Computer Programming Using Kivy - **OpenGL 0 - Obtaining KivyGlops**

**GOAL: setup computer for using KivyGlops** (should already be done by instructor if you have instructor)

*KivyGlops* is a *game engine.* That means that it has the features of a 3D Engine such as importing and managing objects, plus built-in ways for you to program behavior of actors (characters) and items.

The KivyGlops folder is in a network drive called R:\Classes\ComputerProgramming\Examples if you have an instructor who already placed KivyGlops there.

You can obtain KivyGlops and read more about its purpose at <https://github.com/expertmm/KivyGlops>

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| Teacher must first:   * Download entire KivyGlops project (can be downloaded as one zip from the link above) * Unzip * Move the KivyGlops folder to a folder of a user that has write access to the Examples folder specified above (if elsewhere, change each lesson document to state that, and edit the deploy batch files) * Double-click the deploy batch file (it will copy only the files needed for students to do the lessons, and not copy unnecessary scripts such as the deploy batch) * Make a folder called R:\Meshes\Environments,Outdoor-Manmade * Go to <http://expertmultimedia.com/usingpython/resources/> * Download and unzip medseaport, and place the “Medieval Kind of Seaport by tokabilitor (CC0)” folder in Environments,Outdoor-Manmade folder. |