**Evennia Info**

[Evennia Info](https://faytechcc.blackboard.com/webapps/blackboard/content/listContent.jsp?course_id=_35059_1&content_id=_5950106_1)

[Getting Started — Evennia 0.9.5 documentation](https://www.evennia.com/docs/latest/Getting-Started.html) (<https://www.evennia.com/docs/latest/Getting-Started.html>)  
  
Once you get everything installed, look at <https://www.evennia.com/docs/latest/Tutorials.html> for some ideas on how to learn how to use the system. (You'll need to learn a few simple "MUD commands" at first, but most of what you want to do is doable in Python.)  
  
**Installation**  
#Evennia install instructions  
  
#Navigate to the location you want to save the files in Anaconda Prompt  
  
c:  
cd \  
mkdir dev  
cd dev  
mkdir mud  
cd mud  
  
#(you could also make a folder wherever you want and then copy/paste the address from the bar)  
  
#Next:  
git clone <https://github.com/evennia/evennia.git>  
#(if you don't have git installed, then you can download the ZIP and extract it.)  
  
py -m pip install --user virtualenv  
  
virtualenv evenv   
#(The line above fails! So we look up a few lines and look for   
#WARNING: The script virtualenv is installed in BLAH BLAH BLAH  
  
#Paste BLAH BLAH BLAH (the path) to the front of the command  
#example for me:  
  
C:\Users\norrisa8373\AppData\Roaming\Python\Python39\Scripts\virtualenv evenv  
  
#Next on windows:  
evenv\Scripts\activate  
  
# The rest is the same  
pip install -e evennia  
  
evennia --init mygame  
  
cd mygame  
  
evennia migrate  
  
evennia start   
  
#(make sure to make a superuser when asked) Evennia should now be running and you can connect to it by   
#pointing a web browser to [http://localhost:4001](http://localhost:4001/) or a MUD telnet client to localhost:4000   
#(use 127.0.0.1 if your OS does not recognize localhost).  
   
**Starting evennia at a later date**  
Assuming all this is on a flash drive, the commands to restart a previously set up server are much simpler  
(example assuming it's installed in d:\dev\mud)  
d:  
cd \dev\mud  
dir <- (you should see a evennia, a evenv, and a mygame folder in this folder)  
evenv\Scripts\activate  
cd mygame  
evennia start  
  
And then connect to localhost:4001 as above.