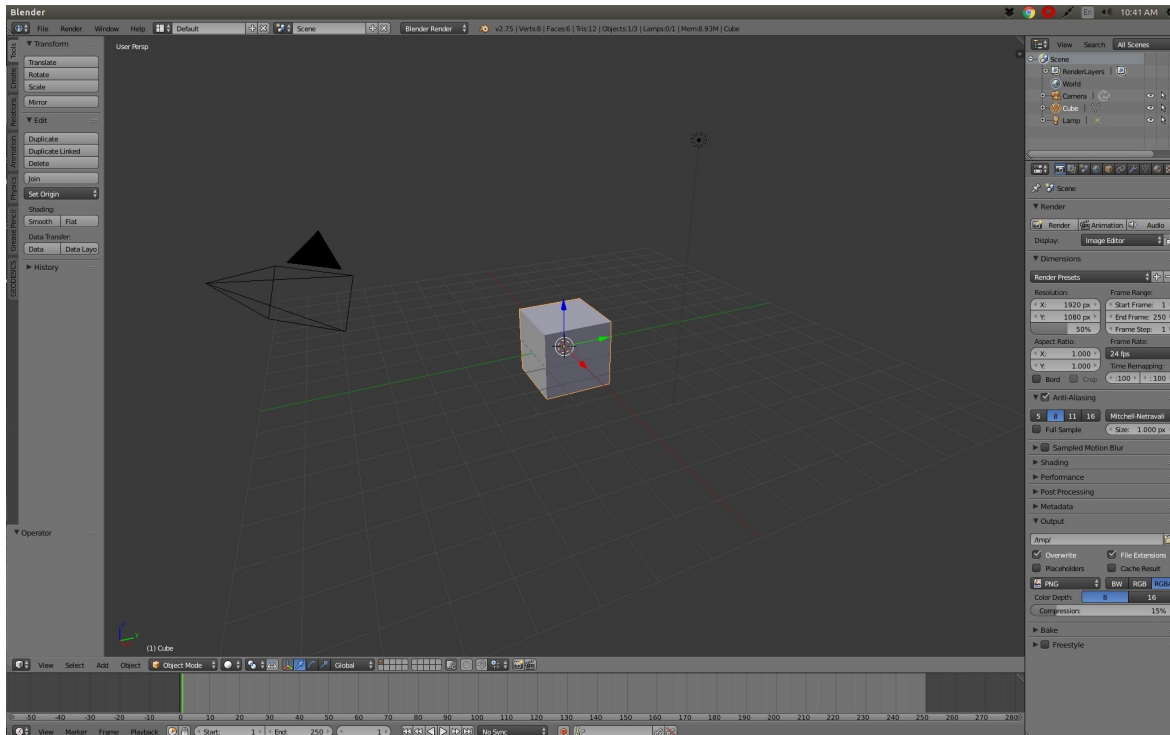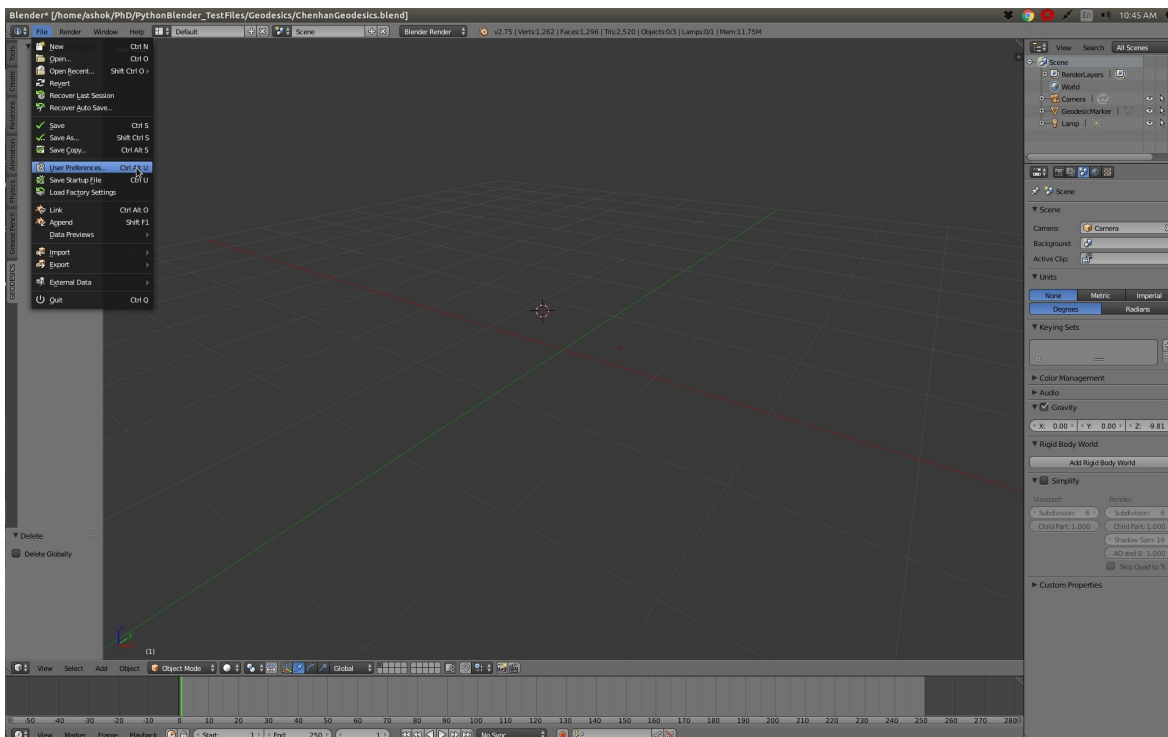# OPEN BLENDER (Minimum version 2.75)
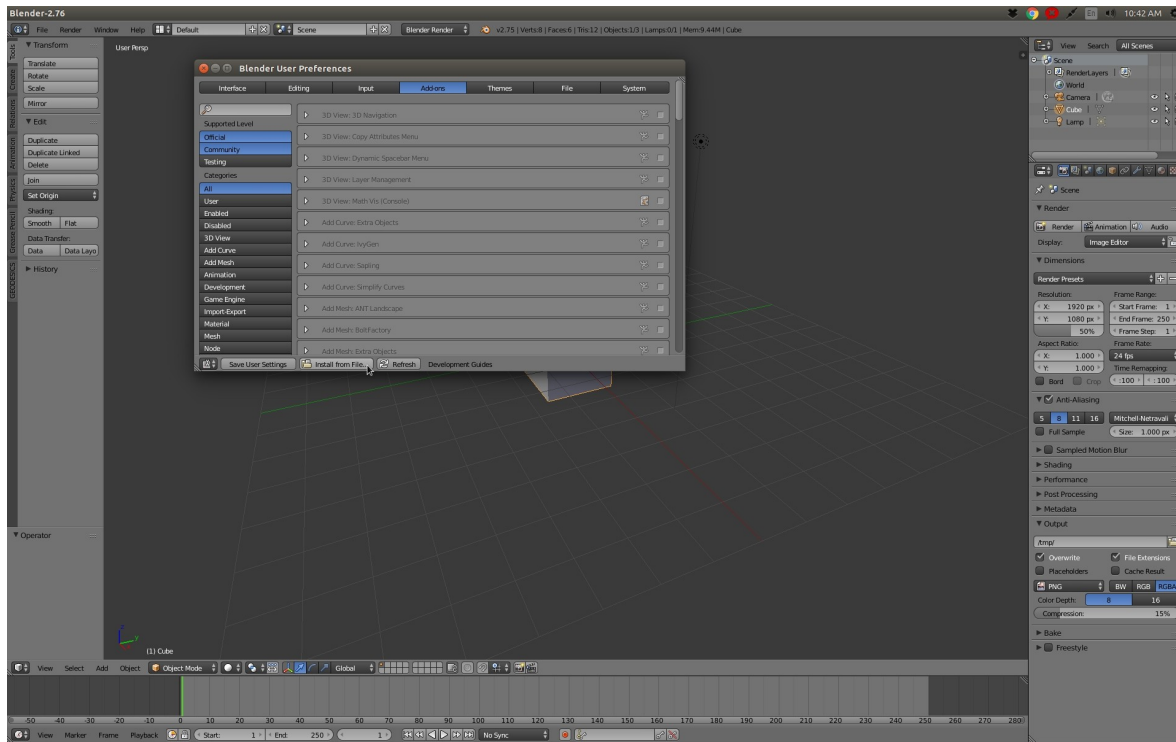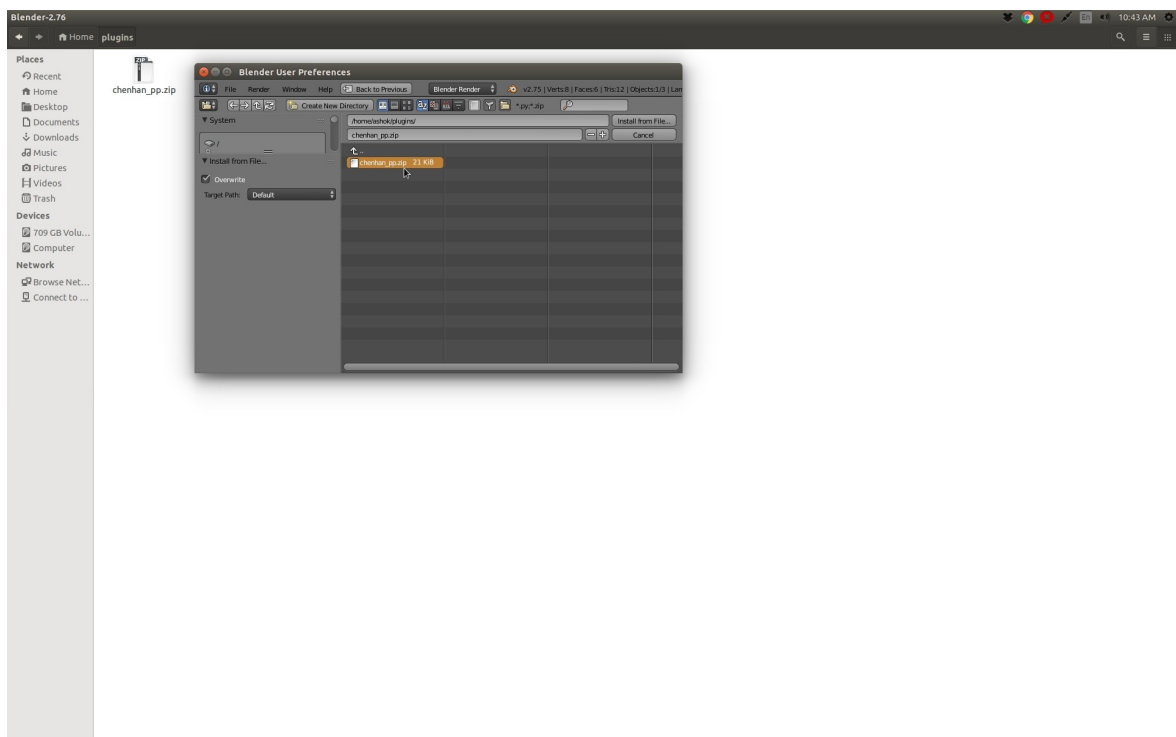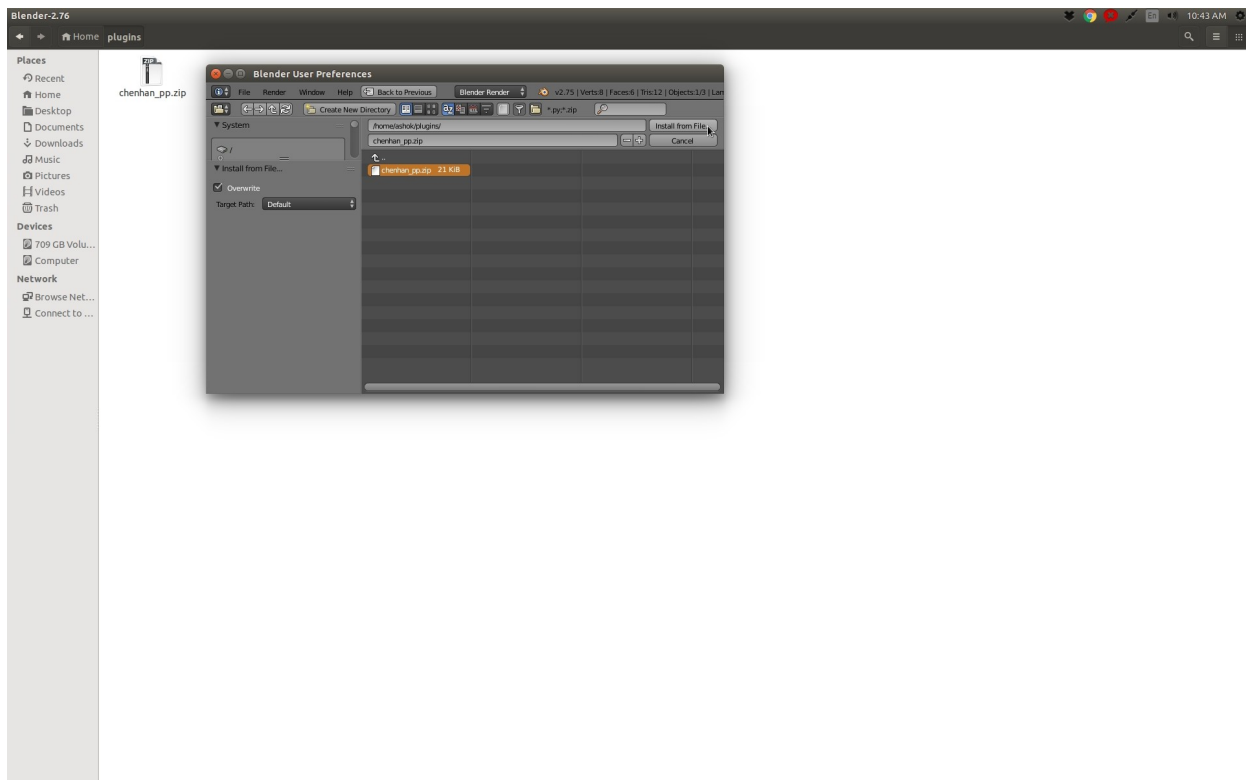

