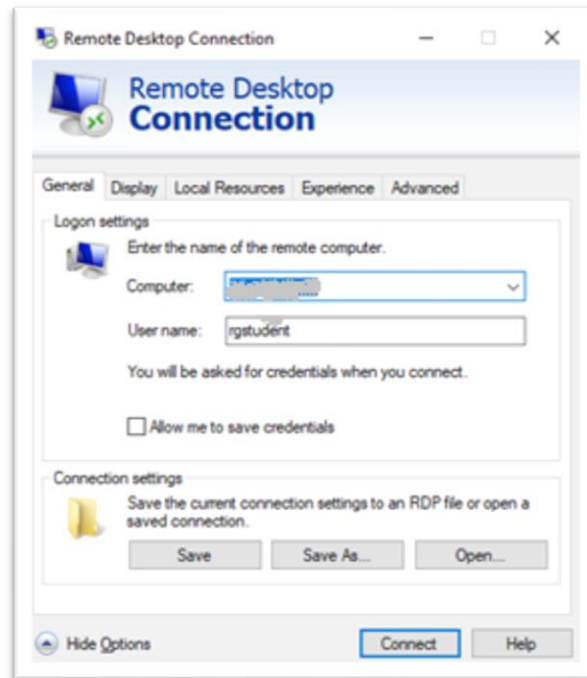# RG STEM CLUB: SELF DRIVING CAR – GRAND PRIX

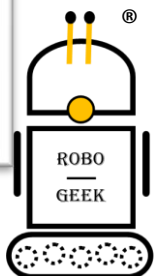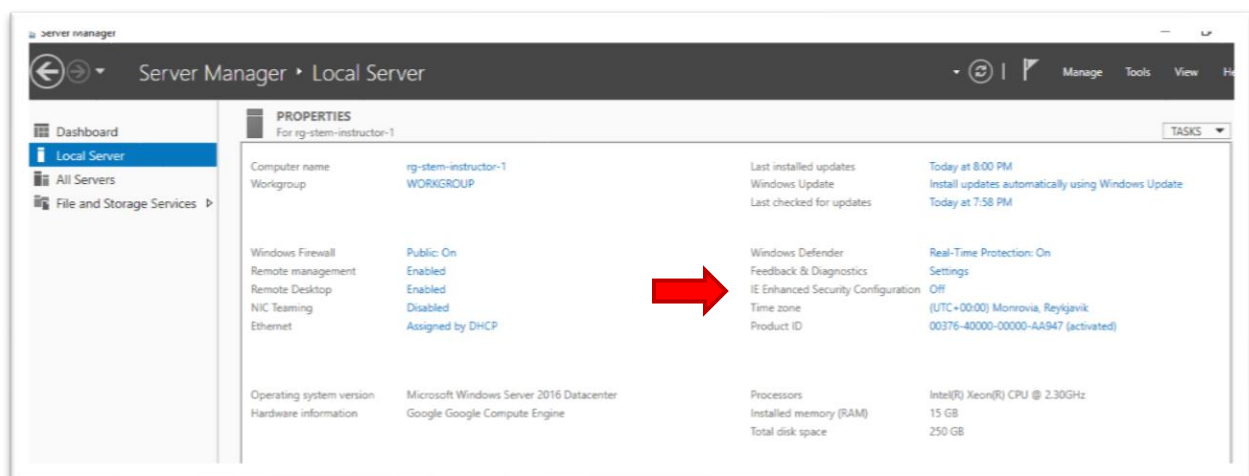**NAME:**   **DATE:**
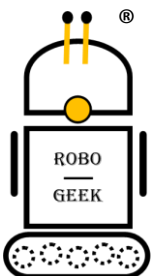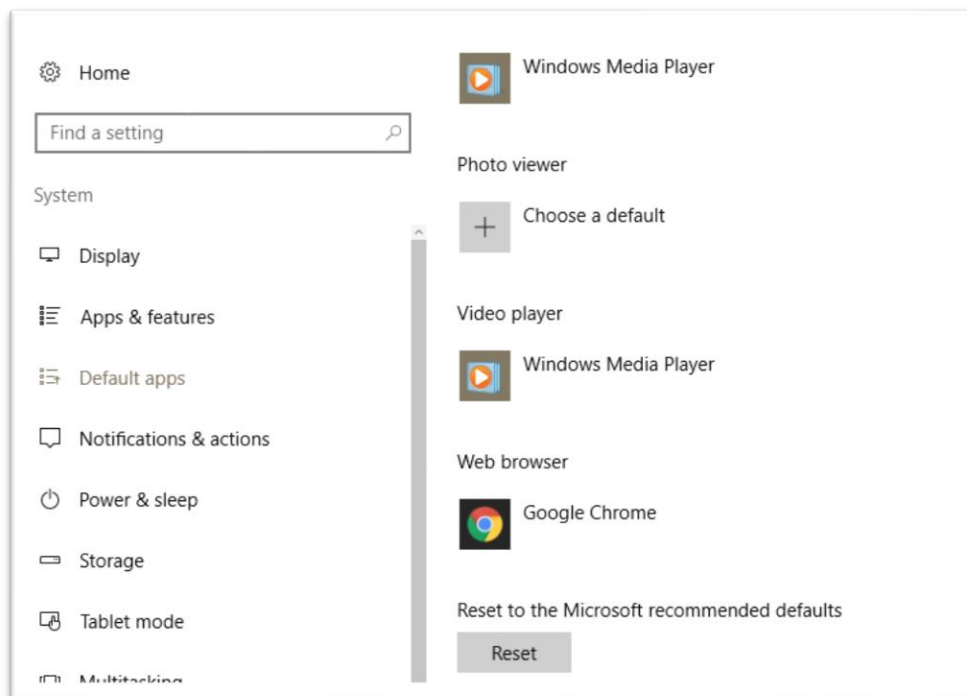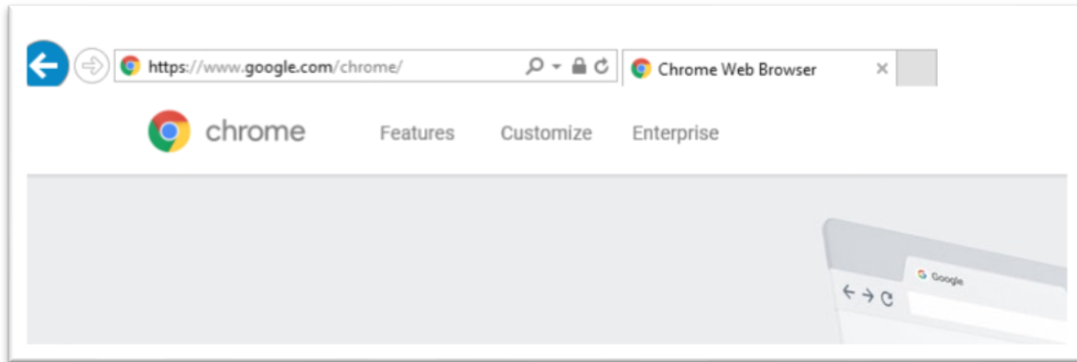
Lab 1: Learn how to Install Project

