Installing PyGame for Mac
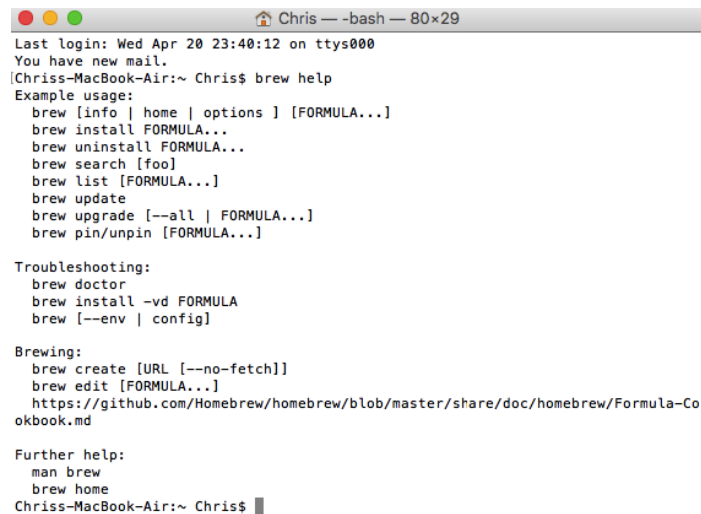
To begin, you will need to open Terminal (cmd+space then type "Terminal"). There are five different items that will have to be installed before using PyGame.

1) Installing Homebrew

Homebrew is a very useful tool you might already have. It is a command line installer for various programs and libraries. To check if you have homebrew installed, type the command:

brew help

If you see something similar to the following image:

If you have Homebrew installed, you can simply check for updates and skip this step. To check for updates, type the command:

brew update

If you don't have homebrew installed, we will have to make a quick change before installing it. We need to edit the bash profile first, to do so type the command:

pico ~/.bash_profile

And paste the following line at the bottom if it does not already exist in the file.

export PATH=/usr/local/bin:$PATH

Now we are ready to install Homebrew, to install it type the command:

ruby -e "$(curl -fsSL https://raw.github.com/Homebrew/homebrew/go/install)"

After installing homebrew, see the top of this section to verify Homebrew is installed.

2) Installing Apple Xcode command line tools

To install the Xcode command line tools, simply type the command

xcode-select –install

This will popup an installer and you can follow the prompts to install the tools.

3) Installing xQuartz

To check if you have xQuartz installed, type the command:

xquartz

If you have xQuartz installed, you should see either a notice to update xQuartz (which you should follow the prompts to do) or xQuartz will open in the system tray.

If you do not have xQuartz installed, go to http://xquartz.macosforge.org/landing/ and download the latest version, then follow the prompts to install it. After installing, be sure to restart your mac.

4) Installing Python3 and PyGame

Now that all the dependencies are taken care of, we can install Python and pygame. To install python and the tools we will need, type the command:

brew install python3 hg sdl sdl_image sdl_mixer sdl_ttf portmidi

This will install python along with several other packages required for PyGame via Homebrew. Next you will need to install PyGame itself through python's command line installer. To do so, type the command:
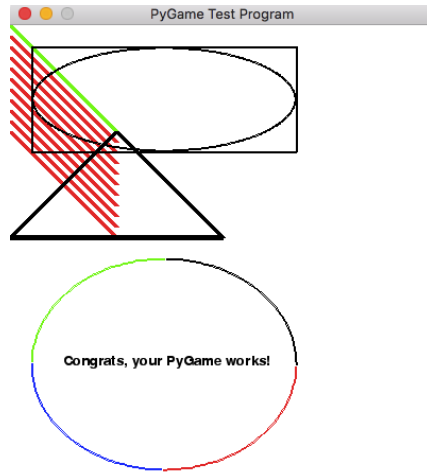
pip3 install hg+http://bitbucket.org/pygame/pygame

5) Verify PyGame works

Now you should be all set to use PyGame! See below for common issues and solutions related to setting up PyGame. To make sure PyGame works, we will run a simple test program. Download *pygametest.py* to wherever you'd like. Next, type the command:

python3 */path/to/pygametest/*pygametest.py

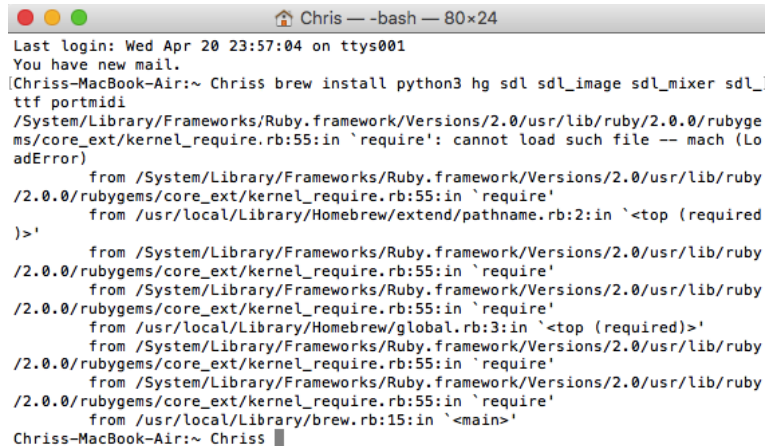You should then see a window popup that looks like the following:

If your program looks like this one, then you are all set and your PyGame works! If not, see below for troubleshooting tips.

Troubleshooting

Below are some common issues when installing PyGame and how to fix them. There may be more that I did not encounter, but these are the ones I found and how to fix them.

Homebrew not working

If you are getting an error like the image below, you may be having issues with your Homebrew.

To fix this issue, you must first re-own your local folder. To do so Type the command below and enter your password when prompted to.

sudo chown -R $(whoami):admin /usr/local

Next, clean out the homebrew repository by typing the command:

cd /usr/local && git fetch && git reset --hard origin/master

Homebrew should now work again.