or earlier build you must build from source.

The mac release will be called something like "FontForge-200xxxxx.pkg.sitx
Then you have the joy of choosing a mirror site (pick one that's on the same continent you are) and click on the little icon in the download column
Then you wait. After a bit you get another copy of this same page. After an even longer time your browser notices that you've started a download.

Generally your browser will decompress the package after pulling it down, and then start the install process itself.
If this doesn't happen, find the package (it's usually on the desktop) and double-click on it.
The install will request your password (to make sure you have the right to do an install on your machine, and then ask some innocuous questions, and proceed to install.

Before you can start FontForge you must start X11. You do this by opening the Utilities sub-folder of the Applications folder and double-clicking on X11. This will bring up a new menu bar, and under the Applications menu you should find an entry for FontForge.

Remember : « FontForge does not conform to Apple's Human Interface Guidelines. FontForge never will. Don't expect it to look like a normal Mac Application. It doesn't. »