1. Connect to **Remote Desktop Connection**, enter the assigned IP address, User Name and Password
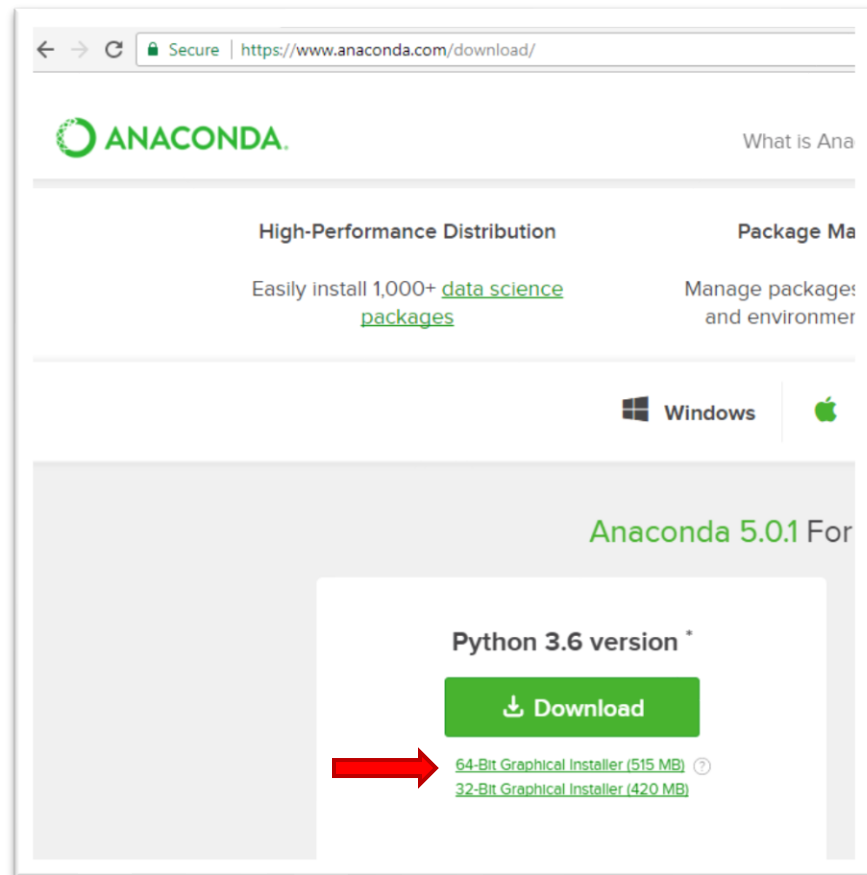

2. Go to **Server Manager**, select **Local Server** and turn off settings in **IT Enhance Configuration**

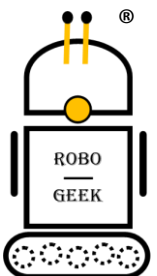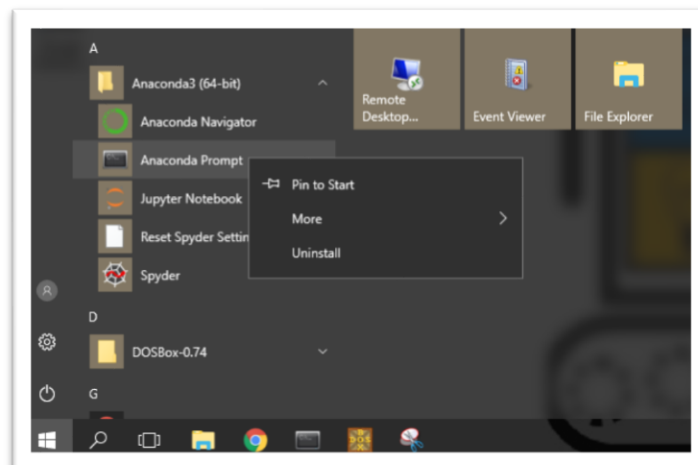3. Install Google **Chrome** and set up as default browser and pin to task bar

