

2D 게임 프로그래밍

제14강 애플리케이션 패키징

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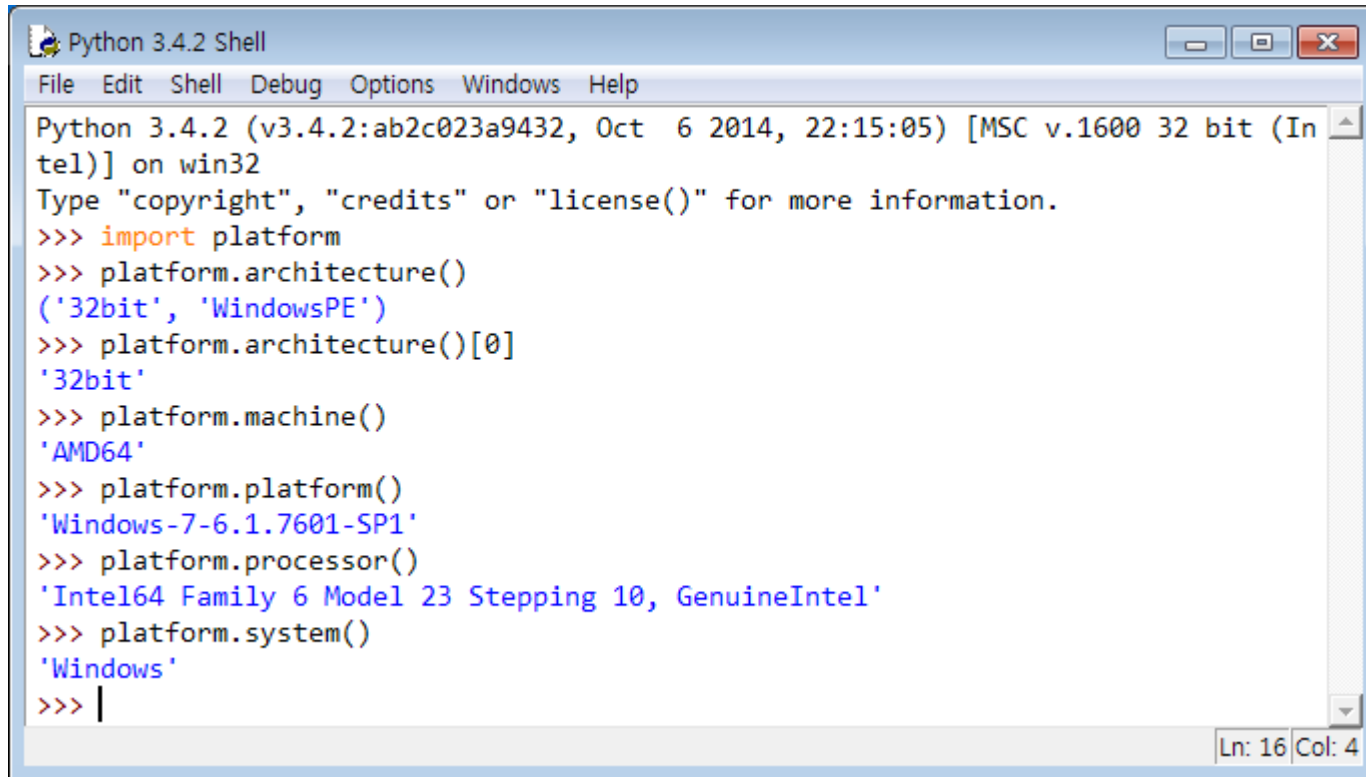


학습 내용

- 플랫폼의 버전 확인
- .py 를 .exe 로 변환
- Installer의 제작

실행 및 설치 환경 확인

- 파이썬 버전은? `platform.architecture()[0]`
 - '32bit' 또는 '64bit'
- 윈도우 버전은? `platform.machine()`
 - 'i386' 또는 'AMD64'



```
Python 3.4.2 Shell
File Edit Shell Debug Options Windows Help
Python 3.4.2 (v3.4.2:ab2c023a9432, Oct 6 2014, 22:15:05) [MSC v.1600 32 bit (Intel)] on win32
Type "copyright", "credits" or "license()" for more information.
>>> import platform
>>> platform.architecture()
('32bit', 'WindowsPE')
>>> platform.architecture()[0]
'32bit'
>>> platform.machine()
'AMD64'
>>> platform.platform()
'Windows-7-6.1.7601-SP1'
>>> platform.processor()
'Intel64 Family 6 Model 23 Stepping 10, GenuineIntel'
>>> platform.system()
'Windows'
>>> |
```


















Ln: 16 Col: 4

mygame.py가 실행되기 위해 필요로 하는 것들... (1)

- 여러분이 작성한 000.py
- 리소스: image, json, font 파일
- pico2d.py
- PySDL2 패키지

mygame.py가 실행되기 위해 필요로 하는 것들...(2)

- SDL 라이브러리 DLL
 - 32 bit / 64 bit 에 해당하는 DLL 들
 - SDL2.dll, SDL2_image.dll, SDL2_mixer.dll, SDL2_ttf.dll
- SDL 이 사용하는 외부 라이브러리

 libFLAC-8	dll
 libfreetype-6	dll
 libjpeg-9	dll
 libmikmod-2	dll
 libmodplug-1	dll
 libogg-0	dll
 libpng16-16	dll
 libtiff-5	dll
 libvorbis-0	dll
 libvorbisfile-3	dll
 libwebp-4	dll
 SDL2	dll
 SDL2_image	dll
 SDL2_mixer	dll
 SDL2_ttf	dll
 smpeg2	dll
 zlib1	dll



mygame.py 를
Mygame.exe 로 변환

각자의 PC에서 설치된 SDL 관련 DLL 삭제하기



- 32bit version window
 - C:\Windows\System32

- 64bit window
 - C:\Windows\SysWOW64

mygame.py 의 실행 실패 !

Traceback (most recent call last):

```
File "C:\Python34\lib\site-packages\sdl2\dll.py", line 111, in <module>
    dll = DLL("SDL2", ["SDL2", "SDL2-2.0"], os.getenv("PYSDL2_DLL_PATH"))
File "C:\Python34\lib\site-packages\sdl2\dll.py", line 53, in __init__
    (libinfo, dllmsg))
```

RuntimeError: could not find any library for SDL2 (PYSDL2_DLL_PATH: unset)

During handling of the above exception, another exception occurred:

Traceback (most recent call last):

```
File "D:\Users\dustinlee\work\Lecture\2014 02\2D Game Programming\Labs\master\Lab14 - py2exe\mygame.py", line 13, in <module>
    import main_state
File "D:\Users\dustinlee\work\Lecture\2014 02\2D Game Programming\Labs\master\Lab14 - py2exe\main_state.py", line 1, in <module>
    from pico2d import *
File "D:\Users\dustinlee\work\Lecture\2014 02\2D Game Programming\Labs\master\Lab14 - py2exe\pico2d.py", line 7, in <module>
    from sdl2 import *
File "C:\Python34\lib\site-packages\sdl2\__init__.py", line 2, in <module>
    from .dll import get_dll_file, _bind
File "C:\Python34\lib\site-packages\sdl2\dll.py", line 113, in <module>
    raise ImportError(exc)
```

