

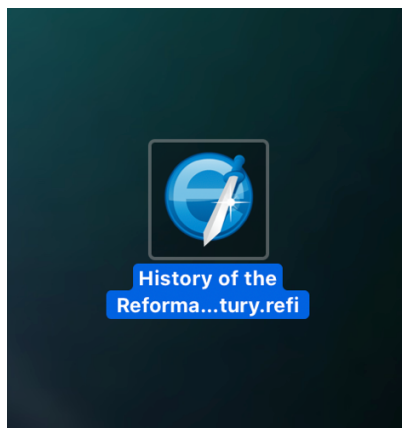
How To Import Resources into e-Sword X

A lot of people seem to get confused about how to install resources into e-Sword on the Mac. The confusion arises, I think, because the methods are different between the Mac version and the Windows version.

In Windows, you manually move the resources into the folder where the e-Sword executable is installed, usually something like “C:\Program Files\e-Sword” or “C:\Program Files (x86)\e-Sword”.

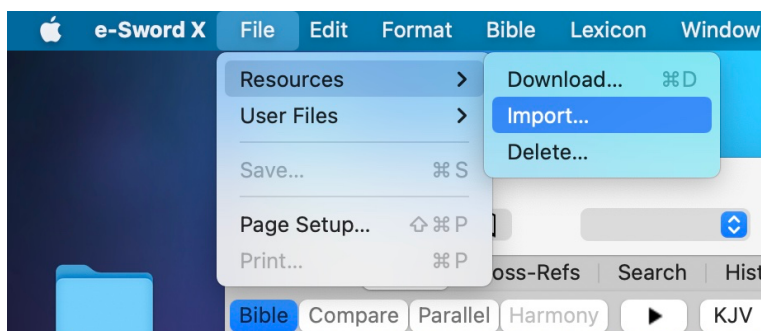
The Mac version doesn’t work this way. However, the method used on the Mac is simpler, in my opinion. Here’s the run down:

If you want to install one or a few files, the easiest method is simply to double-click the file in the Finder, et voila, it will automatically open.

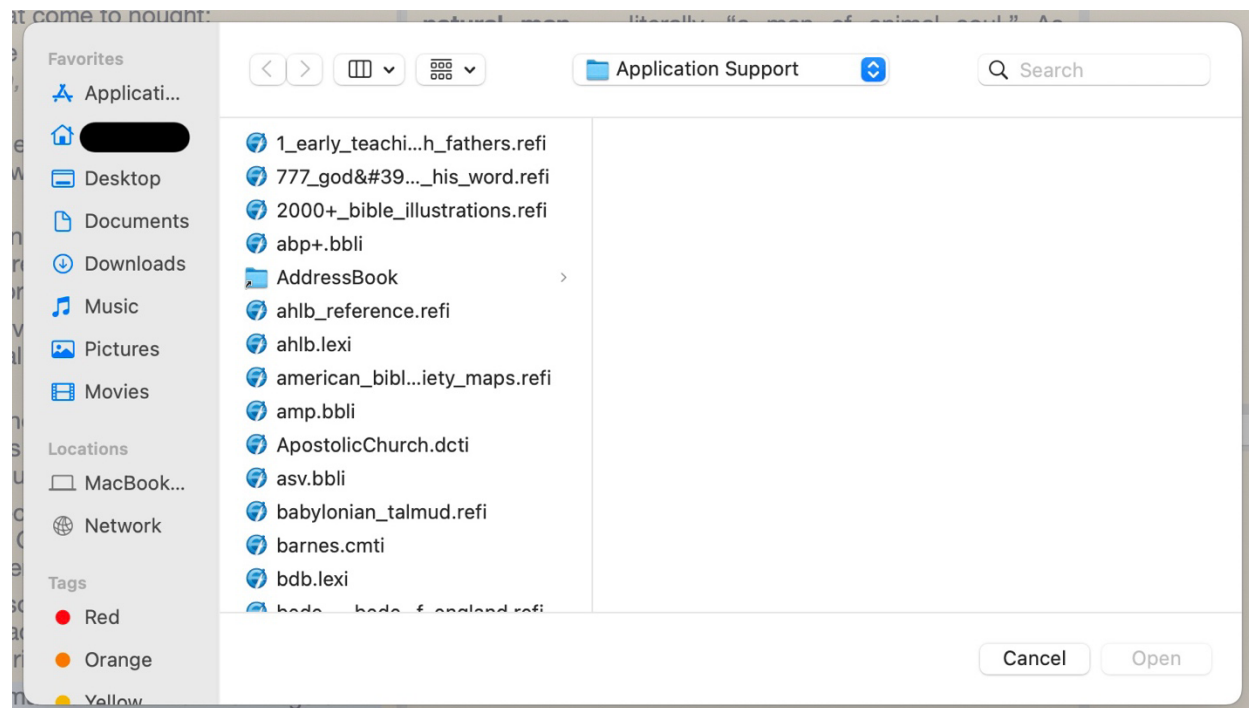


Another method, and the one that would be best if you plan to import multiple files, is as follows:

With e-Sword X as the front-most application, choose from the menu bar File>Resources>Import... as shown below:



A standard open file dialog will appear, from which you can choose multiple resource files.



After having selected the files that you want, click the “Open” button at the bottom right of the dialog, and the files you have chosen will automatically be imported into e-Sword X, and will appear right away for use within e-Sword.

Note: any files that you open through either method will be *moved* into the proper e-Sword folder, which is to say that they will no longer be in the folder that you opened them from.

Just for interest’s sake, the actual folder where installed e-Sword X resources are kept is:

~/Library/Containers/net.e-sword.e-Sword-X/Data/Library/Application Support

Files can be manually moved here as you would in the Windows version of e-Sword, but it is much easier to use the methods outlined above.

A Very Important Note: resources to be installed must be in the proper format, meaning that they must have the following file extensions: .bbli, .cmti, .dcti, .refi, .lexi. Windows versions *will not* work.