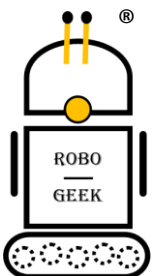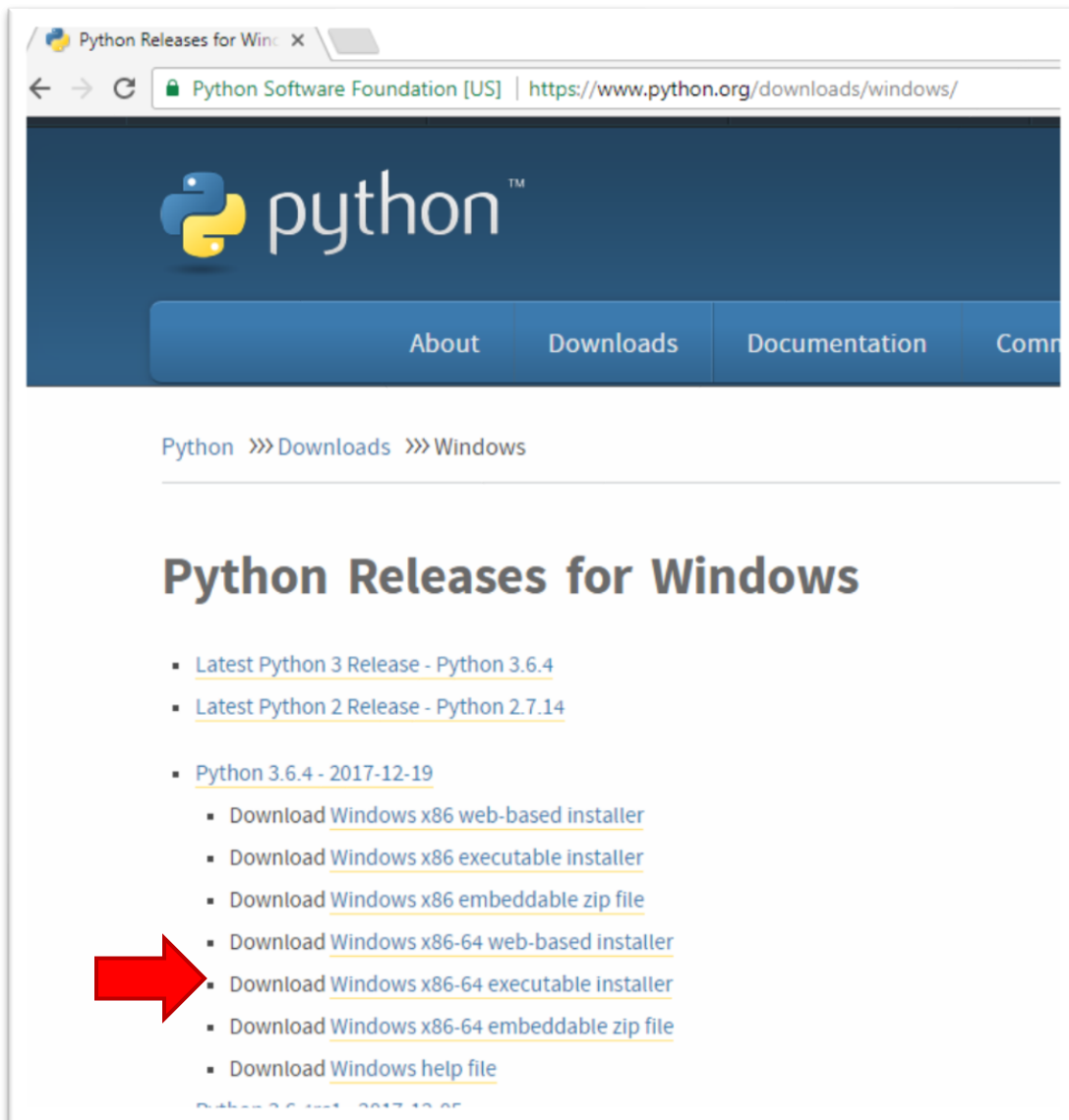4a. Google Anaconda Download - download Python 3.6 version 64 bits

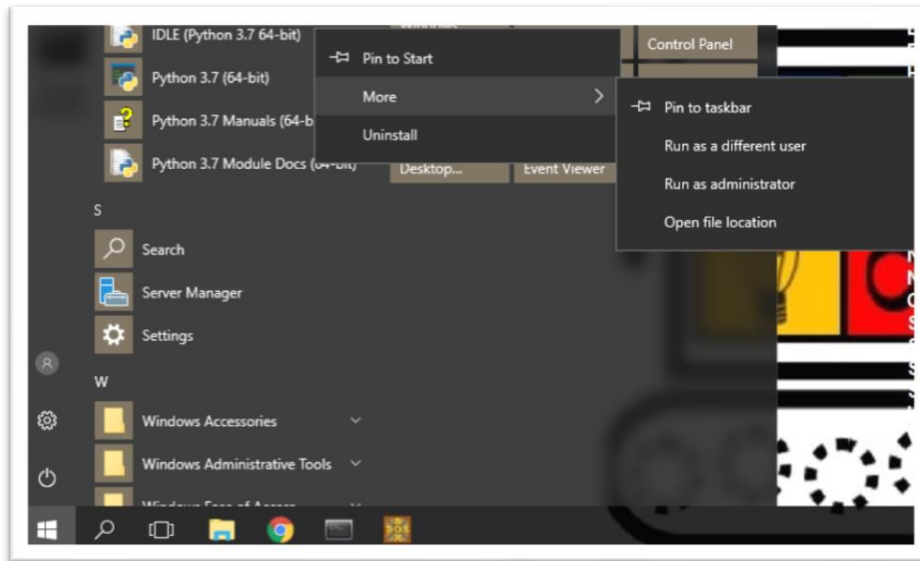4b. Install for all users - select PATH option - ignore warning. Installation may take several minutes.