Open User preferences
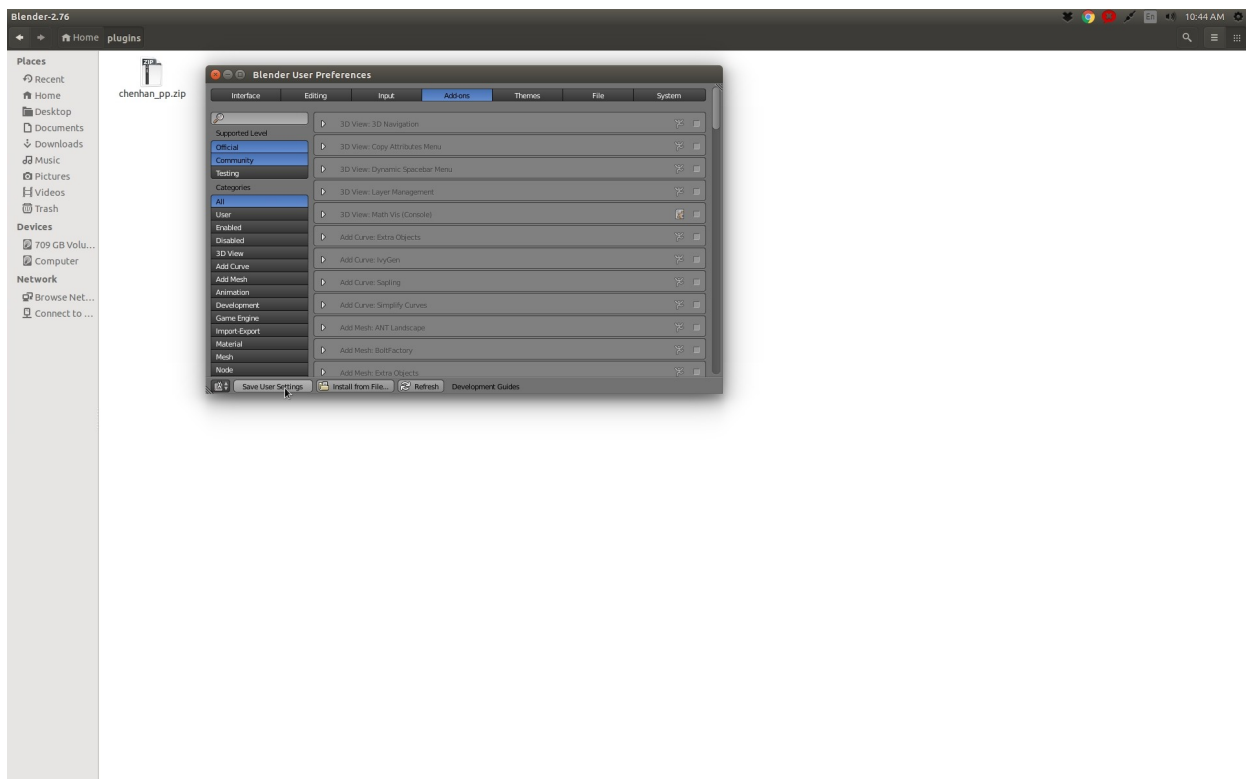
Click Install From File

