

Windows Installation of zellegraphics

- 1) Check that Python is installed on your laptop by looking for one of the directories:

C:\Program Files\Python34

C:\Python34

C:\Program Files(x86)\Python34

Regardless of where it's installed, let's call the installed directory **PYTHON_DIR**. If Python is not installed, follow the instructions linked from the **Other** tab on the index page to install it.

If it is not in any of those, go to

C:\Users\<USERNAME>\AppData\Local\Programs\Python

<USERNAME> is the name of the account on the computer you are using.

AppData folder is hidden in the File Explorer in Windows, you must the address bar to get there.

- 2) Download the **zellegraphics** module from the **Graphics** tab on the index page

- a) Place it in the folder **PYTHON_DIR\Lib\site-packages**

Potential "gotchas": (1) That is **Lib**, not *libs*, in the path.

- 3) To verify your installation:

- a) Launch IDLE by clicking Start → All Programs → Python 3.4 → IDLE (Python GUI)

- b) At the prompt type:

from zellegraphics import *

press ENTER

If you do not get an error message, then the installation was successful.

Mac Installation of zellegraphics

1) Check that Python3 is installed on your MacBook:

a) Launch a Terminal by clicking Finder → Applications. Expand “Utilities” then double-click on Terminal.

b) Type:

python3 --version

press ENTER

You should see Python 3.4.3 (or some other version number, e.g, 3.4.4). If not, install Python by following the instructions linked from the **Other** tab on the index page.

2) At the Terminal, type:

python3

press ENTER

This will take you to the python interactive console.

3) At the console, type:

import site

press ENTER

site.getsitepackages()

press ENTER

You should see a **list of locations** displayed in the console.

4) Download the **zellegraphics** module from the **Graphics** tab on the index page.

a) Using Finder, navigate to the first location in the list from **Step 3)**, above.

b) Place the downloaded zellegraphics module in that location.

5) To verify your installation:

a) Close the python console by typing **exit()** in it then pressing ENTER.

b) Reopen the console by typing the following at the Terminal:

python3

press ENTER

c) In the console, type:

from zellegraphics import *

press ENTER

If you do not get an error message, then the installation was successful.

PI Installation of zellegraphics

Using a Rose-Hulman Pi, the *zellegraphics* file will be in the right place.

1) To verify your installation:

a) Open a terminal and launch *idle3*

b) At the prompt type:

```
from zellegraphics import *  
press ENTER
```

If you do not get an error message, then the installation was successful.