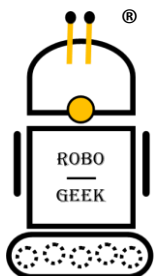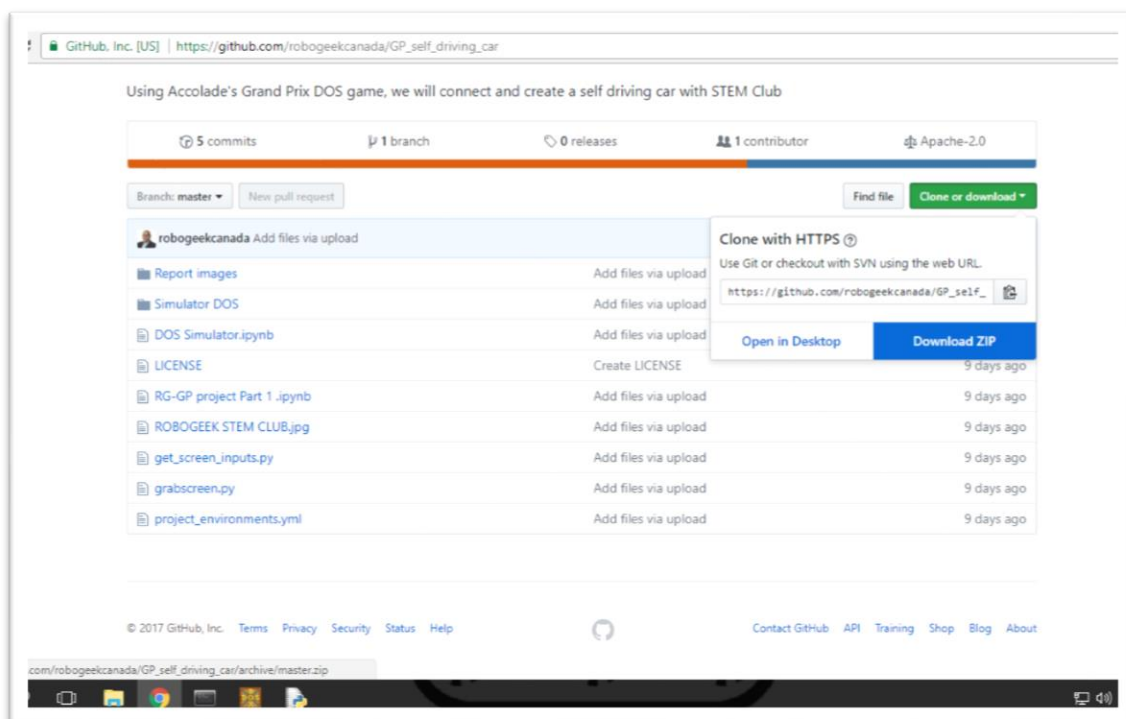4c. Once Anaconda is installed, pin **Conda Prompt** to taskbar