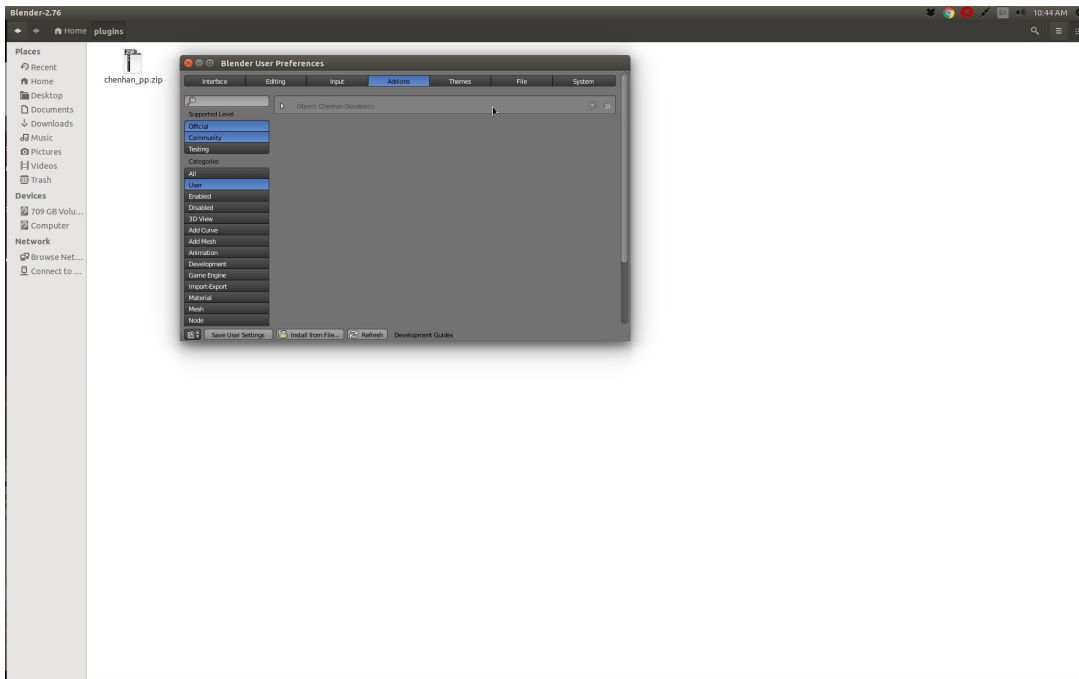# Select the zip file from the location where it was downloaded to

