Kivy Debug Tips for Mac OS

If facing a possible GCC error – Update Xcode if possible.

If using Python 3, upgrade pip to use pip3 to install steps

Thank you to the students who helped build the solutions from the following discussions (links are below):

MACOSX with 10.12.11 up to 13;

Do the following

1. create a virtual environment with anaconda and python 3.5 gcc will not with python 3.6

2. follow the instruction on the kivy website and ensure you install Cython==0.26.1

3. install kivy 1.10 (make sure you use this version) should work with pip and pip3 do pip3 if pip does not to use pip3 install it with brew

4. intall pygame==1.9.2rc1 (make sure you use this version as all others will not work)

Assuming you have a virtual environment python3.5:

1. `conda create -n py35 python=3.5 anaconda`

   MAKE SURE YOU HAVE your virtual environment.

   I think you are doing everything with python 3.6,

   brew install python3

   then pip3 Cython==0.26.1

   then pip3 install kivy==1.10

   finally pygame

   https://www.udemy.com/artificial-intelligence-az/learn/v4/questions/3082924

An additional solution is to install via the kivy zip file:

The pip install https://...zip

https://www.udemy.com/artificial-intelligence-az/learn/v4/questions/3270278