5a. Google Python Windows Install, select Python 3.7, 64 bits, executable

5b. Once Python is installed, pin to task bar - Python IDLE

6a. Go to https://github.com/robogeekcanada/GP_self_driving_car and select GP_self_driving_car repository and clone (zip)
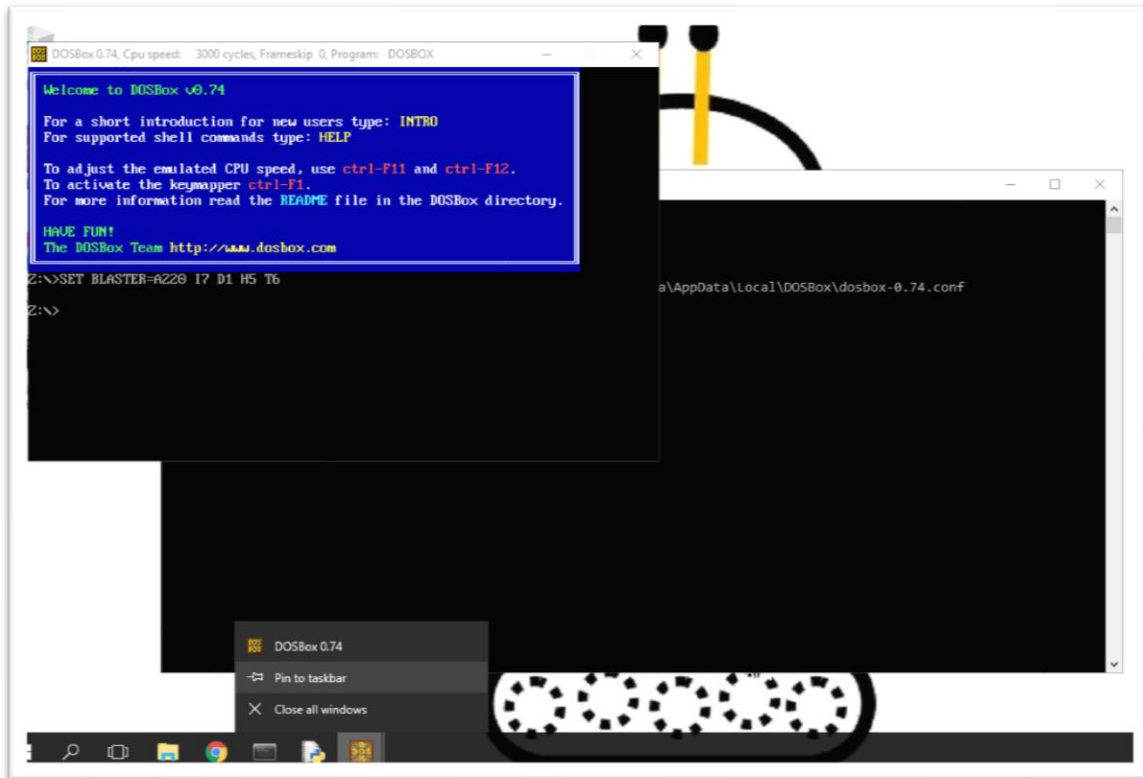
6b. Unzip GP_self_driving_car-master in Documents folder by right clicking on the zip file and select Extract All, then select Documents folder after clicking on the Browse button.
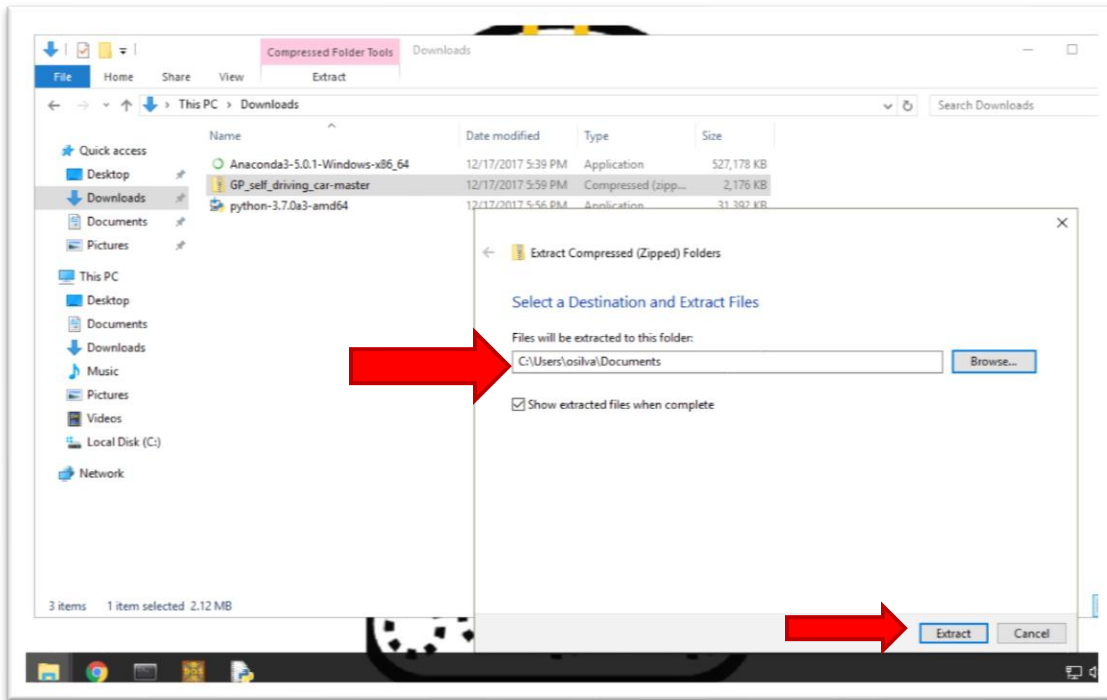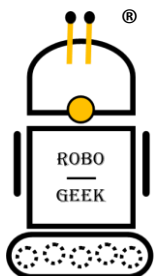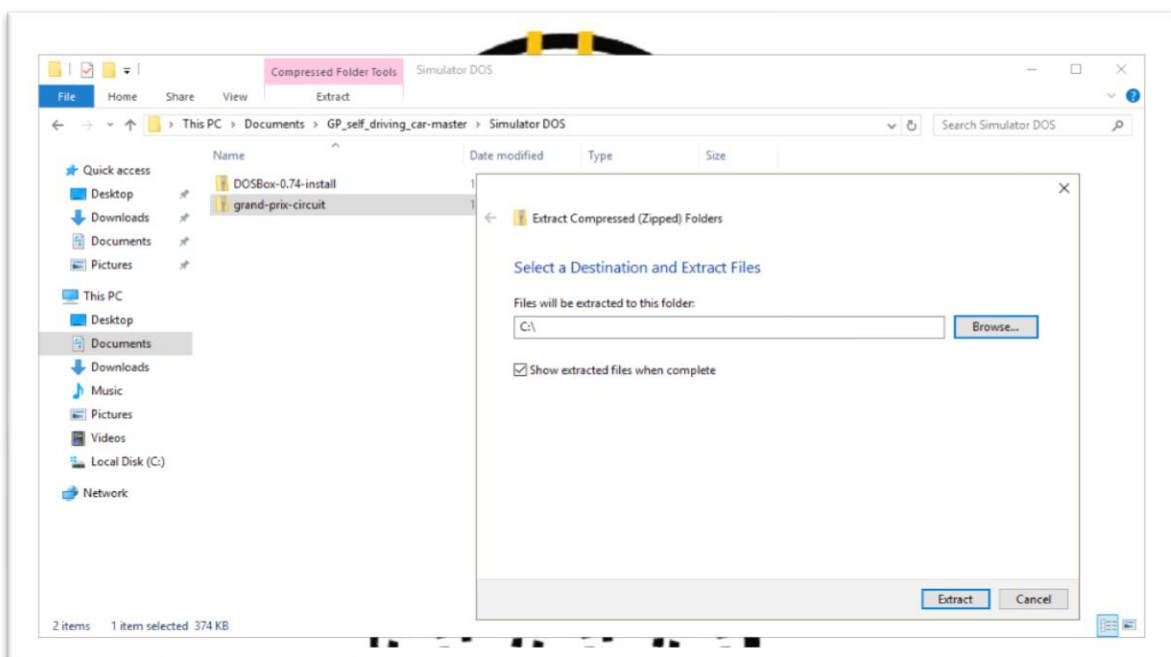