ImportError: could not find any library for SDL2 (PYSDL2_DLL_PATH: unset)



```
import platform
import os

if platform.architecture()[0] == '32bit':
    os.environ["PYSDL2_DLL_PATH"] = "./SDL2/x86"
else:
    os.environ["PYSDL2_DLL_PATH"] = "./SDL2/x64"

import game_framework

import main_state

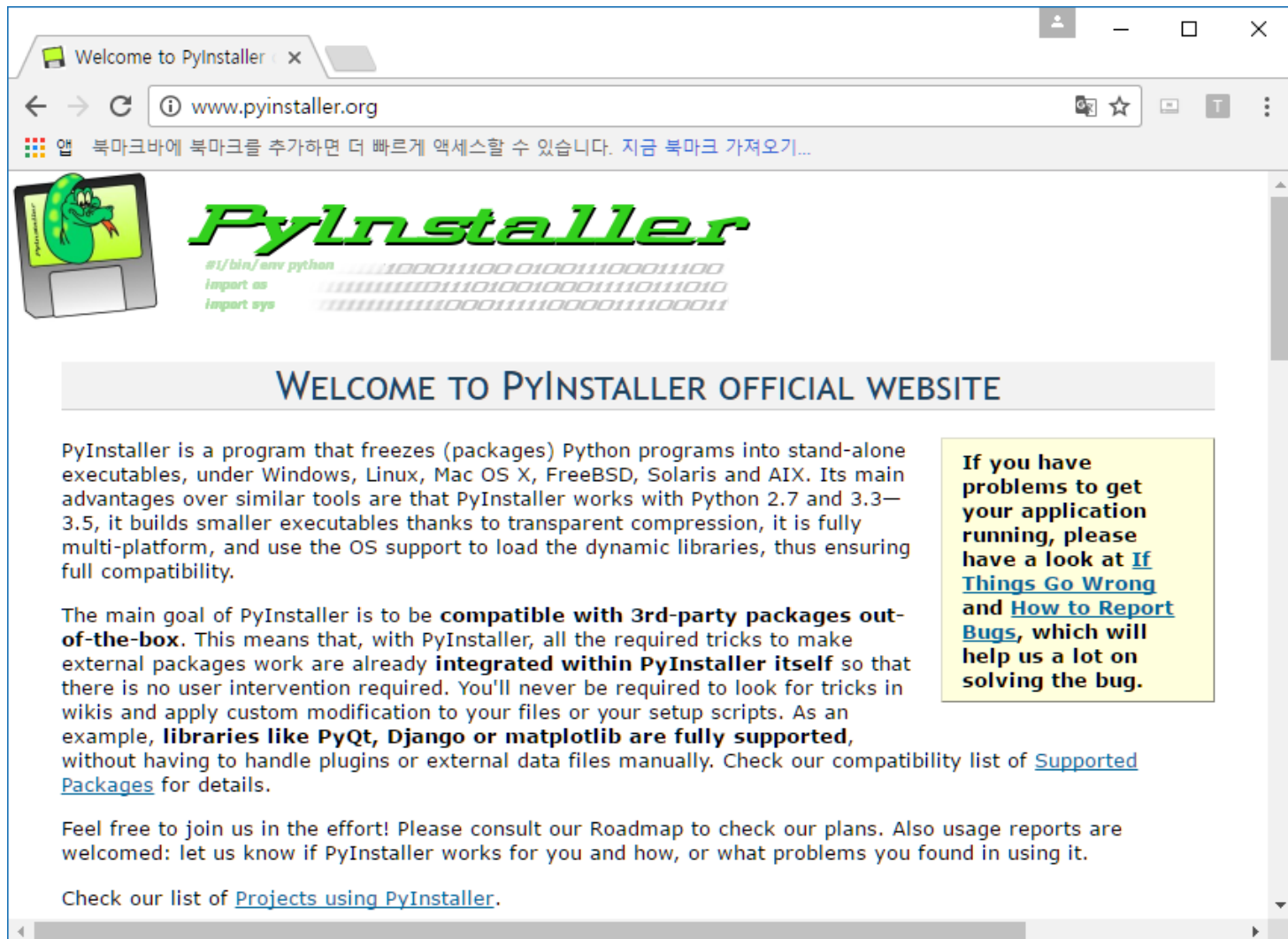
game_framework.run(main_state)
```

이제 제대로 실행이 된다!