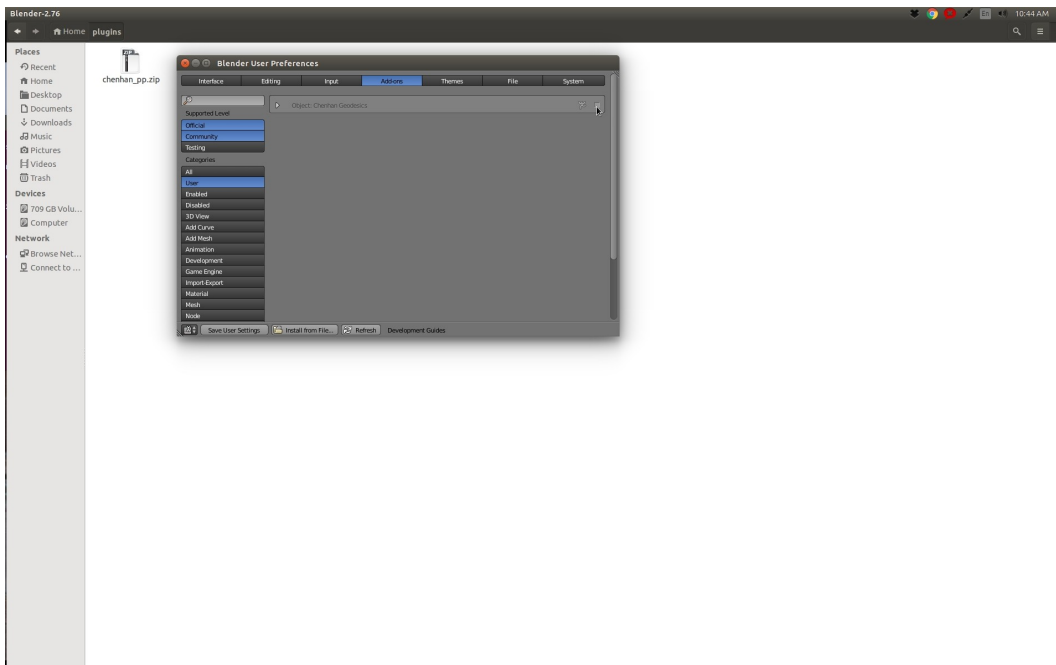# Select the file and click Install from File button
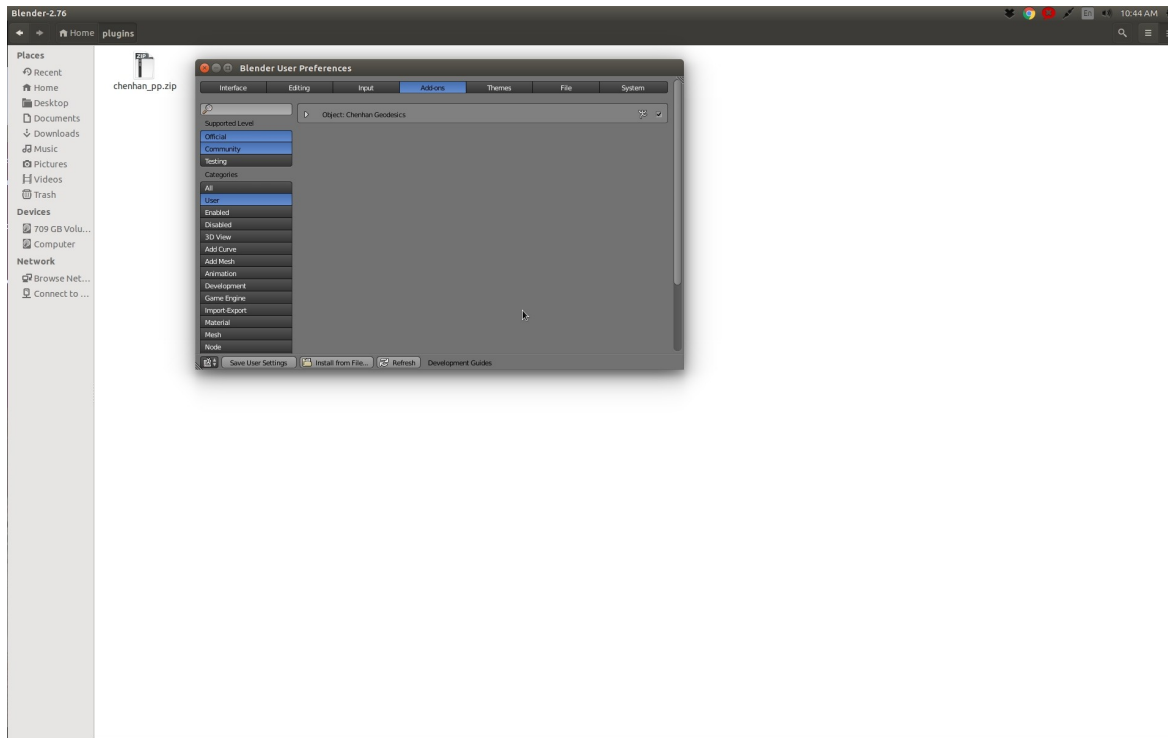

Save the User settings
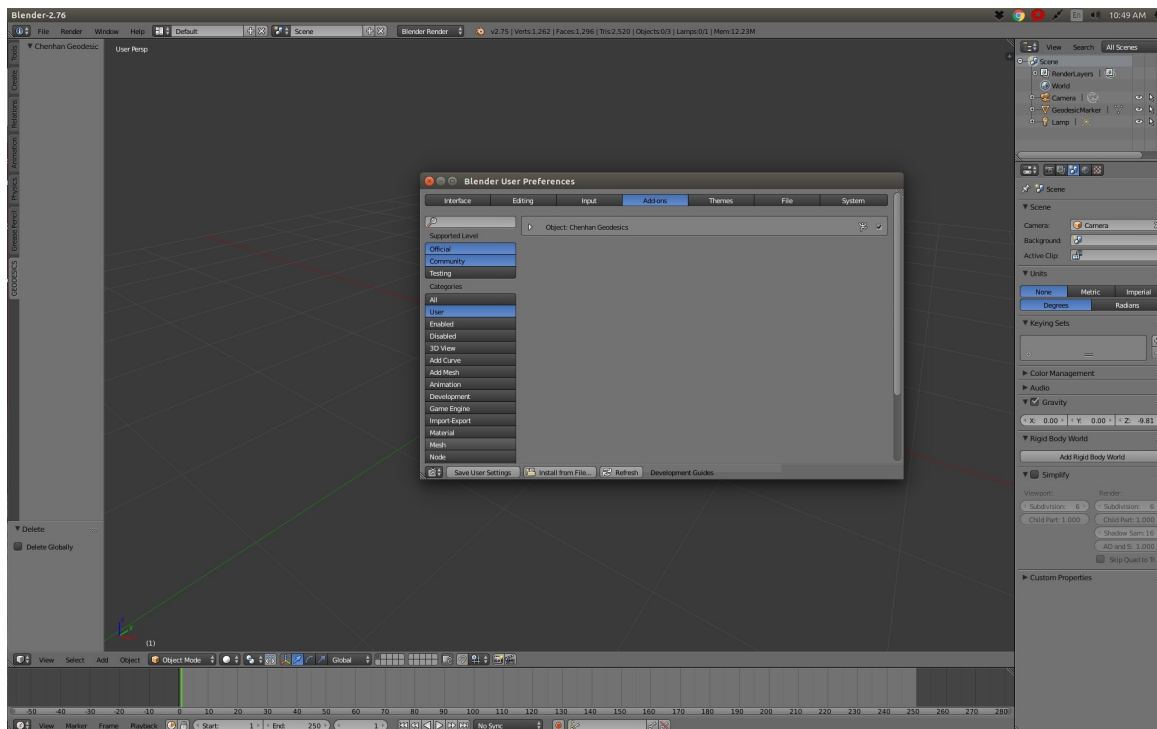
Click the User tab, and enable the plugin