7a. Go to Documents\GP_self_driving_car-master\Simulator DOS and install DOS BOX by clicking on **DOSBox-0.74-install**
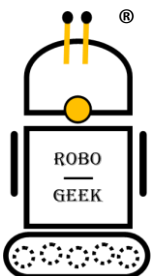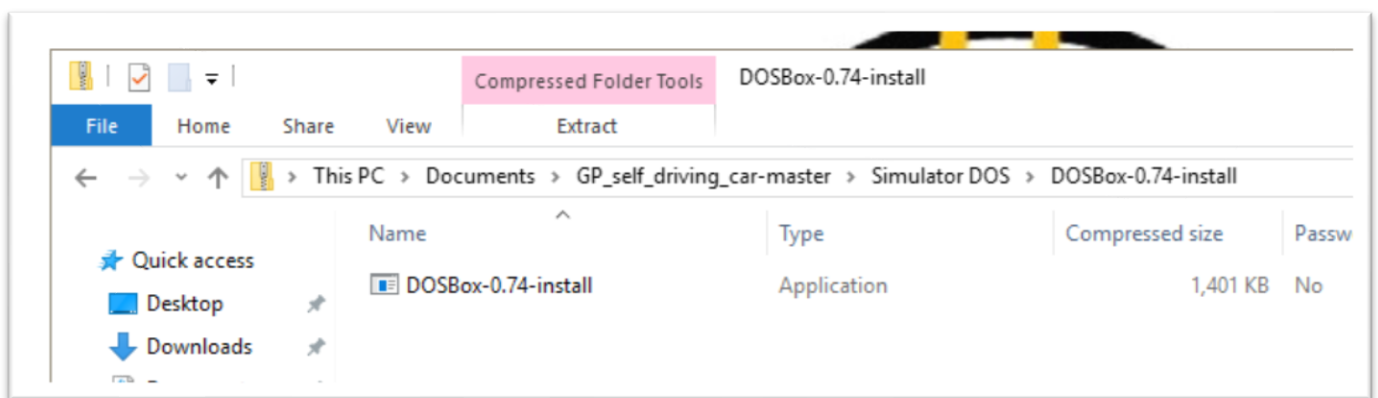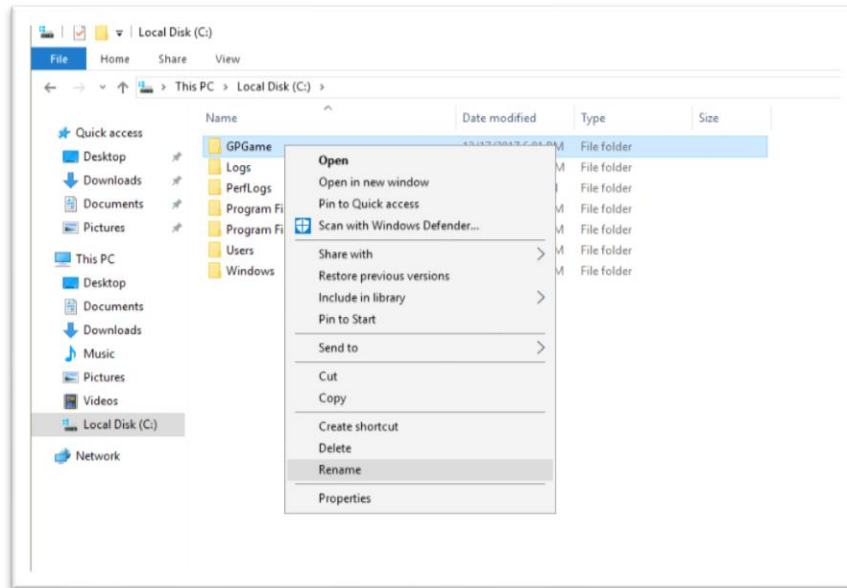
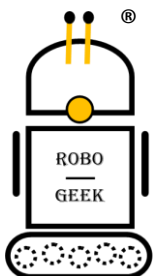7b. Pin **DOS BOX** to taskbar

