**Installing the TrickPlay SDK**

The TrickPlay SDK lets you develop TrickPlay applications. It includes the TrickPlay Engine, a Visual Editor and documentation.

**Requirements**

You will need a computer running **Ubuntu 11.04**. It can be either 32- or 64-bit. **You should not use a Virtual Machine**, unless it supports OpenGL.

**Installation**

It is recommended that you first run Ubuntu's Update Manager to update your system to the latest packages before you install the TrickPlay SDK. Once you do so, restart the machine and verify that things are in working order.

The TrickPlay SDK is distributed as a Debian package. As such, once you download it, locate the file and double click on it. It will be called something like “trickplay-sdk\_x.x.x-x\_<amd64/i386>.deb”. This will open up Ubuntu's Package Installer; click on “Install Package”.

**Icons**

Installing the TrickPlay SDK will add two icons to Ubuntu's menu system. One displays the TrickPlay documentation in a browser. The other launches the TrickPlay Visual Editor. The icons are located under “Applications | Programming” if you are running the Ubuntu Classic shell or “Applications | Development Tools” if you are running the Unity shell.

**Running the TrickPlay Engine**

The executable for the Engine is called “trickplay”. Open a new terminal window and run the Engine by typing “trickplay” at the command prompt.

If you run the Engine with no parameters, it will create an empty application that does nothing – and you will see nothing on the screen. Your next step is to follow the TrickPlay Programmer's Guide “Getting Started” section of the documentation and write your first app.

**Support**

If anything goes wrong or you need a little help, feel free to e-mail us at [support@developer.trickplay.com](mailto:support@developer.trickplay.com).