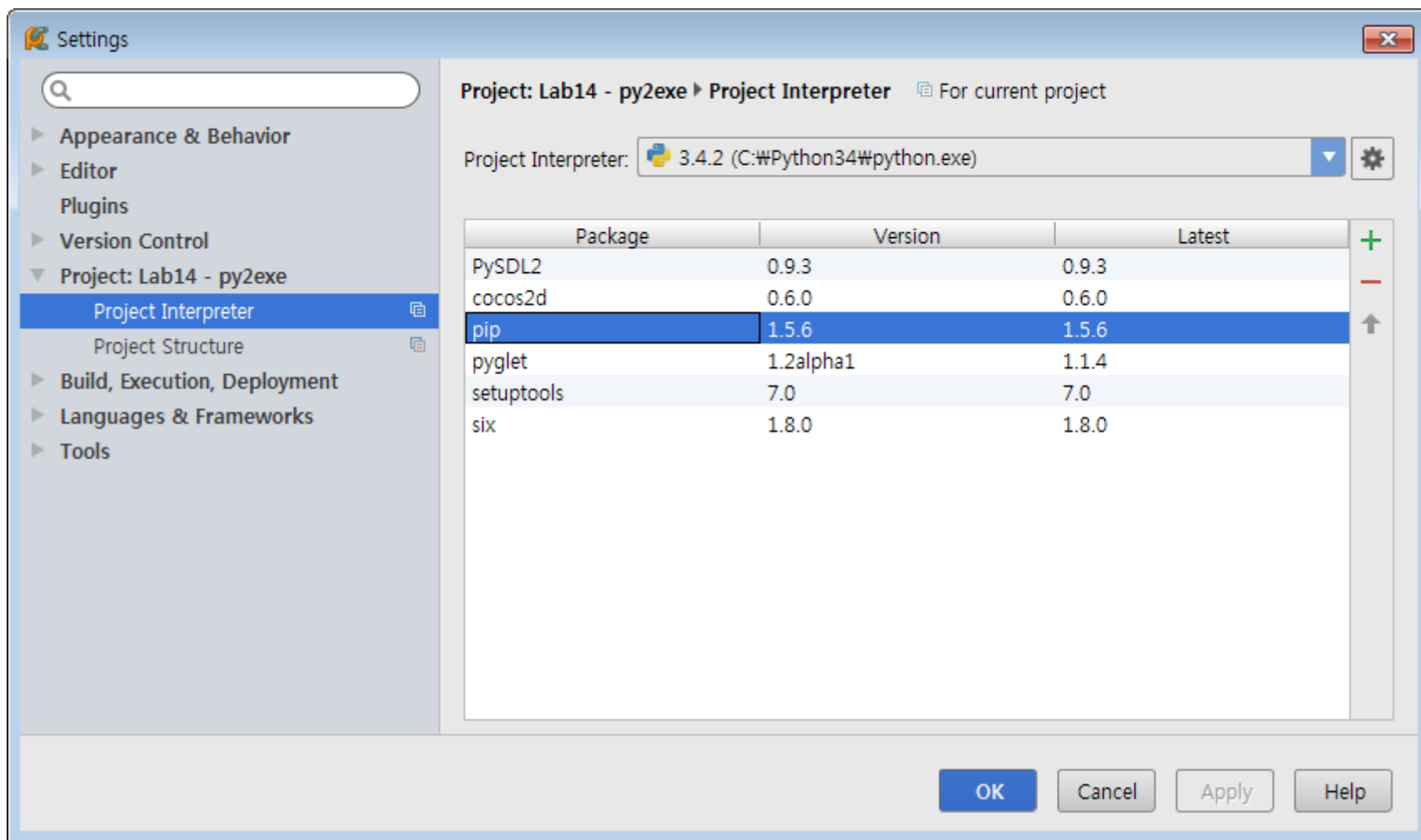


PyInstaller

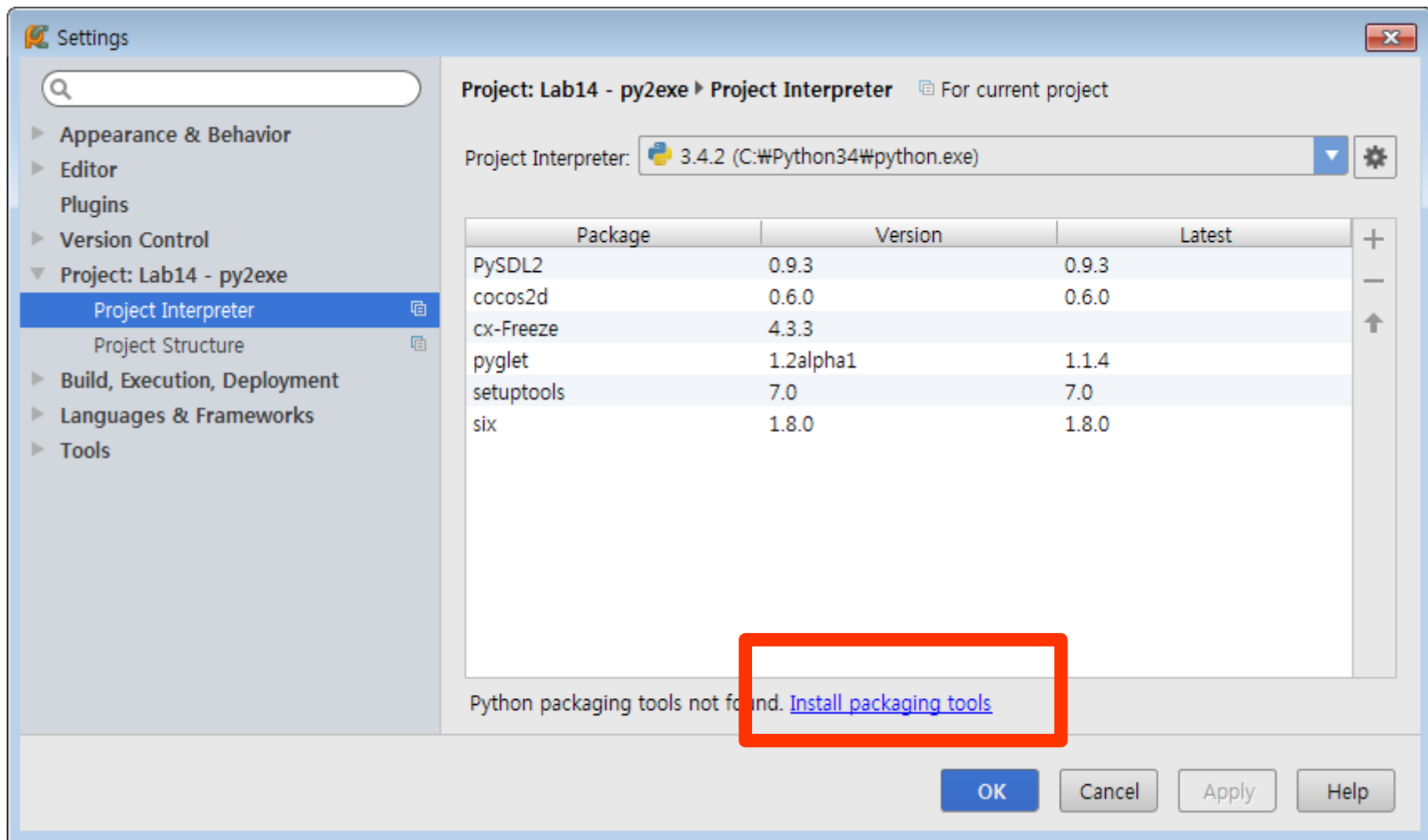
- <http://www.pyinstaller.org/>



PyCharm: pip 설치 확인



PyCharm: pip 설치 및 version upgrade



cmd 창을 열고, pefile을 install ➔ pip install pefile-master.zip

```
명령 프롬프트

c:\W\LectureCode\W2016-2DGP\WSDK 디렉터리

2016-12-05 오후 07:23 <DIR> .
2016-12-05 오후 07:23 <DIR> ..
2016-12-05 오후 07:16      2,380,880 innosetup-5.5.9-unicode.exe
2016-12-05 오후 06:51    48,961,272 pefile-master.zip
2016-09-07 오후 06:21     106,496 pico2d-1.1.2015.win-amd64.msi
2016-09-07 오후 06:21     106,496 pico2d-1.1.2015.win32.msi
2016-09-07 오후 06:11    1,186,614 PySDL2-0.9.4.zip
2016-09-07 오후 06:10    4,630,253 sdl2_dll.zip
        6개 파일          57,372,011 바이트
        2개 디렉터리    46,505,656,320 바이트 남음

c:\W\LectureCode\W2016-2DGP\WSDK>
c:\W\LectureCode\W2016-2DGP\WSDK>
c:\W\LectureCode\W2016-2DGP\WSDK>
c:\W\LectureCode\W2016-2DGP\WSDK>
c:\W\LectureCode\W2016-2DGP\WSDK>
c:\W\LectureCode\W2016-2DGP\WSDK>
c:\W\LectureCode\W2016-2DGP\WSDK>pip install pefile-master.zip
Processing c:\W\lecturecode\W2016-2dgp\WSDK\pefile-master.zip
Requirement already satisfied: future in w:\W\python35\lib\site-packages (from pefile==2016.3.28)
Installing collected packages: pefile
  Running setup.py install for pefile ... done
Successfully installed pefile-2016.3.28

c:\W\LectureCode\W2016-2DGP\WSDK>
```

PyCharm: PyInstaller 설치

The image shows two overlapping windows from the PyCharm IDE. The background window is the 'Settings' dialog, specifically the 'Project Interpreter' tab for 'Project: Lab14 - py2exe'. It shows the current interpreter as '3.4.2 (C:\#Python34\python.exe)'. Below this is a table of installed packages:

