We have a standard environment that we use for EPIC development on the Mac. We are currently using Macintosh Common LISP (MCL) 2.0.1.

The standard EPIC environment includes three files in the MCL application directory. These files should be loaded automatically when starting MCL:

- **init.lisp**: Sets up a few MCL environment variables and loads...
- **username-init.fasl**: (username changes from person to person)
  Sets up a slew of EPIC and GOMS-related directory variable names, at least one of which must be modified when installed on a new machine. Specifically, in the line

  ```lisp
  (setq *top-dir (make-pathname :directory "Hard Drive"))
  ```

  “Hard Drive” should include the name of the Mac’s hard drive.
- **fix-hardcopy-header.fasl**: Shortens the page header of printouts.

The standard EPIC environment includes a folder on the desktop called “Files”. In the “Files” folder, you will find a structure such as this:

![EPIC-Work directory structure](image)

**How to Run the Wickens Model**

In the “wickens” folder...

Open and evaluate “wickens-load.lisp”.

Open and evaluate “wickens.script”.