Installing PyGame

Windows:

- <u>Download and install Python 3.x</u> 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