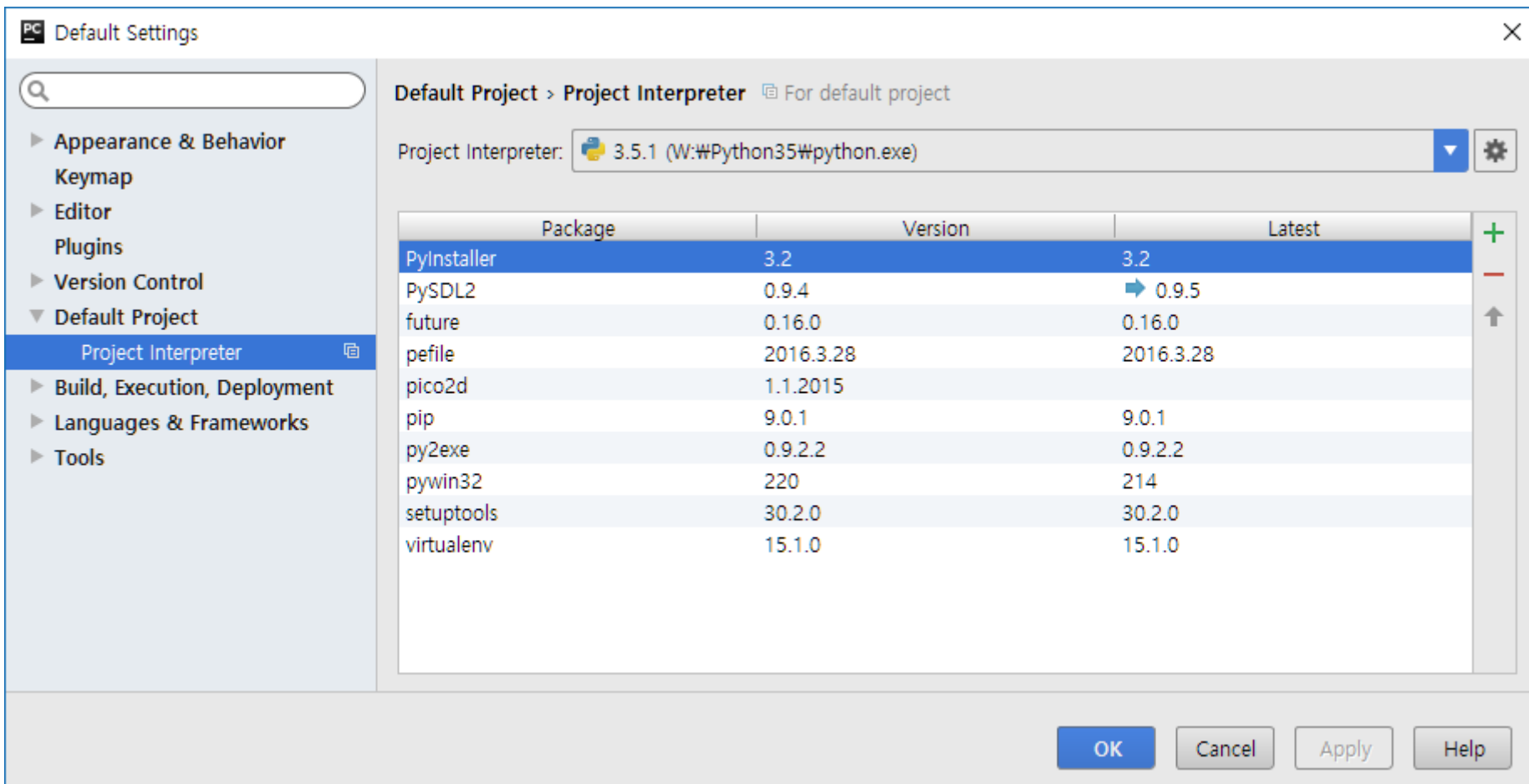
Package	Version	Latest
PySDL2	0.9.3	0.9.3
cocos2d	0.6.0	0.6.0

A red box highlights a '+' button in the top right corner of the package list table. The foreground window is the 'Available Packages' dialog, with 'pyinstaller' entered in the search bar. The search results list 'PyInstaller' and 'pyinstaller-utils'. The 'PyInstaller' entry is selected, and its details are shown on the right:

- Description:** PyInstaller bundles a Python application and all its dependencies into a single package.
- Version:** 3.2
- Author:** Giovanni Bajo, Hartmut Goebel, David Vierra, David Cortesi, Martin Zibricky
- Links:** <mailto:pyinstaller@googlegroups.com>, <http://www.pyinstaller.org>

At the bottom of the 'Available Packages' window, there are checkboxes for 'Specify version' (set to 3.2) and 'Options'. Below these is a checkbox for 'Install to user's site packages directory (C:\Users\dustinlee\AppData\Roaming\Python)'. A red box highlights the 'Install Package' button at the bottom left.

PyCharm: PyInstaller 설치 확인



PC Default Settings

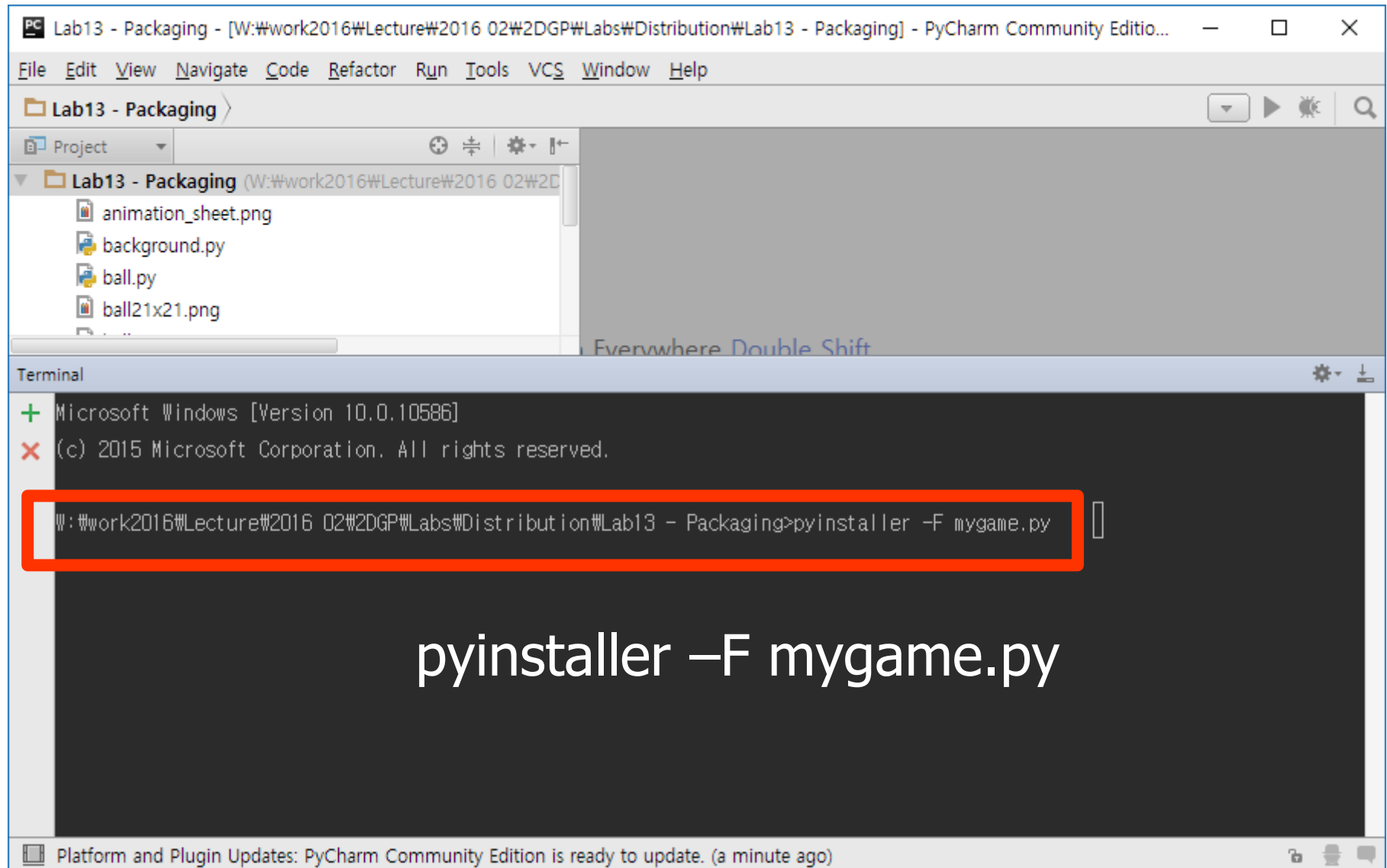
Default Project > Project Interpreter For default project

