Getting PyGame 1.9.1 to run under Python 3.1 on Mac OS X 10.6 – Snow Leopard

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Version Note: if you are running an earlier version of Mac OS X, you may need to adjust some of the commands described below. However, the general process should be the same (or very similar).

Introduction

OK – it took me a few days, and I went down more than a few blind alleys, but I now have PyGame running on my new MacBook Pro. This document details what I had to do. Feel free to recommend amendments as required. And... good luck with your install. :-)

Preliminaries

To install PyGame from source (which is what you'll need to do), you need to have the GCC compiler installed. Here's the "tools" that I installed in order to provide this functionality (although I suspect that only the first two are actually required):

- **Xcode**.
- **MacPorts** (previously known as DarwinPorts).
- **Fink** (just for good measure).

Each of the above take a little while to download and install – once you start them going, you'll have time for a nice, long, relaxing cup (or two) of **Starbuzz Coffee**. Search for each project/product on the net and follow the download/install instructions provided by each project. Be prepared for this to take some time.

Prerequisites

In order to install PyGame, you first need to satisfy it's dependencies. For each of the dependencies listed below, double-click on the downloaded disk image and look at **ReadMe.txt** for specific installation instructions … do what the file says.

- Go to **http://www.libsdl.org/download-1.2.php** and download the **SDL-1.2.14.dmg** disk image

- Go to **http://www.libsdl.org/projects/SDL_mixer/** and download the **SDL_mixer-1.2.11.dmg** disk image

- Go to **http://www.libsdl.org/projects/SDL_ttf/** and download the **SDL_ttf-2.0.9.dmg** disk image, and

- Go to **http://www.libsdl.org/projects/SDL_image/** and download the **SDL_image-1.2.10.dmg** disk image

With **MacPorts** installed, issue these commands to download and install more required software. You'll need to open a **Terminal** to do this:

- **sudo port install smpeg**

- **sudo port install PORTMIDI**

- **sudo port install JPEG**

Installing PyGame 1.9.1

With the preliminaries and prerequisites taken care of, it's time – finally – to install PyGame. There are 8 things that you have to do (take a deep breath).

Step 1: Download **pygame-1.9.1release.tar.gz** from the PyGame website and save it to your disk - mine was saved into my Downloads folder. With the download complete, open up a new **Terminal** window and type: **cd Downloads**

Step 2: Issue **tar zxvf pygame-1.9.1release.tar.gz** to unpack the downloaded file.

Step 3: Change into the newly created directory: **cd pygame-1.9.1release**

Step 4: Issue this command: **python3 config.py**

Step 5: Edit the newly-created **Setup** file changing this line (on my system it was line 72):

pypm src/pypm.c $(SDL) $(PORTMIDI) $(PORTTIME) $(DEBUG)

to look like this (note: addition of **#** at the start of the line):

 # pypm src/pypm.c $(SDL) $(PORTMIDI) $(PORTTIME) $(DEBUG)

Be sure to exit and save the **Setup** file.

Step 6: From the command-line, issue this command (exactly as shown, all on the one line):

export CC='/usr/bin/gcc-4.2' CFLAGS='-isysroot /Developer/SDKs/MacOSX10.6.sdk -arch i386'

Step 7: Build PyGame with this command: **python3 setup.py build**

This will take a while and you'll see a lot of stuff on screen (including a bunch of warnings, which you can safely ignore). You only have to worry if you see the word "error".

Step 8: Install PyGame as follows: **sudo python3 setup.py install**

Again, a bunch of messages appear on screen. Unless you see something that tells

you something has gone wrong, at this point, PyGame should be ready for use. So, grab your much-loved copy of *Head First Programming*, open to Chapter 7 and have some PyGame fun! :-)

And for those doubters among you, here is a screenshot of David's wonderful **hfmix.pyw** program from Chapter 10 running on my MacBook Pro: