

GNU Regression, Econometrics and Time-series Library This is free software under the GNU General Public License.

Installation

Just drag Gretl_Folder to somewhere suitable on your system (such as your Applications folder or Desktop). Once it is in place you can rename the folder if you wish (*before* running the program for the first time).

To run gretl, go into Gretl_Folder and double-click on the gretl program icon. You can drag this icon onto the dock if you want a quick launcher.

Note: although you may rename the top-level gretl folder, do not move or rename any components within that folder or the program will break.

System requirements

This gretl package has been tested on Mac OS \times v10.2.4 ("Jaguar"). I gather it works on version 10.3 ("Panther"), although there may be a problem with fonts (see below). It almost certainly will not work on any Mac operating system prior to 10.2.

The package requires Apple's X11 for Mac OS. At one time this was available as a "beta" for OS X v10.2. It is currently (July, 2004) available as an "optional install from the third Mac OS X v10.3 Panther CD" (quoting the Apple website). If you're running v10.2 and have not already installed X11 I think you're probably out of luck.

The package does *not* depend on third-party enhancements for OS X such as Fink.

Fonts

When you start gretl you may find that the font used for the menus is poorly chosen—or, worse, that the menus display lots of funny little squares where letters should be.

If the menus are legible but the font is not good, you can try selecting a different font under the "File, Preferences, Menu font" menu item. If the menus are not legible at all, you might try this repair:

- 1. Navigate to the bin folder inside Gretl_Folder.
- 2. Open the file gretl.sh in a text editor.
- 3. Replace the line (near the top), export GDK_USE_XFT=1, with export GDK_USE_XFT=0, and save the file.
- 4. Restart gretl.

Documentation

When you start gretl, please consult the program's Help menu for documentation in various formats.

Notes for OS X hackers

You will notice that this is not a very slick packaging job. I had intended to produce a proper OS X "bundle" for gretl, but failed to do so. I'm not sure whether this is due to my lack of familiarity with Mac concepts, to bugs in the tools I was using, or to problems with the system on which I was trying to build the bundle (OS X 10.2.4, which had to be "recovered" after an abortive attempt to update to 10.2.8).

Briefly, this was my experience:

Tried osacompile, which I had read would compile a text representation of an AppleScript into a bundle skeleton using something like

osacompile -o foo.app foo.txt

But this produced a zero-byte output file.

Tried the Apple Package Builder app, having first arranged my files in the layout of a bundle (Contents/MacOS, Contents/Resources and all that). This produced a spiffy-looking package, but when I installed it nothing worked. It didn't seem to act like a real bundle and the script wouldn't launch (with cryptic numeric error codes).

Tried the third-party App Bundler. This looked promising, but when it came to actually building the bundle the program bombed out with an error message, "Unable to create resource files."

I'd appreciate any guidance on how to get this right. In the meantime, here's a description of how the package is currently set up.

The gretl program icon represents a little AppleScript, which just activates X11, changes directory into the bin folder of the package, and launches gretl.sh.

The shell script gretl.sh then does most of the work, setting up the environment so that the GTK libraries and gnuplot will work in an arbitary location. Once all the environment variables are set, this script launches the real executable, gretl_x11.

If the AppleScript launcher doesn't work for you (Panther issues?) you could try opening an xterm, going into the bin folder of the gretl package, and executing gretl.sh manually.

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