Project Interpreter: 3.5.1 (W:\Python35\python.exe)

Package	Version	Latest
PyInstaller	3.2	3.2
PySDL2	0.9.4	0.9.5
future	0.16.0	0.16.0
pefile	2016.3.28	2016.3.28
pico2d	1.1.2015	
pip	9.0.1	9.0.1
py2exe	0.9.2.2	0.9.2.2
pywin32	220	214
setuptools	30.2.0	30.2.0
virtualenv	15.1.0	15.1.0

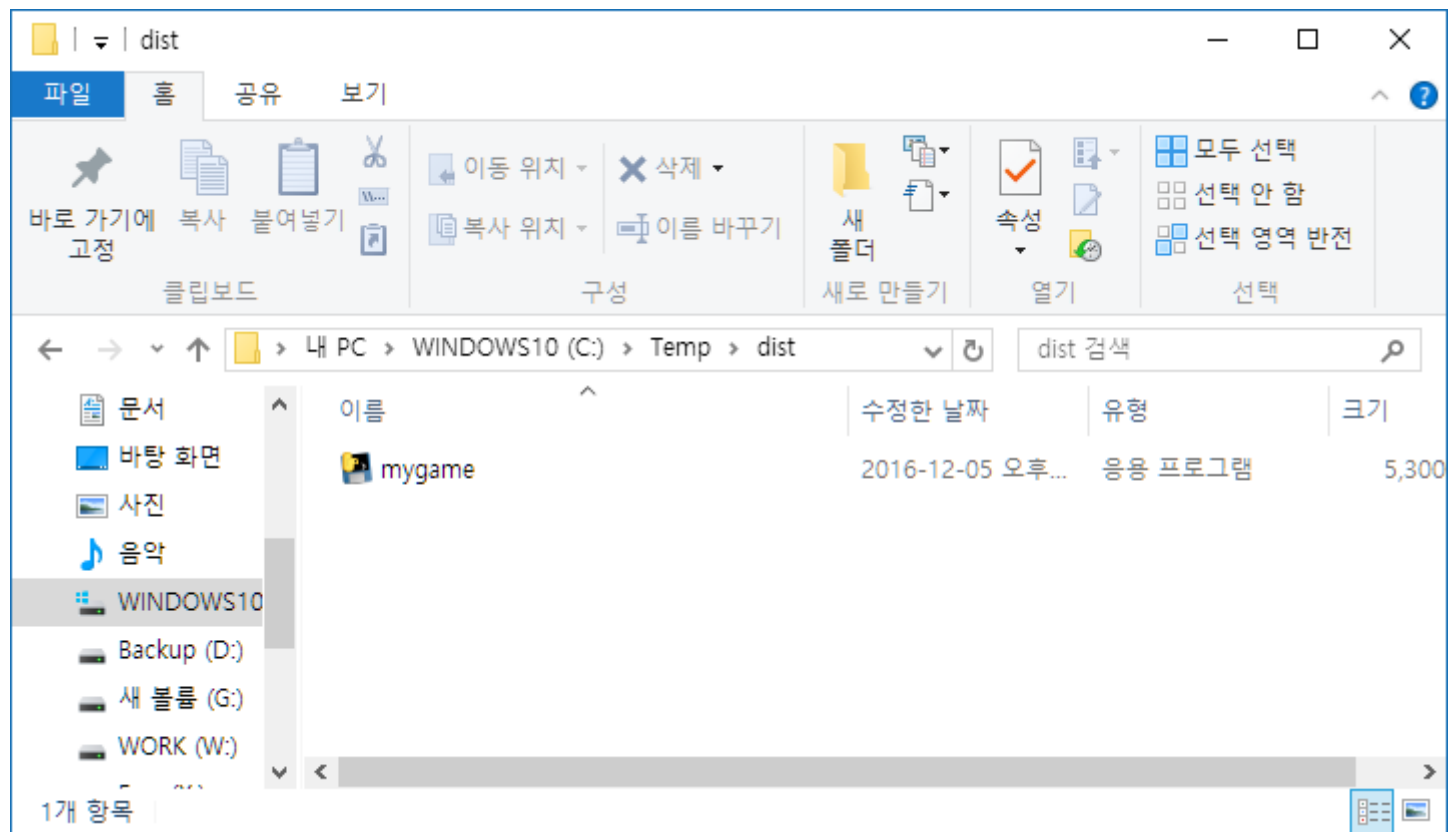
OK Cancel Apply Help

View → Tool Windows → Terminal 을 열고,

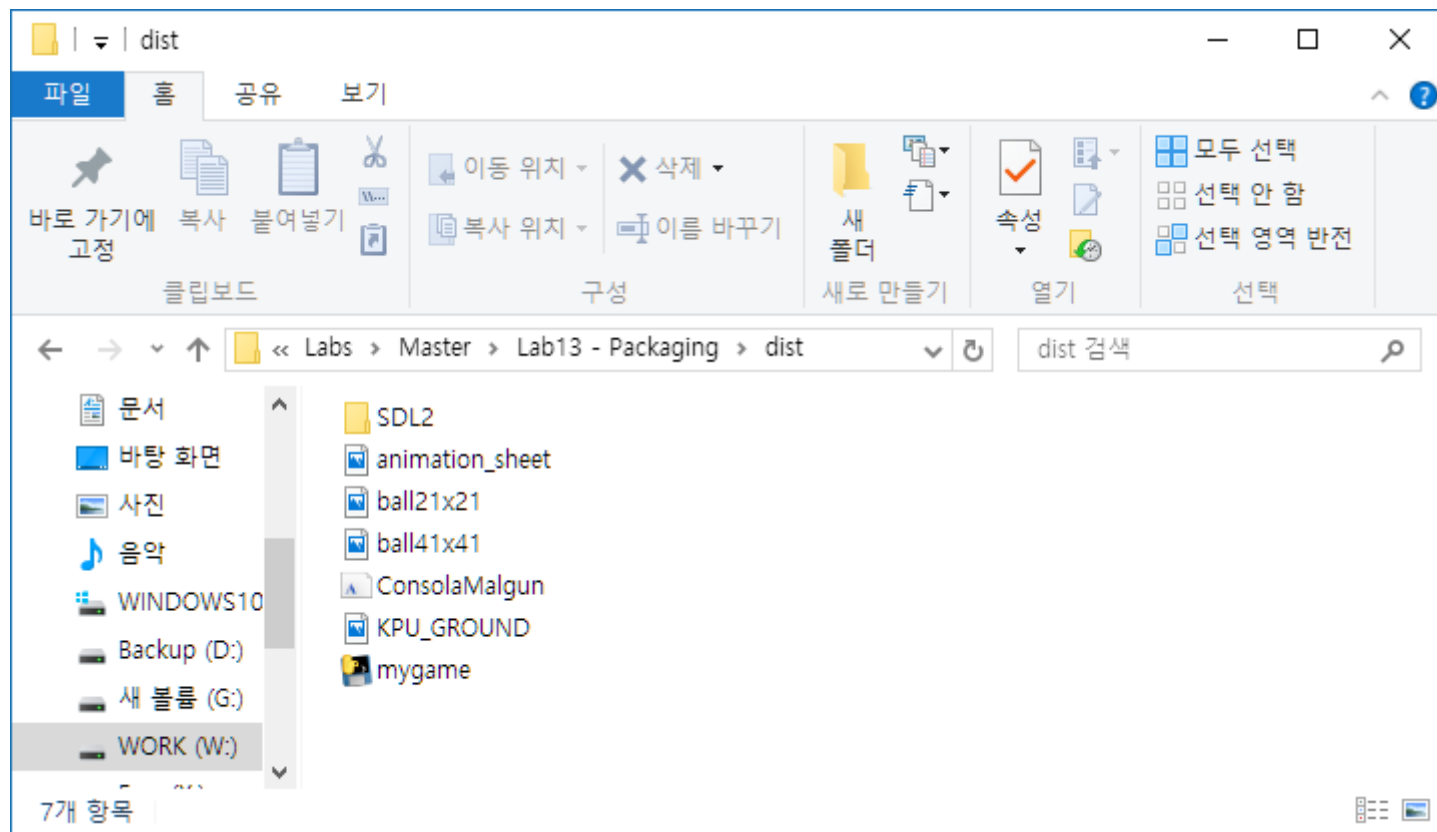


pyinstaller -F mygame.py

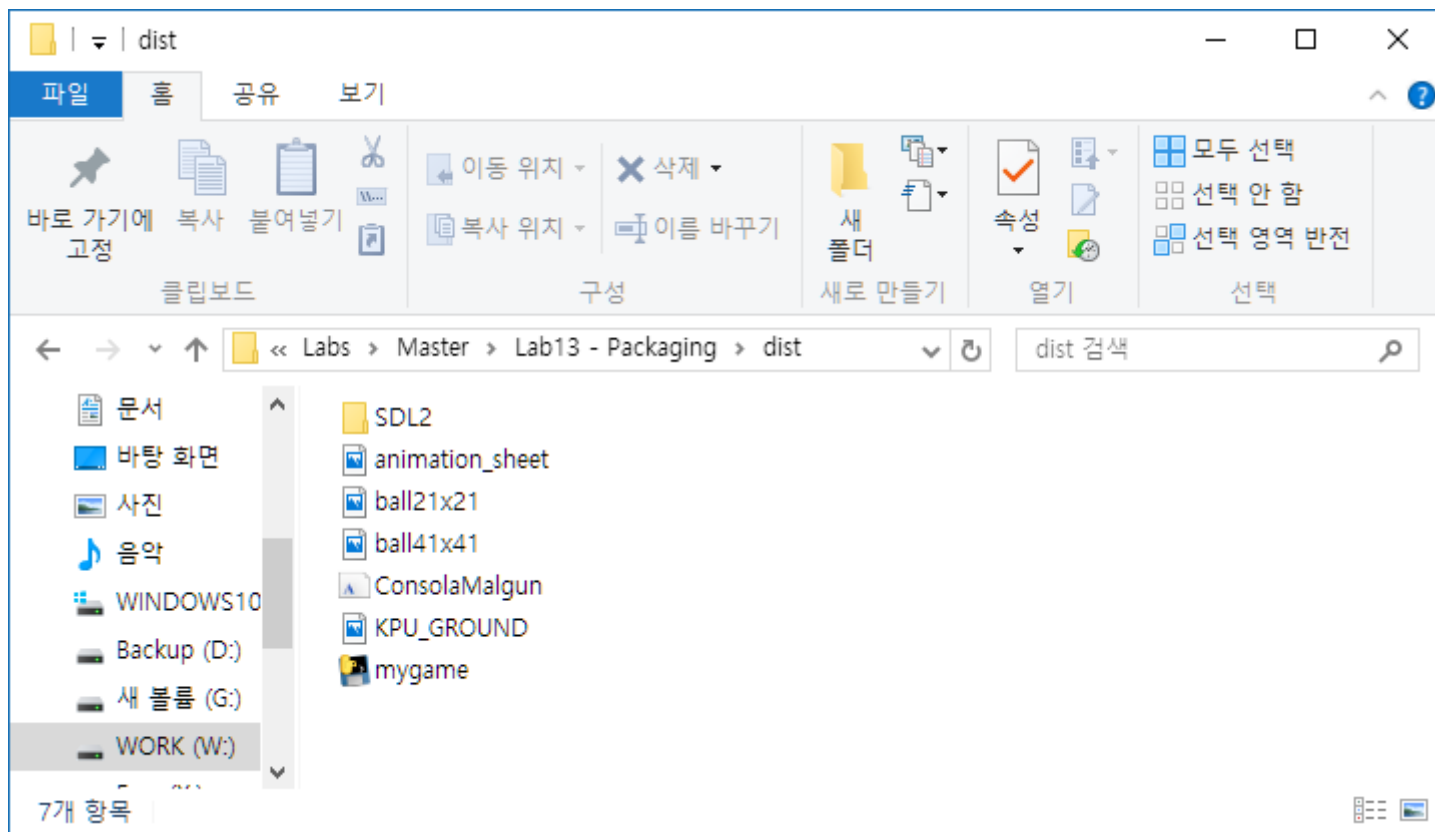
dist 폴더에 만들어진, mygame.exe



리소스 및 필요 DLL 을 복사해야 함.



dist 폴더: 여기서 mygame.exe 을 클릭하면 실행!





Installer를 이용한
설치 파일 제작

Inno Setup 의 설치

Inno Setup Downloads

www.jrsoftware.org/isdl.php

앱 북마크바에 북마크를 추가하면 더 빠르게 액세스할 수 있습니다. [지금 북마크 가져오기...](#)

- 5.5: Support for Restart Manager and new Windows 8 features
- 5.5: Support for Windows 8.1 and Windows 10
- 5.5: Support for dual signing (SHA1 & SHA256)

