How to Install MycoMatch 2.4 on a MAC

Preparation

- 1. If you have MACOS Catalina 10.15.4 or higher (or Big Sur or something even newer) then download the NEW MycoMatch for MAC ZIP file from www.mycomatch.com.
- 2. If you have MACOS that is older than Catalina, download the OLD MycoMatch for MAC ZIP file.
- 3. If your MACOS version is Catalina 10.15.0 through 10.15.3, you can try the NEW version, but you may need to update your Operating System before it will work.
- 4. Make sure you are logged on as the administrator for your computer

Installation

- 5. Move the ZIP file you download from your DOWNLOADS folder to your main APPLICATIONS folder (it may not work elsewhere). Do not put it in your user account applications folder, that's not the same.
- 6. Double-click the ZIP file to expand it and create the application. Once the application appears, you can delete the ZIP file.
- 7. Do not double click the application and try to run it yet. It won't work. It will say "MycoMatch is damaged and can't be opened. You should move it to the Trash." That is not true, so ignore that message if you did try to run it.
- 8. MACs will no longer let you run programs you download from the internet, unless you specifically allow it for a particular program. This step will only allow MycoMatch to be run, it will not allow any other programs from the internet to be run as well. You need to run the "Terminal" application, which you can find by running the "Launchpad" application, searching for "Terminal" and then double-clicking that app. Inside the terminal window, type the following two lines, pressing RETURN after each line:
 - cd ../../applications
 - xattr -drs com.apple.quarantine "MycoMatch Mac 2.4.1.app"

If you get an error, it probably means you are not logged in as an administrator, or you did not expand the application from the ZIP file into your main APPLICATIONS folder.

9. At some point soon, you may be told you need to install Rosetta. If so, do what it says to install it. This is because you have one of the MACs with the M1 ARM CPU and MycoMatch is made for Intel CPUs. Rosetta will allow programs made for the Intel CPU to work on your MAC.

10. Double-click the "MycoMatch Mac 2.4.1" app that was extracted from the ZIP file to run MycoMatch. Give it a minute to start up. If it doesn't work, please contact the authors.

Issues and Bugs in the MAC version

- 1. In order to right-click on the MAC, you click on the trackpad with two fingers at the same time. For instance, doing this on a word you don't understand in the Match Form will bring up a "What's This" option to explain it.
- 2. When the instructions call for pressing the "Delete" key, you must press F1 instead (for example, when removing species from a match list).
- 3. After you minimize MatchMaker, clicking on the mushroom icon may not restore the window, but you must click on the document icon that was also created on the right hand side of the app bar. Or, you can choose the WINDOW menu item and choose the window by name, it will be the bottom choice on the menu (choosing Bring all to Front does not always work).
- 4. When you reduce the size of the images, some colour corruption occurs.
- 5. Glossary hyperlinks do nothing when you click on them, so that option has been turned off by default. Do not bother to turn it on.
- 6. The RANGE menu item does not work, every map is solid red.
- 7. DO NOT attempt to upgrade the Pictorial Key or Tables from the menus, that is for PCs only. MAC users will be provided with an entirely new version when an update is available.

If you are using the OLD version for pre-Catalina, you may also have the following issues, which seem to be corrected in the new version:

- 1. When using "Options/Allow Multiple Illustrations", previous illustrations will be hidden behind the main window when a new illustration is brought up.
- 2. When clicking on a menu item, the sub-menus may not show the right text, or they may be greyed or un-greyed incorrectly until you move the mouse over them.

Please contact us if you have trouble installing this program!