Enabling can be done by clicking the checkbox next to the plugin
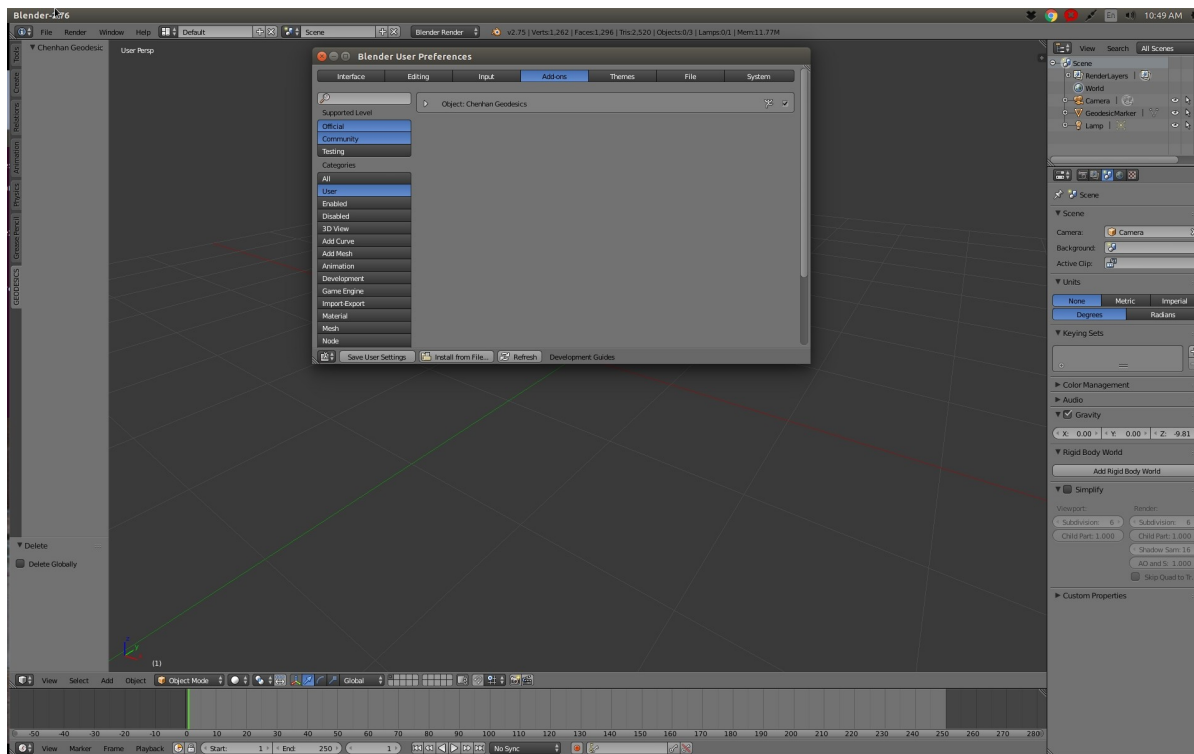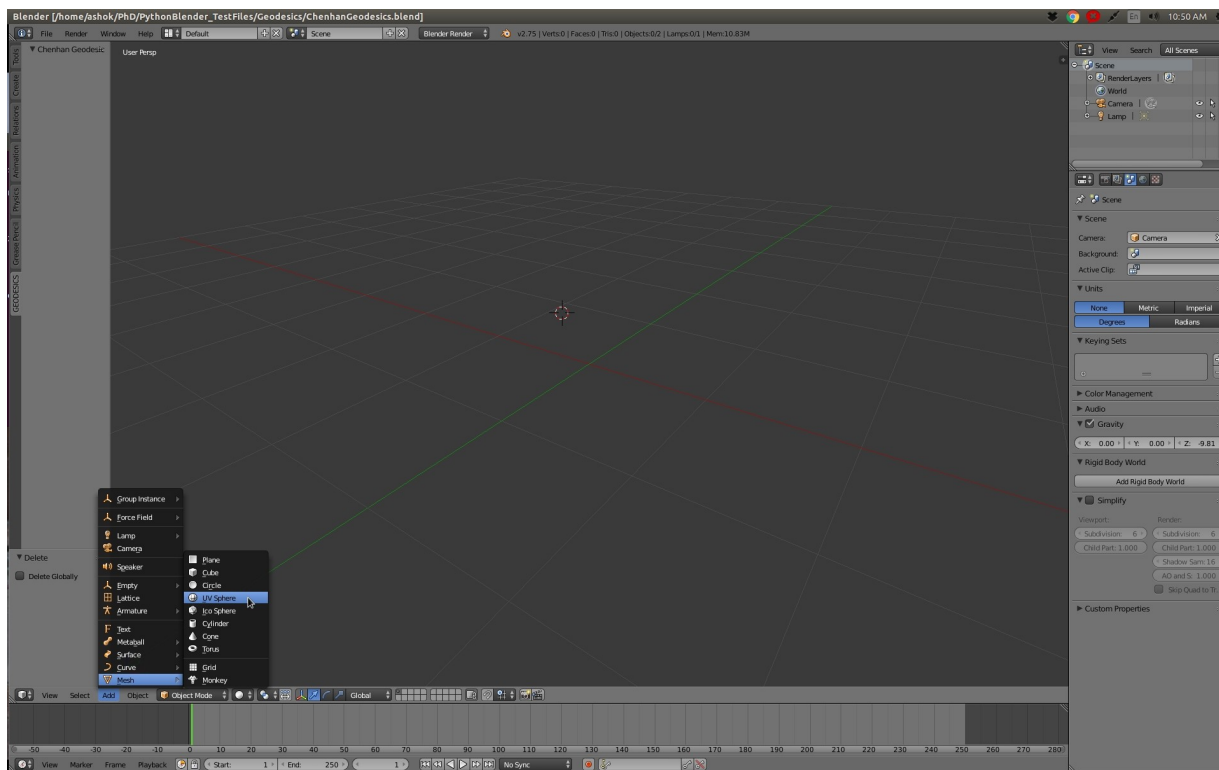
You will see the plugin now enabled
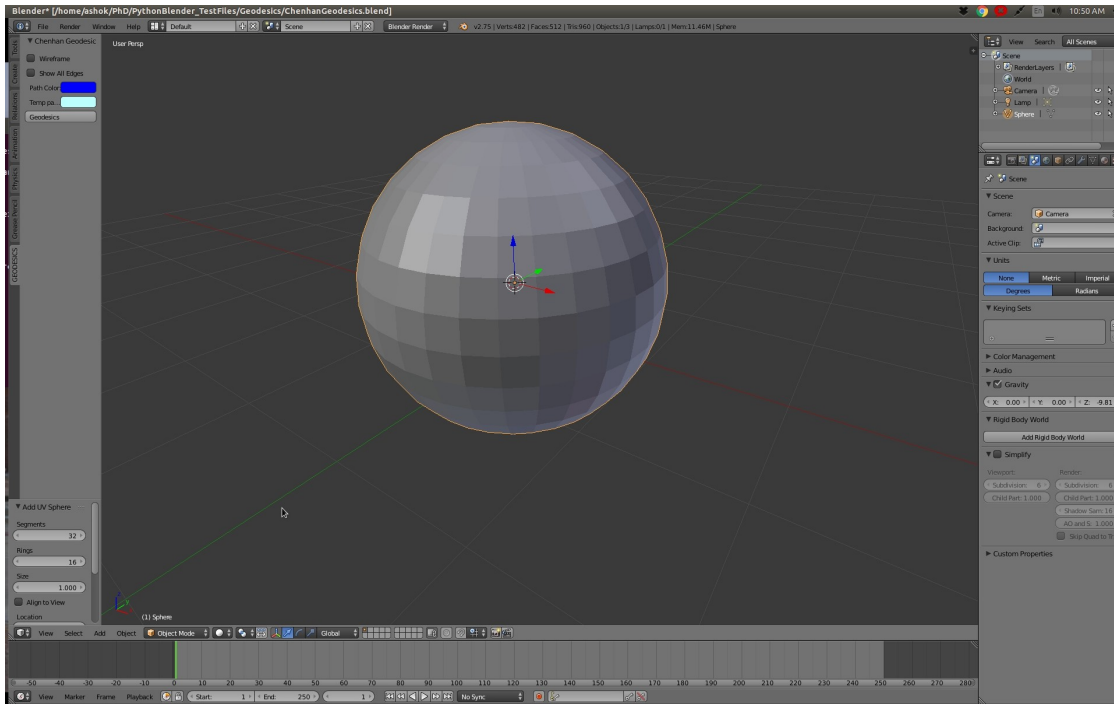