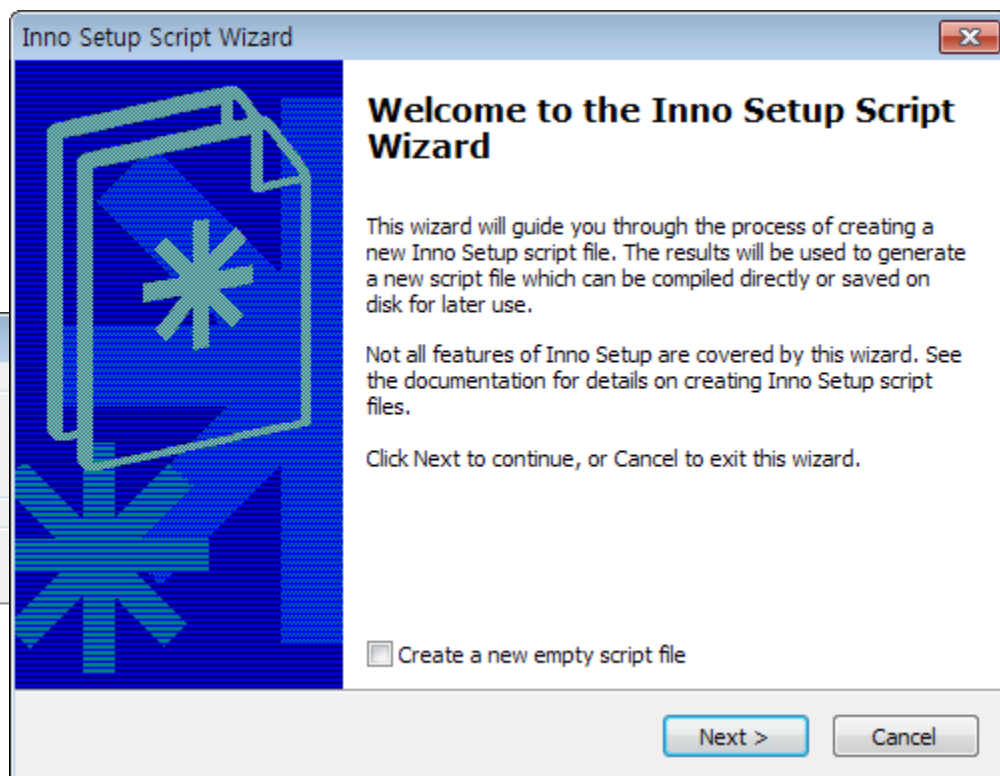
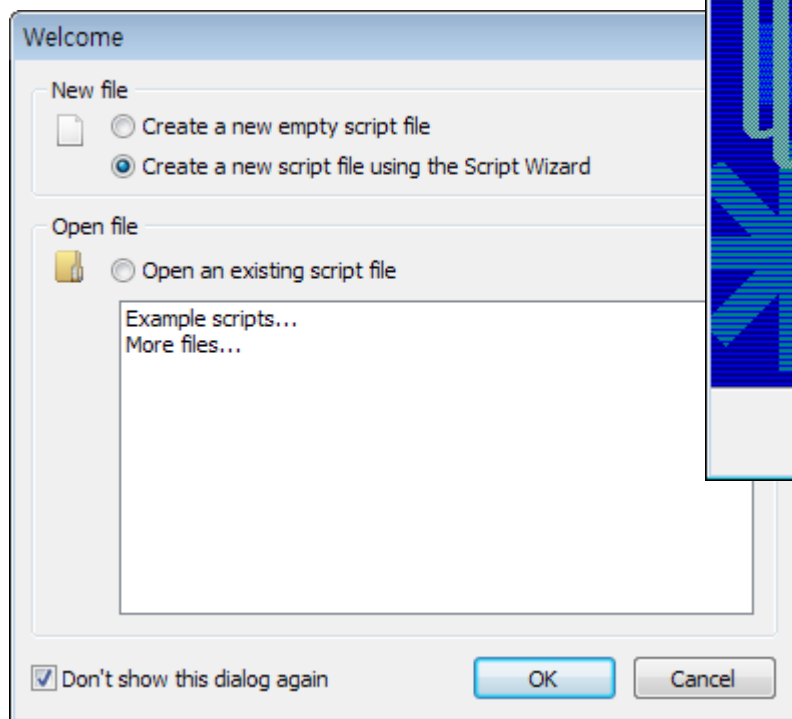
[What's new in this version?](#)

Filename	Download Sites	DLs	Date	Description
innosetup-5.5.9.exe	Random site US	398,103	2016-04-06	Inno Setup self-installing package.
innosetup-5.5.9-unicode.exe	Random site US Netherlands	74,248	2016-04-06	Unicode Inno Setup self-installing package.

Remember to check the [Inno Setup FAQ](#) for solutions to common problems, like installing vs applications. Also see the [Third-Party Files](#) page for some useful tools, and translations of Setup into other languages.

QuickStart Pack

실행: File->New



Inno Setup Script Wizard

Application Information

Please specify some basic information about your application.

Application name:

MyGame

Application version:

1.5

Application publisher:

KPU

Application website:

http://www.kpu.ac.kr

bold = required

< Back Next > Cancel

Inno Setup Script Wizard

Application Folder

Please specify folder information about your application.

Application destination base folder:

Program Files folder

Application folder name:

MyGame

☒ Allow user to change the application folder

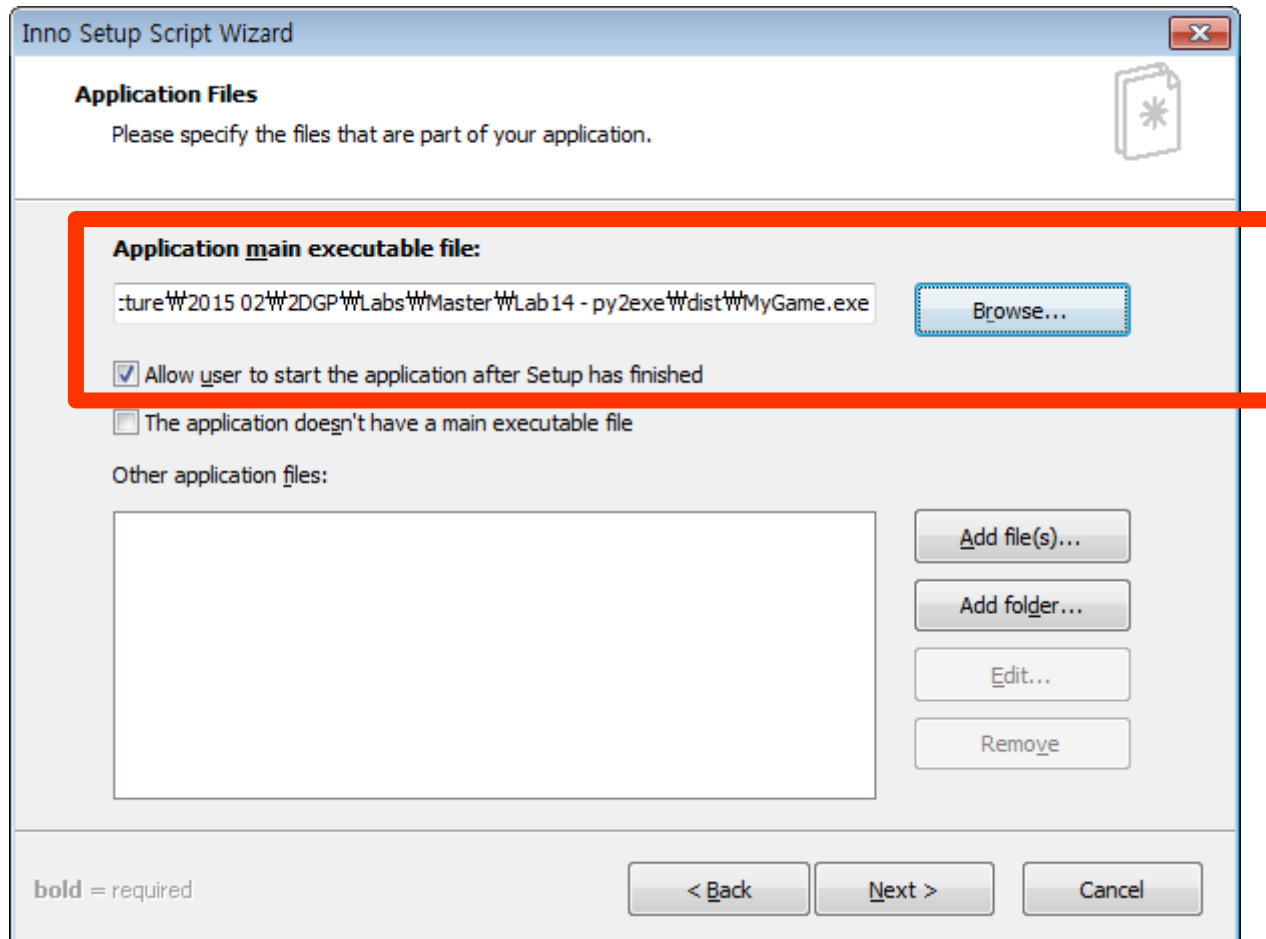
Other:

