

Installation instructions for xkl on Windows

Prerequisites

The installation of xkl on Windows requires the Cygwin software package to be installed on Windows. Installation instructions can be found at <https://x.cygwin.com/docs/ug/cygwin-x-ug.pdf>; during the installation procedure select the **lynx** package for installation.

After the installation procedure is complete, open a Cygwin terminal from your Desktop or Start Menu. From the terminal:

- install the **apt-cyg** utility using lynx, by running the commands:

```
lynx -source rawgit.com/transcode-open/apt-cyg/master/apt-cyg > apt-cyg
install apt-cyg /bin
```


(detailed installation instructions are available at <https://github.com/transcode-open/apt-cyg>)
- use apt-cyg to install the packages required by xkl by running the following command:

```
apt-cyg install wget cygwin-devel gcc-core libXmu-devel libXmu6
libXmuu1 libXt-devel libXt6 make makedepend motif libXm-devel xorg-
server xinit libguile2.2_1 libgcl libltdl7 libmpc3 libisl23 libX11-
devel xorgproto binutils libSM-devel libICE-devel libXpm-devel
mingw64-x86_64-runtime libXm4 xterm libfontconfig1 libXpm4
libXinerama1 libXft2 libXaw7 libICE6 libSM6 libXrender1 libjpeg8 sox
libsox3 libFLAC8 libgsm1 libid3tag0 libmad0 libogg0 libmp3lame0
libopus0 libopusfile0 libsndfile1 libtwolame0 libvorbis0
libvorbisenc2 libvorbisfile3 libwavpack1 libgomp1 libguile3.0_1-
3.0.8-1 libcrypt2-4.4.4-1 libunistring2-0.9.10-1 libX11_6-1.8.1-1
libxcb1-1.15-1 libXau6-1.0.11-1 libXdmc6-1.1.4-1 libxcb-xfixes0-
1.15-1 libxcb-util1-0.4.0-1 libxcb-image0-0.4.1-1 libxcb-icccm4-
0.4.2-1 libxcb-ewmh2-0.4.2-1 libxcb-composite0-1.15-1 libtirpc3-
1.3.3-1 libpixman1_0-0.42.2-1 libXfont2_2-2.0.6-1 libfontenc1-1.1.7-1
libfreetype6-2.12.1-1 libgssapi_krb5_2-1.15.2-2 libxcb-shm0-1.15-1
libbrotldec1-1.0.9-2 libpng16-1.6.37-1 libk5crypto3-1.15.2-2
libkrb5_3-1.15.2-2 libkrb5support0-1.15.2-2 libcom_err2-1.44.5-1
libbrotlicommon1-1.0.9-2
```
- run again the Cygwin installer, select all pending libraries and install them.

Installation procedure

- Copy the source folder **xkl3.2win** to **C:\cygwin64\home\<username>** (where <username> is the windows user name used during the Cygwin installation).
- Open a Cygwin Terminal and issue the **ls** command: the **xkl3.2win** folder should show up in the terminal.
- Move into the folder with the command:

```
cd xkl3.2win
```
- Execute the following commands:

```
make clean
make
```

Running xkl

- Start the Xserver. This can be done in several ways:
 - by selecting the Xwin Server icon in the Windows Start menu,
 - by opening a Cygwin terminal and running the commands:

```
xinit -- -multiwindow
export DISPLAY=:0.0
```
 - by running the script **xserver_init_script** provided along with the source code, that executes the same commands. Copy the file in the **xkl3.2win** folder and run the command

```
./xserver_init_script
```

- The above commands will open an xterm shell. In this shell move into the folder containing the xkl executable with the command:
`cd xkl3.2win/xkl`
- You can now start xkl with the command:
`./xkl-3.2`
but it is preferable to open it by directly providing an input .wav file (see *Notes and caveats* for the reason) by typing (e.g. for the file *heavens.wav*)
`./xkl-3.2 heavens.wav`

Notes and caveats

- The above procedure has been tested under Windows 11, but it should work on earlier Windows versions.
- Some of the windows are hidden at random when xkl is opened without providing an input file, and when it happens windows stay hidden even when a file is opened. However, the issue does not seem to appear when an input file is provided at launch.
- .wav files generated by most acquisition programs (e.g. Audacity) adopt MS headers, while xkl requires Klatt headers. MS .wav files can be converted by using the *ms2kl* program, that is generated during the compilation in the *xkl3.2win/utils* folder. Just copy the MS .wav file (e.g. *test.wav*) in the *utils* folder, and in a Cygwin terminal type the commands
`cd xkl3.2win/utils`
`./ms2kl test.wav`
that will generate in the same folder a new .wav file named *test_kl.wav* that can be opened with xkl.
- The play function uses the *sox* tool and two scripts in the *utils* subfolder. This is transparent to the user, provided that the internal folder structure under *xkl3.2win* is not changed, and the application is launched in a Cygwin terminal or xterm shell from the directory *xkl3.2win/xkl*.
- The record function also uses the *sox* tool and two scripts in the *utils* subfolder. When a recording is started, the user is required to provide a file name that is used to save the recorded waveform in the *xkl* folder using the Microsoft (MS) .wav format. A version of the waveform is also saved in the Klatt format with the same name extended with the suffix *_kl*, and automatically opened in *xkl*.