Save User settings again

Close the User settings window

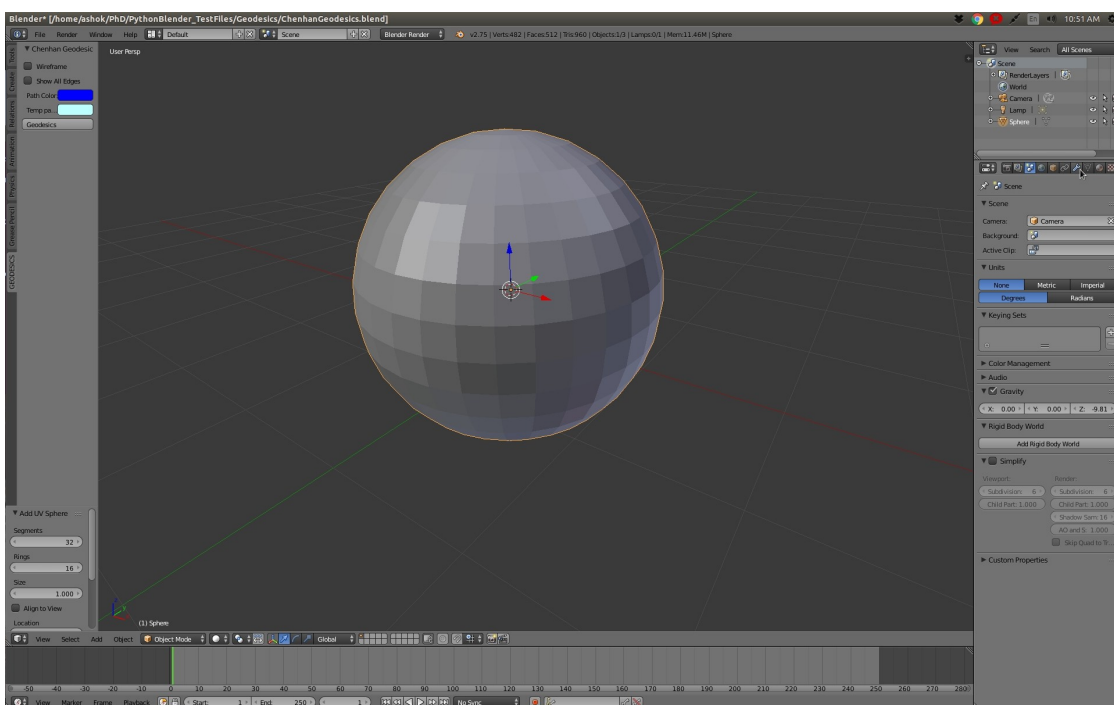# Now add an UV sphere to the blender scene

