

Installing PyGame

Windows:

- [Download and install Python 3.x](#) Get the latest stable release. Don't go for the alpha or beta releases. It's usually best to *install for all users*, if you have the privileges to do so. Also, setting the PATH variable in Windows is a good idea. Also, be sure to *install pip* and *set environment variables*. (As of March 22, 2019 the latest release is 3.7.2)
- Open a command prompt as administrator. Search for `cmd`, right click and `Run as administrator`.
- Navigate (using `cd`) to where Python is installed on your computer. For example "C:\Program Files\Python37", or "C:\Users\username\AppData\Local\Python\Python37-32".
- Check the version of python to make sure it is Python 3 `python --version`
- If you get an error saying *'python' is not recognized as an internal or external command* try using `py` instead of `python` for each of the following commands. If you get a similar error after trying `py --version` you need to reinstall python 3 making sure to select the "Environment Variables" option under the installer options.
- Update the pip installer `python -m pip install --upgrade pip`
- If you get an error saying *No module named pip*, then you need to re install python 3 making sure to install the pip module.
- Install PyGame with `python -m pip install pygame`
- Test by launching `IDLE 3` and doing an `import pygame`. If that doesn't produce an error, you should be good to go.

OS X:

- Install `brew`, using [these instructions](#). This is a package manager. It is capable of installing all sorts of programs.
- If you need Python 3 installed: `brew install python3`
- Link applications to Python3: `brew linkapps python3`
- Install Pygame Dependencies: `brew install --with-python3 sdl sdl_image sdl_mixer sdl_ttf portmidi`
- Install Pygame: `pip3 install pygame`

Ubuntu 16.04:

- `sudo apt-get install python3-pip`
- `sudo pip3 install pygame`