# An overview of the software

# How to install the software

1. Make sure you have Python and the necessary libraries installed and working correctly. If you're working on Windows, I recommend using [WinPython](http://code.google.com/p/winpython/), because it comes with the necessary libraries integrated. Anyway, for the sake of completeness, I'll just state that the code was developed with the following versions:
   * Python 2.7.3 (don't use any 3.x version, it won't work)
   * NumPy 1.6.1
   * SciPy 0.9.0
   * matplotlib 1.1.1
   * optional (recommended on Linux, untested on Windows): a C compiler can help speed up your code by compiling an important part of it, but I won't go into detail here. If you can figure out how to make the scipy.weave work with your compiler, then have a look at the function getGradients() in classMaze.py.
   * ffmpeg 1.20: ffmpeg is used for transforming single frames into a video. It's not essential to the project, but it's a nice feature to have. *If you use Windows, you don't need to do anything, the software will use a version of ffmpeg that comes with it.*

If you have access to a computer using Linux, that's probably the best solution: Just install all the packages above and the gcc (C compiler). The optional C optimization should work out of the box.