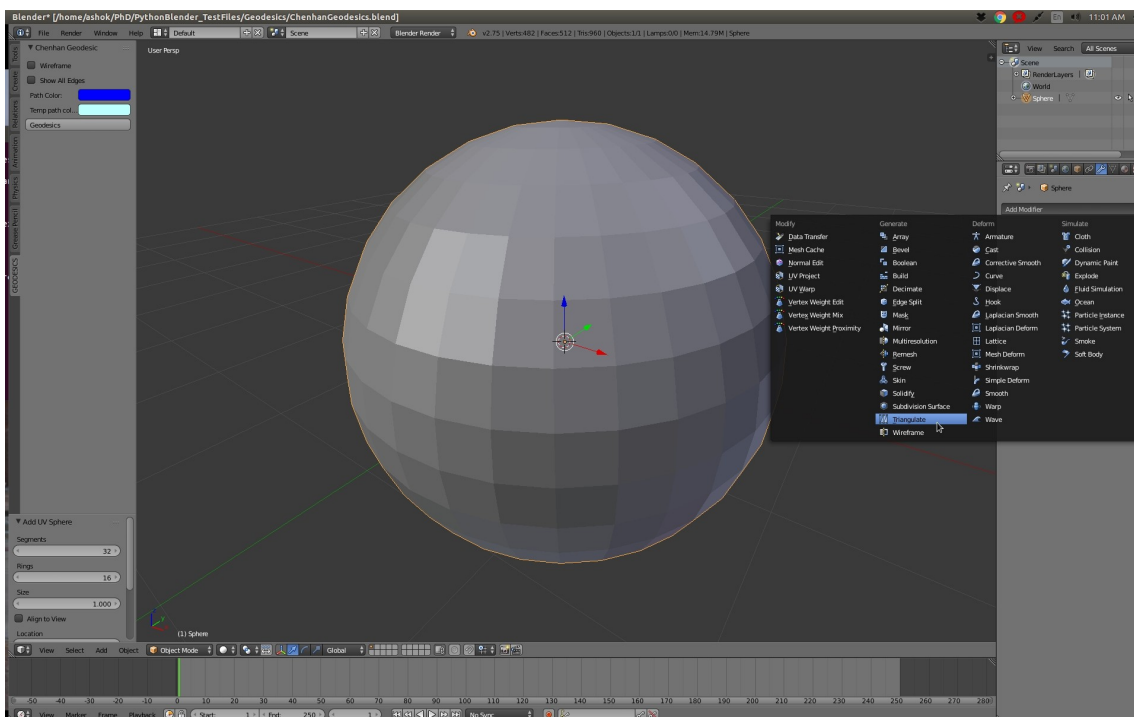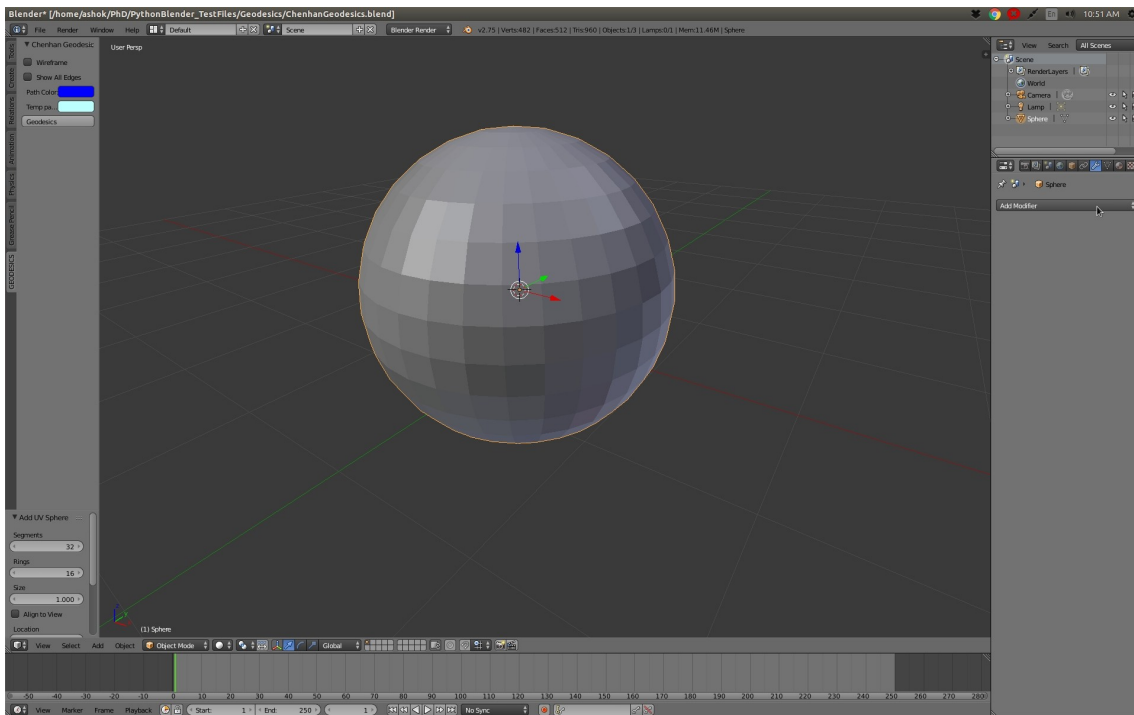# You will see that a sphere is added, but wait it still is in QUAD mode

Though Chenhan-Shiqing works in QUAD too, it is much good to see in Triangulated ones
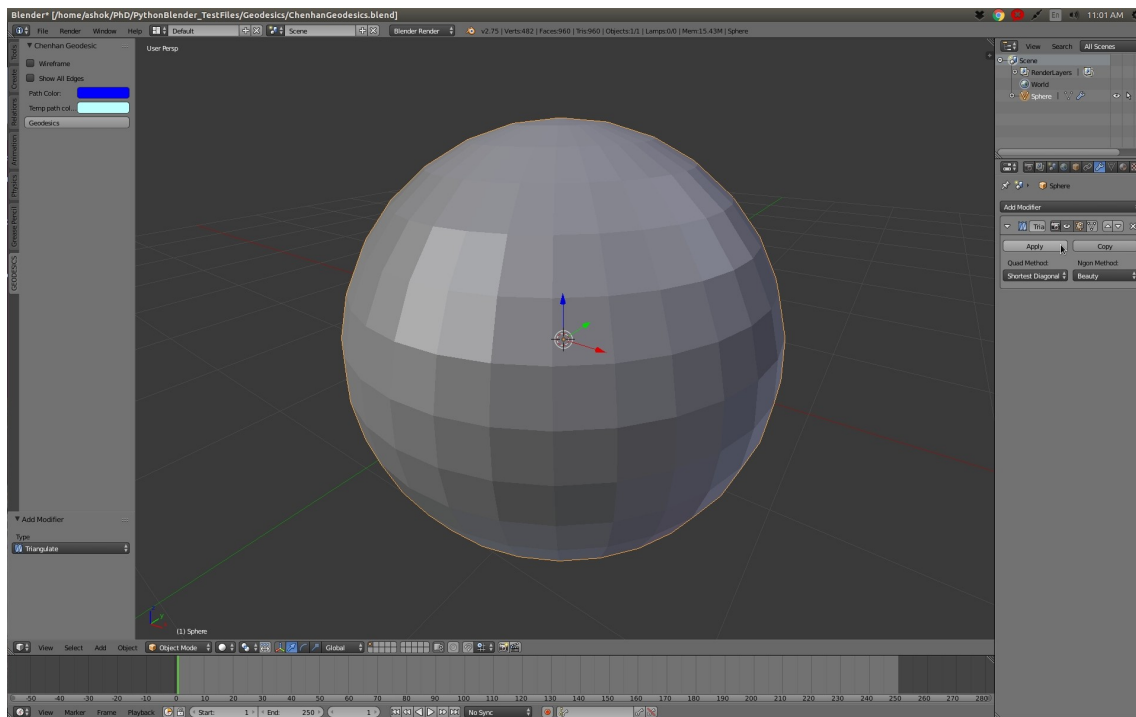
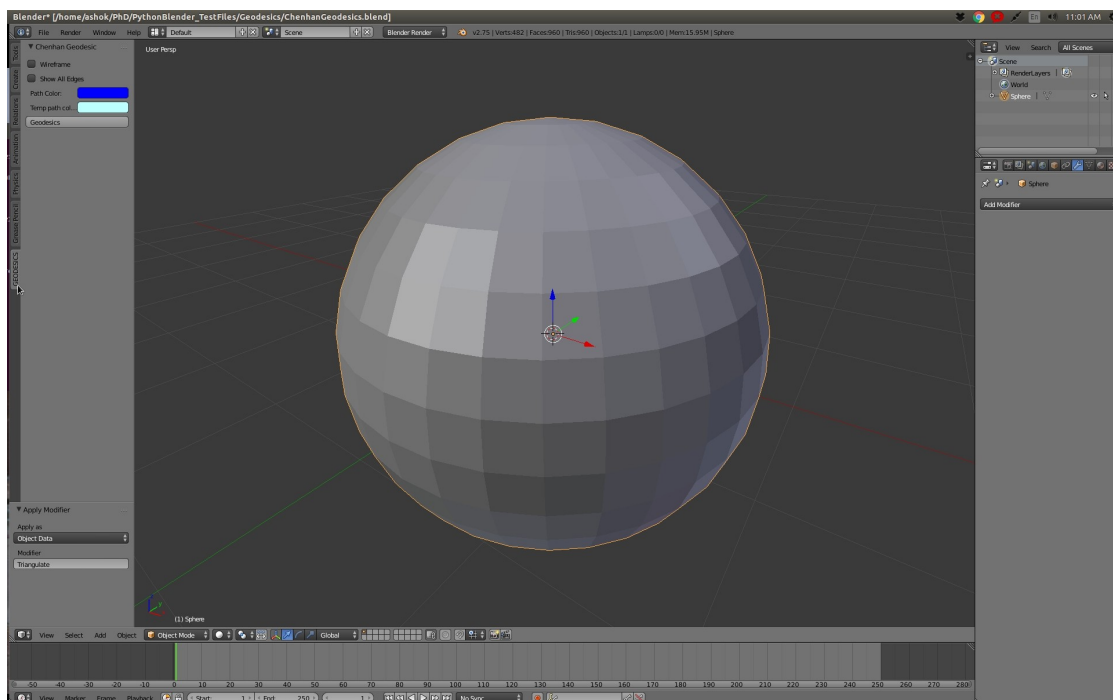# Click the Modifiers tab to triangulate the Sphere

