Computer Programming Using Kivy 1.8 - **OpenGL 1 - Mesh Loader**

Make a new LiClipse project

* Open LiClipse
* For workspace, choose your preconfigured kivy workspace (if not yet present, see expertmultimedia.com) T:\*username*\kivyProjects
* File, New, PyDev Project
* For Project Name type “opengl1”
* For Grammar Version choose “3.0”
* Click Finish

Import the mesh loader:

Run your project:

(The first time you run, you choose which py file is the main module. Next time, just click the green button to run.)

* Push the green play button 
* Double-click “Python Run”
* Under “Project” click “Browse…” then double-click opengl1
* Under “Main Module” click “Browse…” then double-click opengl1.py
* At bottom, click the “Run” button