Why macOS Blocks Grignoteur 2.0?

Because I'm an independent artist releasing freeware, not a signed developer, Gatekeeper will flag the app. You can work around this easily.
How to Launch It? I've asked some Mac user friends and here is what worked for them:

METHOD 1
Open Terminal and run these two commands:

xattr -dr com.apple.quarantine "Grignoteur 2.0.app"
open "Grignoteur 2.0.app"

Make sure you're in the folder where the app is located, or adjust the path accordingly (e.g., ~/Downloads/Grignoteur 2.0/Grignoteur 2.0.app).

METHOD 2
Run this only command in the Terminal:

chmod +x '/Users/YOUR_USER_NAME/Downloads/Grignoteur 2.0/Grignoteur 2.0.app/Contents/MacOS/Grignoteur 2.0'
(You need to adjust the path to match the location of the folder containing the app. Replace YOUR_USER_NAME with your macOS username, and change Downloads if you placed the folder somewhere else.)

Go to System Settings - Privacy & Security.
You should see a message saying that Grignoteur 2.0 was blocked. From there, you can authorize it.

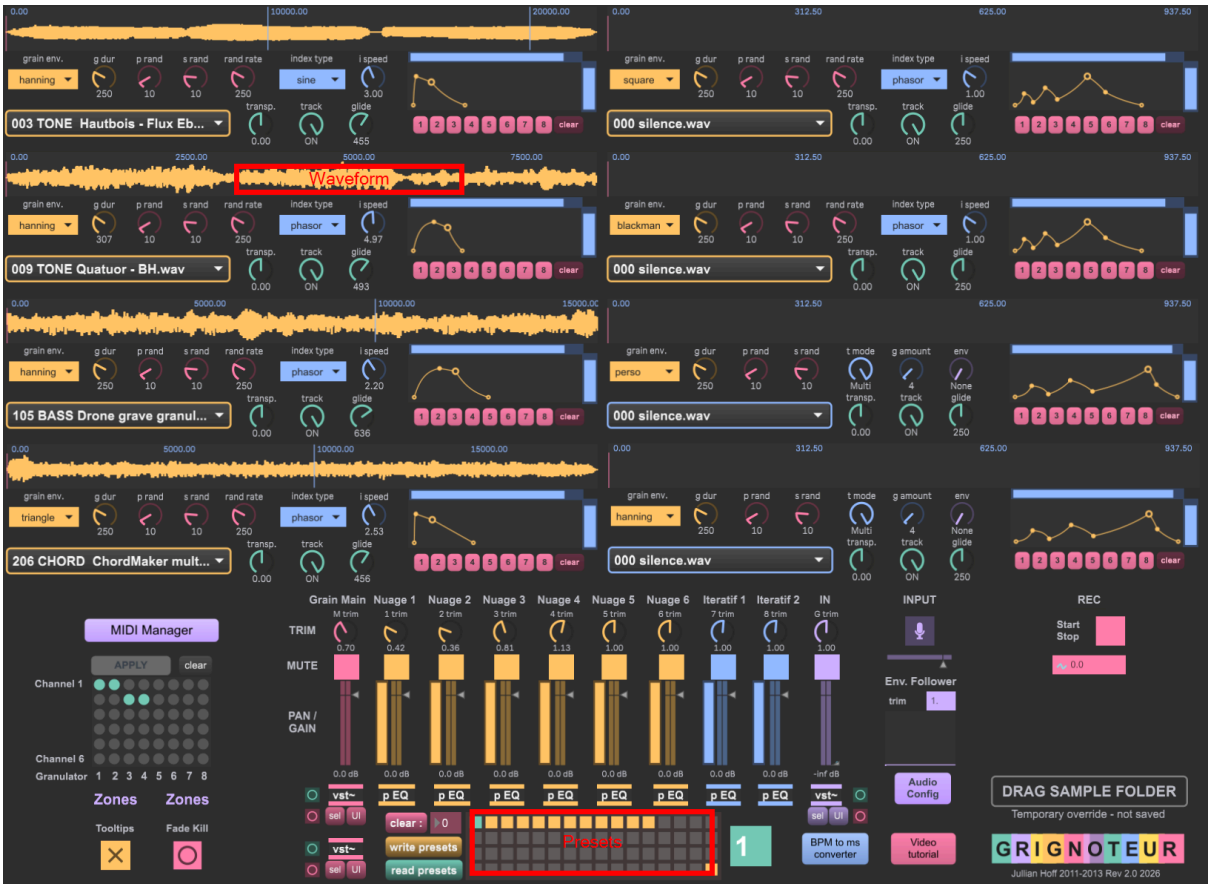
On older macOS Versions
On some older versions, you may simply see a warning that I'm an unidentified developer, but still be allowed to open it.
Sometimes a simple right-click on the app → Open → Open anyway is enough.
You may still see a warning saying the app is from an unidentified developer. In that case, go to System Settings → Privacy & Security, where you'll find an option to authorize it.

First-Run Permissions
The OS may also ask for permission to access files in the folder where the app is located. This is because Grignoteur needs to access the files in the GG_Samples folder, which contains the sound library.

It may then ask for permission to use the microphone.
This is because Grignoteur uses your system's default audio input.

And that's it! Grignoteur should now open properly. Sorry for the inconvenience, and I hope you'll have fun with it!

You can contact me there: inductive.prism@gmail.com
Thanks!
Jullian



If you see the waveforms in engines 1 - 4 at launch, it means Grignoteur has access to its sound library, this means everything should work smoothly, presets included.

If not, then MacOS doesn't allow the software to read / write in its ressources.
The software should still work, you might drag samples to the engines, or an entire folder on the bottom right "Drag sample folder" zone and maybe use the "write / read presets" buttons to manage your own preset library.