8a. Unzip grand-prix-circuit in C:\

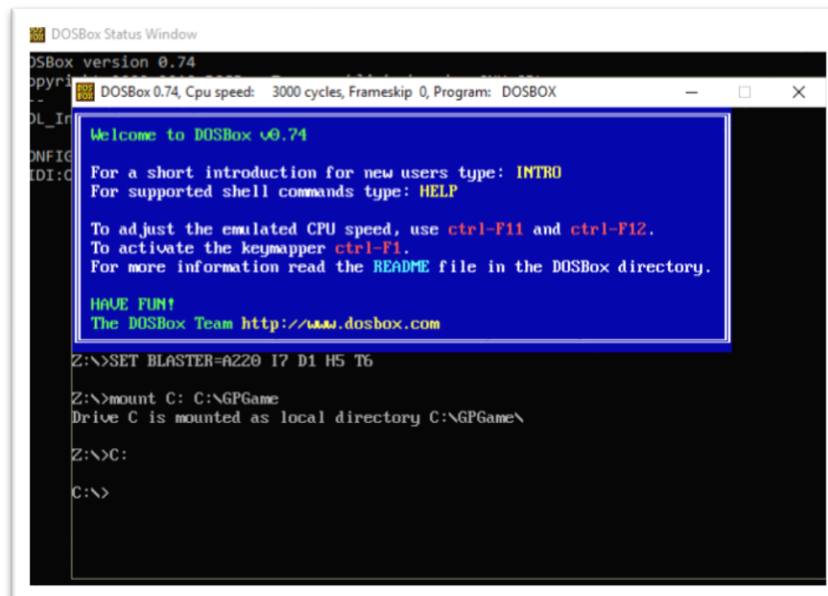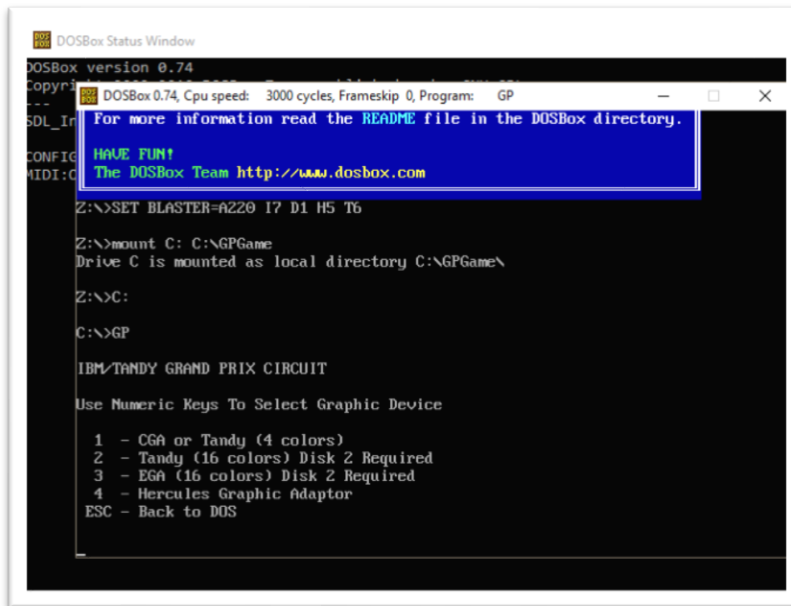8b. Rename folder to GPGame

9a. In DOS Box

> mount C: C:\GPGame

> C:

9b. Select 3 EGA (16 colors) and follow instructions to play game

> GP
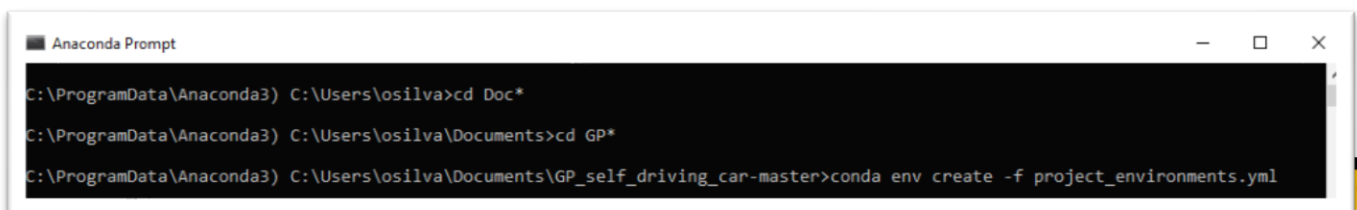
10a. Go to Conda Prompt to create environment:

> cd Doc*

> cd GP*

> conda env create -f project_environments.yml

This is step may take several minutes, reply Yes to installation questions.
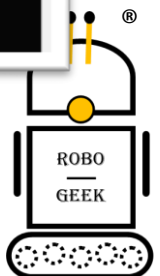
11. Continue installation of project. Activate Environment by entering the following command:

