Mac Installation

These install instructions assume are for install on an as shipped OSX install which comes with Python 2.3.X installed. This default install includes the wx windowing modules and is split into two with one version for just terminal support and the other supporting windowing. To check to make sure this is installed the user can type pythonw at the command prompt. This should load the python interactive environment.

There is one minor difference between the 10.3 and 10.4 version of the os. If you have 10.4 you need to install the package located here:

http://pythonmac.org/packages/TigerPython23Compat.pkg.zip

Next for both 10.3 and 10.4 you need to install the Numeric, pygame, and PIL packages located here:

http://pythonmac.org/packages/Numeric-23.7-py2.3-macosx10.3.zip
http://pythonmac.org/packages/pygame-1.7.0-py2.3-macosx10.3.zip
http://pythonmac.org/packages/PIL-1.1.5-py2.3-macosx10.3.zip

Finally download media.py from our site. This file can be installed in a few ways. Simply leaving it in the users working directory (the directory they are in when they type pythonw) will work fine. They can also put it in the folder /Library/Python/2.3/site-packages for global access or /Users/<username>/Library/Python/2.3/site-packages for access by just one user. At this point as there will still be a few more version changes it is probably easiest to just put it in their working directory, but the eventual solution is to put it in the site-packages directory.

Once everything is installed they can use the package by typing pythonw at the command prompt. From the prompt that loads they can type from media import * to load all of the functionality and use the package.

Windows:

Windows does not ship with any version of Python installed, so the first thing a user must do is install python version 2.3 available here:

www.python.org/ftp/python/2.3.5/Python-2.3.5.exe

Next the user will need to install PyGame version 1.6.2 for windows. You can get that from here:

ftp://pygame.org/pub/pygame/pygame-1.6.2.win32-py2.3.exe

The user will also need "Numpy" for Python 2.3, which is available here:

http://prdownloads.sourceforge.net/numpy/Numeric-24.1.win32-py2.3.exe?download

Finally, the user needs to install PIL available here:

http://effbot.org/downloads/PIL-1.1.5.win32-py2.3.exe

You don't have to install Tkinter, because it installs with python 2.3.

Now all the user needs to do is put Media.py file in the C:\Python23\Lib (or replace C:\Python23 with wherever you installed Python).

I know that is a lot of stuff for a user to do, but don't worry, we are going to bundle everything into s single install for both Mac and Windows using DisUtils. We will be posting that to the website very soon.