

Rythm Music Player

A simple yet elegant music player built with Python, using Tkinter for the GUI and Pygame for audio playback.

This guide provides the corrected and recommended way to set up and run the application, including the fix that allows it to run correctly on Linux.

Prerequisites

Before you begin, ensure you have **Python 3** installed on your system. You can download it from python.org.

Setup and Installation Guide

Follow these steps to get the music player running on your local machine. These instructions use a virtual environment, which is the best practice for managing Python project dependencies.

1. Clone the Repository

First, open your terminal or command prompt, navigate to the directory where you want to store the project, and clone the repository.

```
git clone <your-repository-url>
cd Rythm-Music-app
```

2. Create and Activate a Virtual Environment

A virtual environment creates an isolated space for your project's packages, preventing conflicts with other projects or your system's global Python installation.

Create the environment:

```
python -m venv venv
```

Activate the environment:

- **On Linux or macOS:**
source venv/bin/activate
- **On Windows:**
venv\Scripts\activate

Your terminal prompt should now be prefixed with (venv), indicating the environment is active.

3. Install Required Packages

With the virtual environment active, install all the necessary libraries using the requirements.txt file. This single command handles everything.

```
pip install -r requirements.txt
```

This will install pygame, ttkthemes, and mutagen into your virtual environment.

How to Run the Application

Once the setup is complete, you can launch the music player with the following command:

```
python main.py
```

To stop using the virtual environment when you are done, simply type deactivate in the terminal. Remember to reactivate it (source venv/bin/activate) the next time you want to run the project.