> activate rg-sdc-gp

12. Finally install missing package pywin32. This step may take several mii

> conda install -c anaconda pywin32

13. Test program. Place the Grand prix screen in the top left corner of the screen. Minimize all other screens except Conda Prompt (change size of the screen so you can see both side to side)
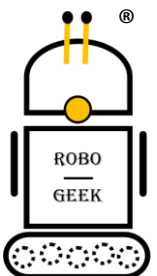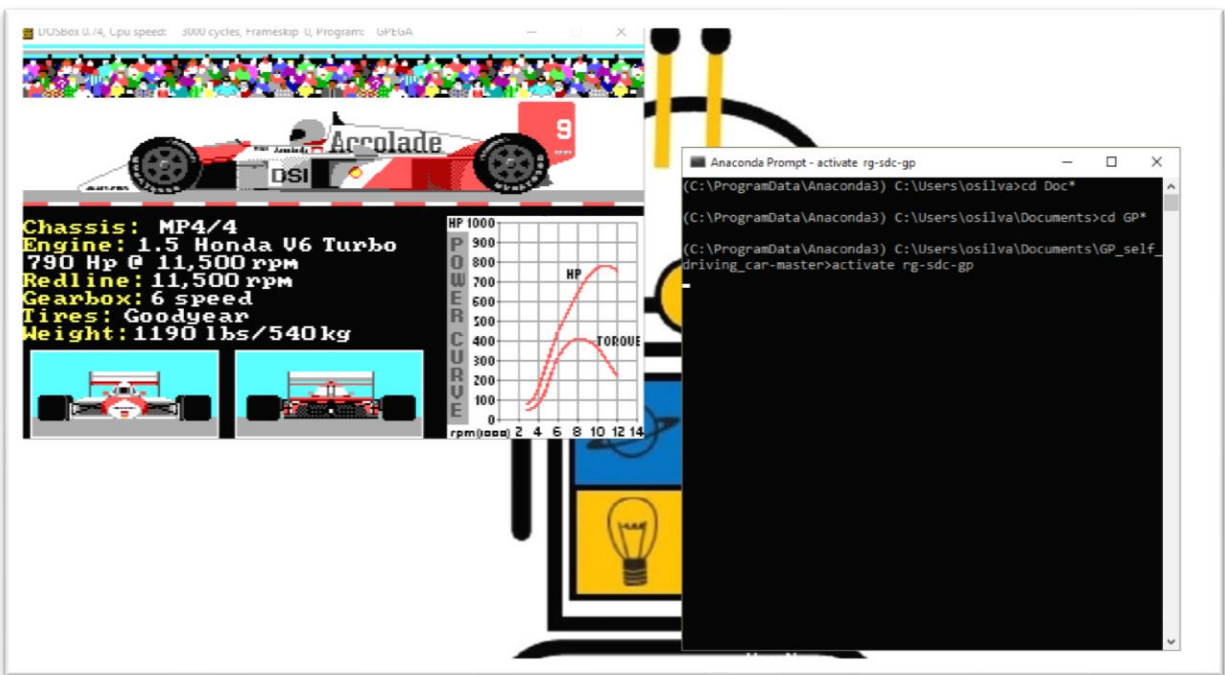
14. Then run Python program get_screen_inputs.py.

> python get_screen_inputs.py
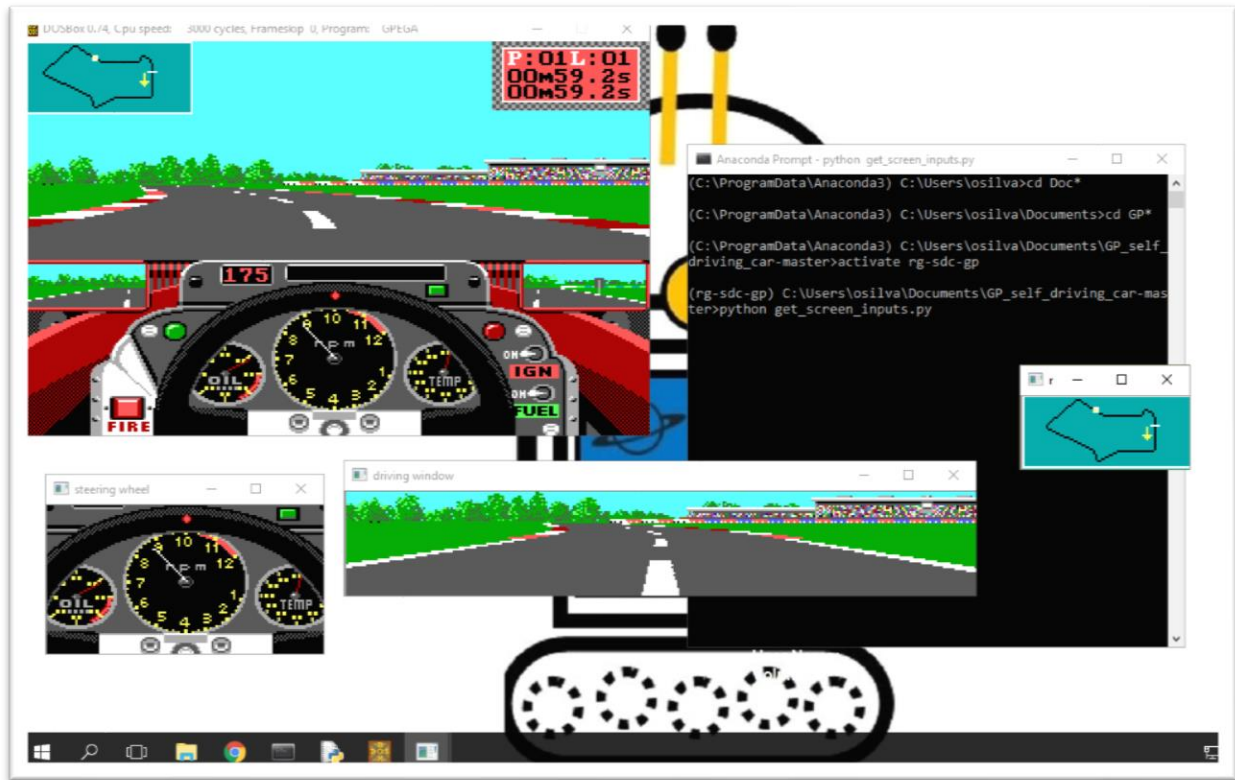
- *Place the new screens away from the game screen.*