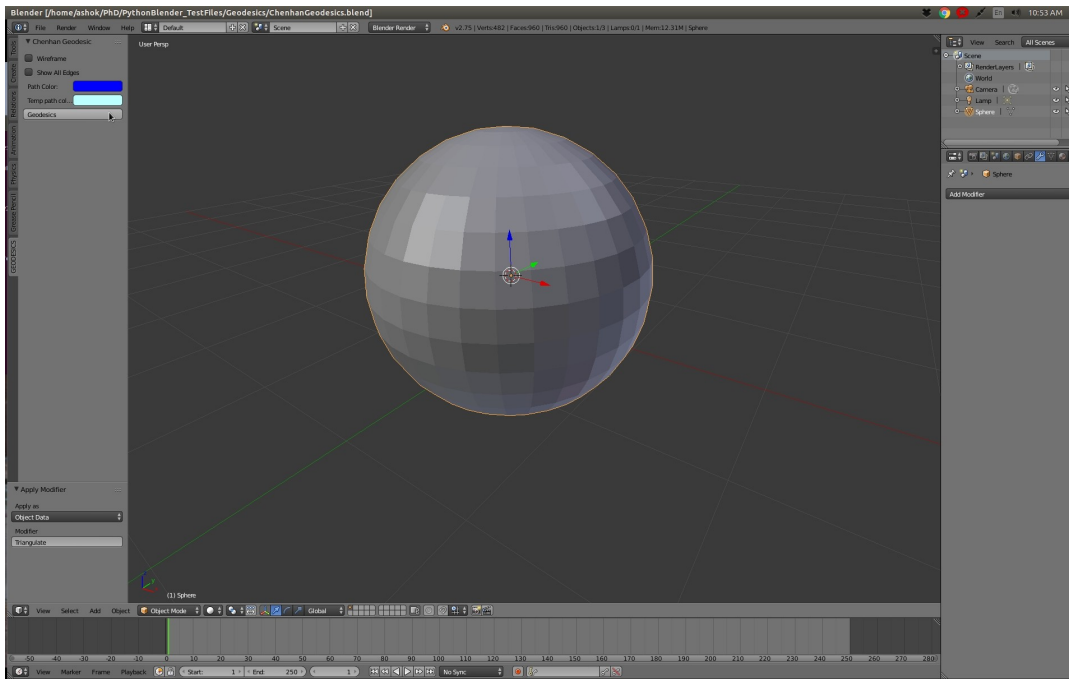# Add the Triangulate Modifier, and select the Triangulate option
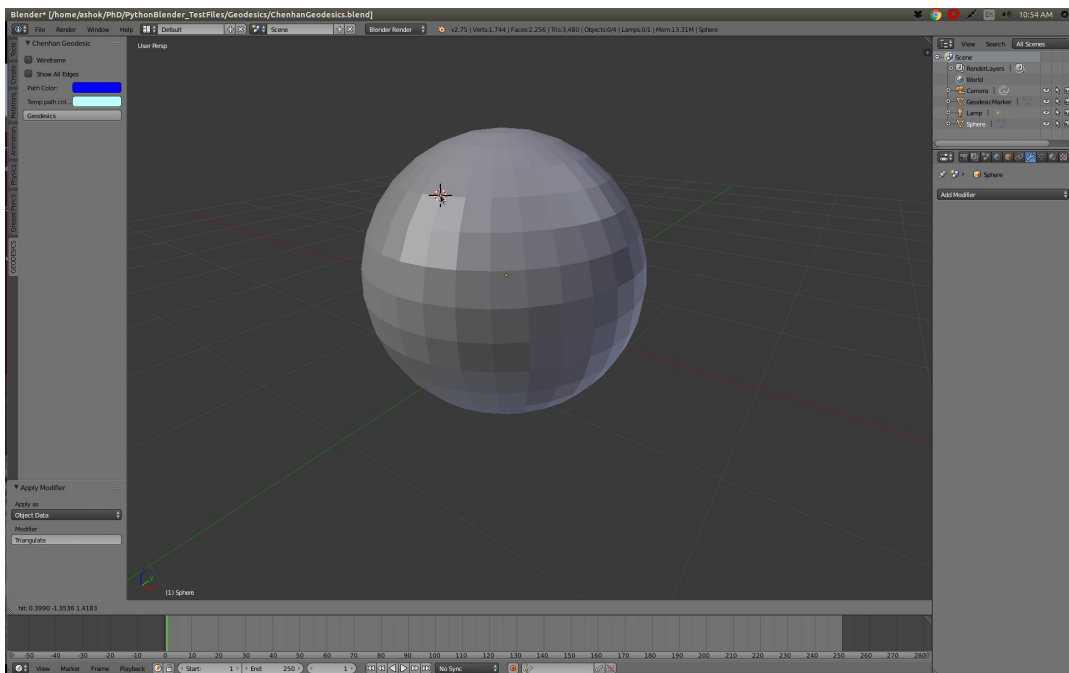
Now its time to apply that Modifier

Let us now test the Geodesic paths, Select the Geodesic tab on the screen as shown,

Select the Chenhan Geodesics button

Click to add a seed point

Move the mouse over the mesh to see the path from the seed