

Running and Modifying Pygame examples

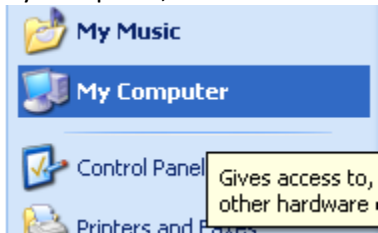
Ethan A. Kuefner, 2010

College for Kids

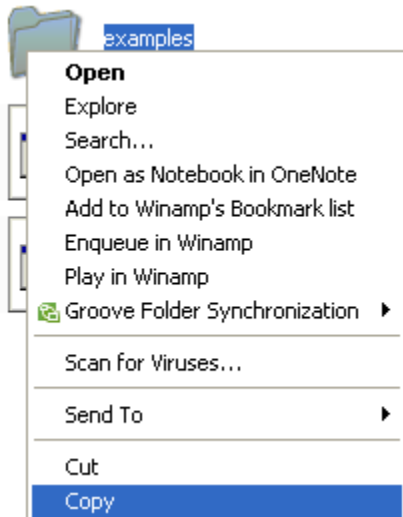
Diablo Valley College, Pleasant Hill, California

Note: These procedures are designed with the DVC computer lab in mind, and the screen captures were made on a DVC lab computer, but they will also essentially apply at home, and on other operating systems, such as Mac OS X or Linux.

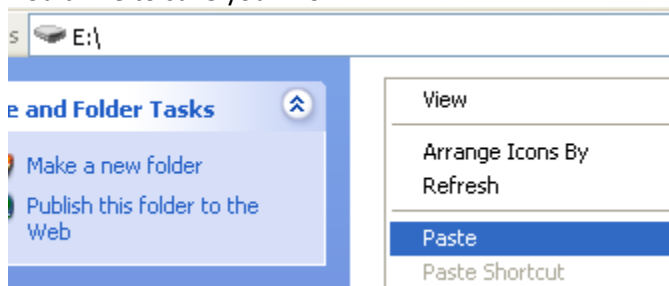
1) Navigate to C:\Program Files\Pygame 1.8 Documents and Examples. The C: drive can be found under My Computer, which is located in the Start menu.



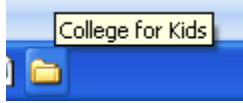
2) Right-click the "examples" directory, click Copy.



3) On either the desktop or in an external USB drive, right-click and then click Paste in the menu that appears. This will create your own personal copy of the examples that can be modified. If you put your copy on the desktop, you should not expect the folder to be there tomorrow. Use a flash drive if you would like to save your work.



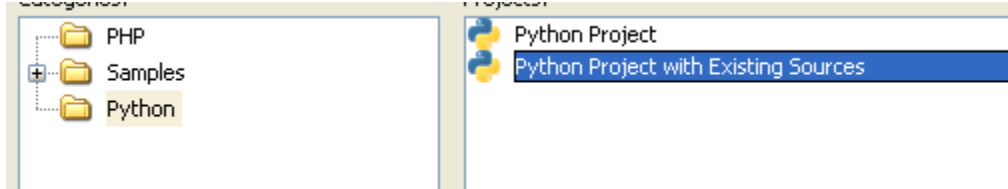
4) Now that we have made a scratch copy of the Pygame games to work on, we can open them. Open the College for Kids folder in the taskbar.



5) Open NetBeans by double-clicking the "NetBeans IDE 6.8" icon in the College for Kids folder.

6) If a dialog pops up once NetBeans is finished loading, just click "No, Thank you".

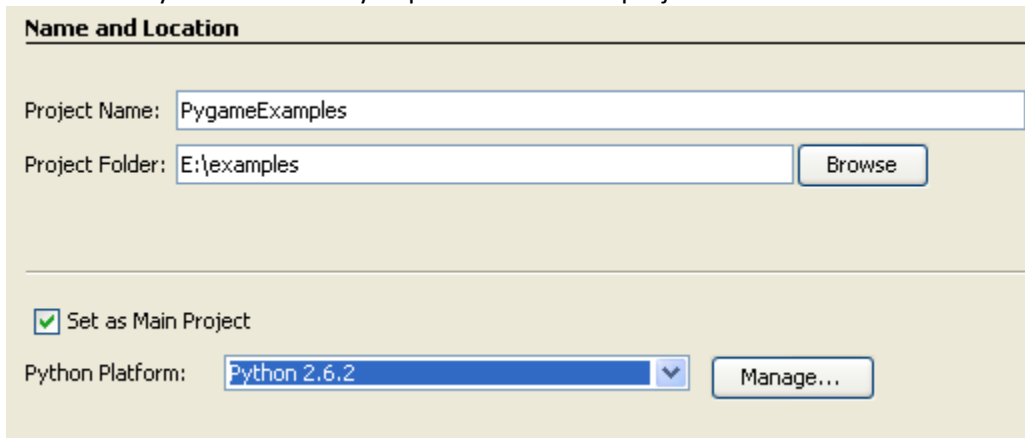
7) Click File->New Project, then click Python in the window that appears, then click Python Project with Existing Sources. Click Next.



8) Name the project something relevant, such as "PygameExamples".

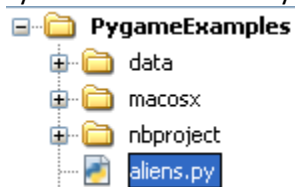
9) For Project Folder, click Browse and then find the copy of the Pygame examples folder that you made, on the desktop or on your flash drive.

10) Under the "Python Platform" menu, click the item that starts with Python (currently "Python 2.6.2"). Do not click Jython. This is very important. The new project window will now look something like this:

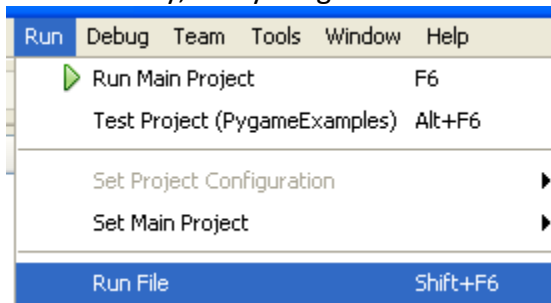


11) Click Finish, and wait while everything imports.

12) In the "Files" tab of NetBeans, click the plus sign next to the directory that appears and then find a Python source file that you would like to work on. Double-click that file. Let's try "aliens.py".



13) The source file will appear in the main window. Begin editing and when you are ready to run, press shift+F6 or go the Run menu and select "Run File". NetBeans should save your code automatically, and your game should run!



You're Done! If you need to reopen your previous work that you've saved to a removable device, please continue reading:

12) Anytime in the future that you would like to continue working on your code on a different computer, you must make sure NetBeans is installed. Start it, and click File->Open Project.

13) Find the "examples" directory that you created on your device, click it, and then click "Open". Your code should reappear so that you can continue working on it.

That's it! Have fun reading, writing, and using Python code!