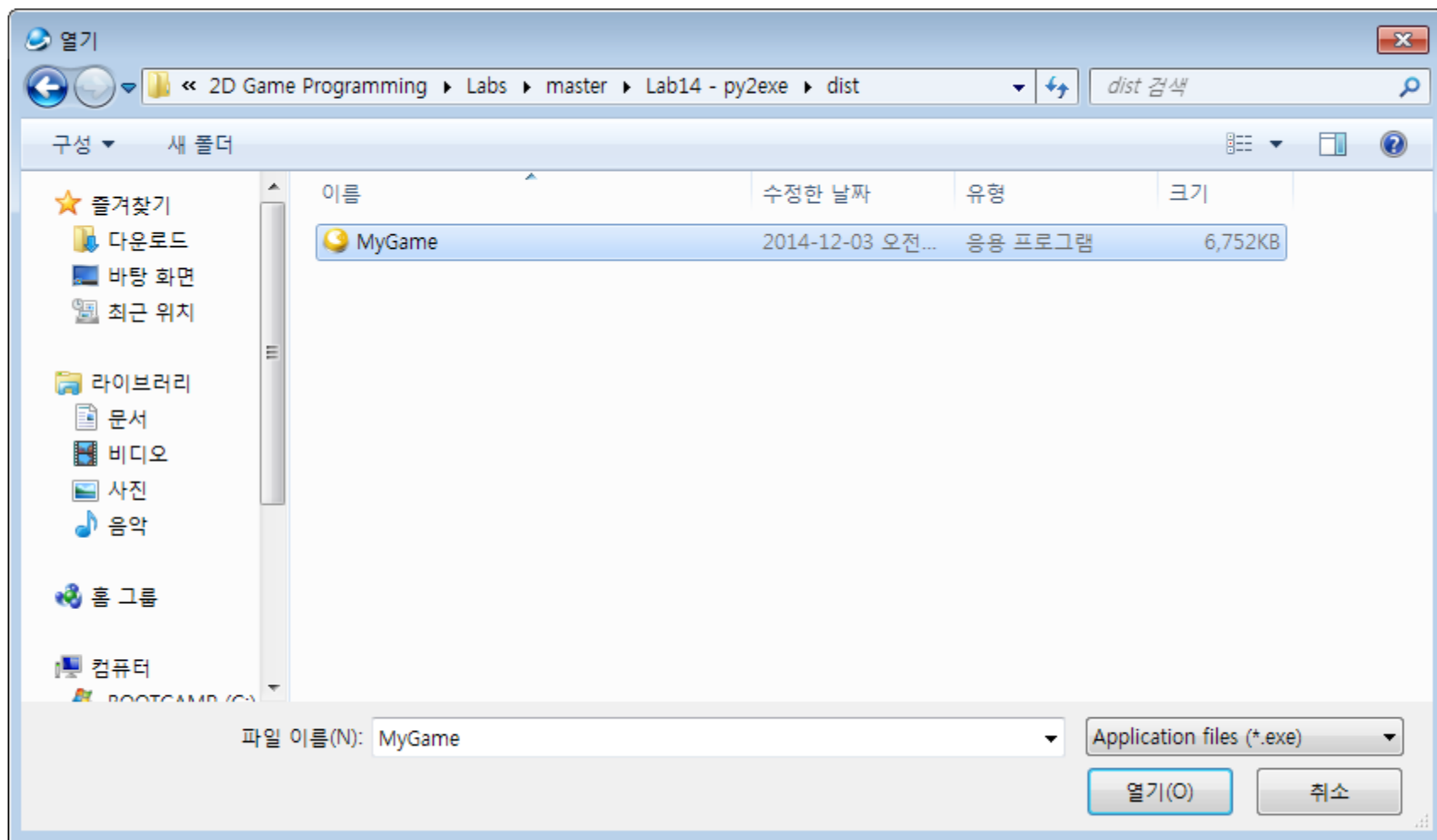
☐ The application doesn't need a folder

bold = required

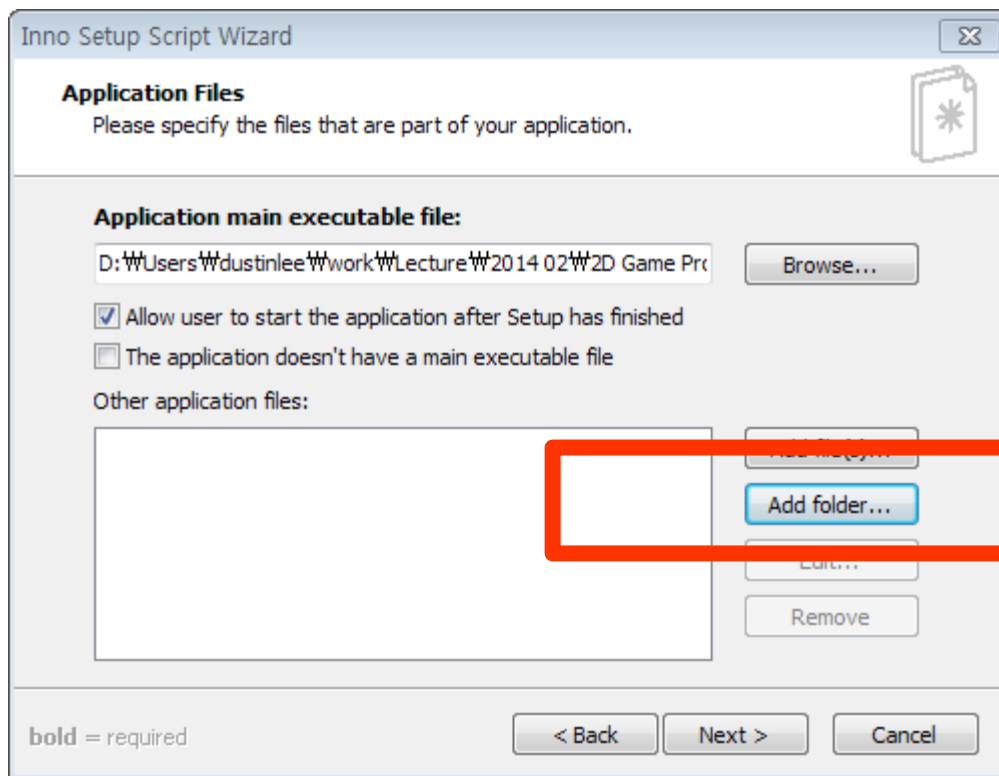
< Back Next > Cancel

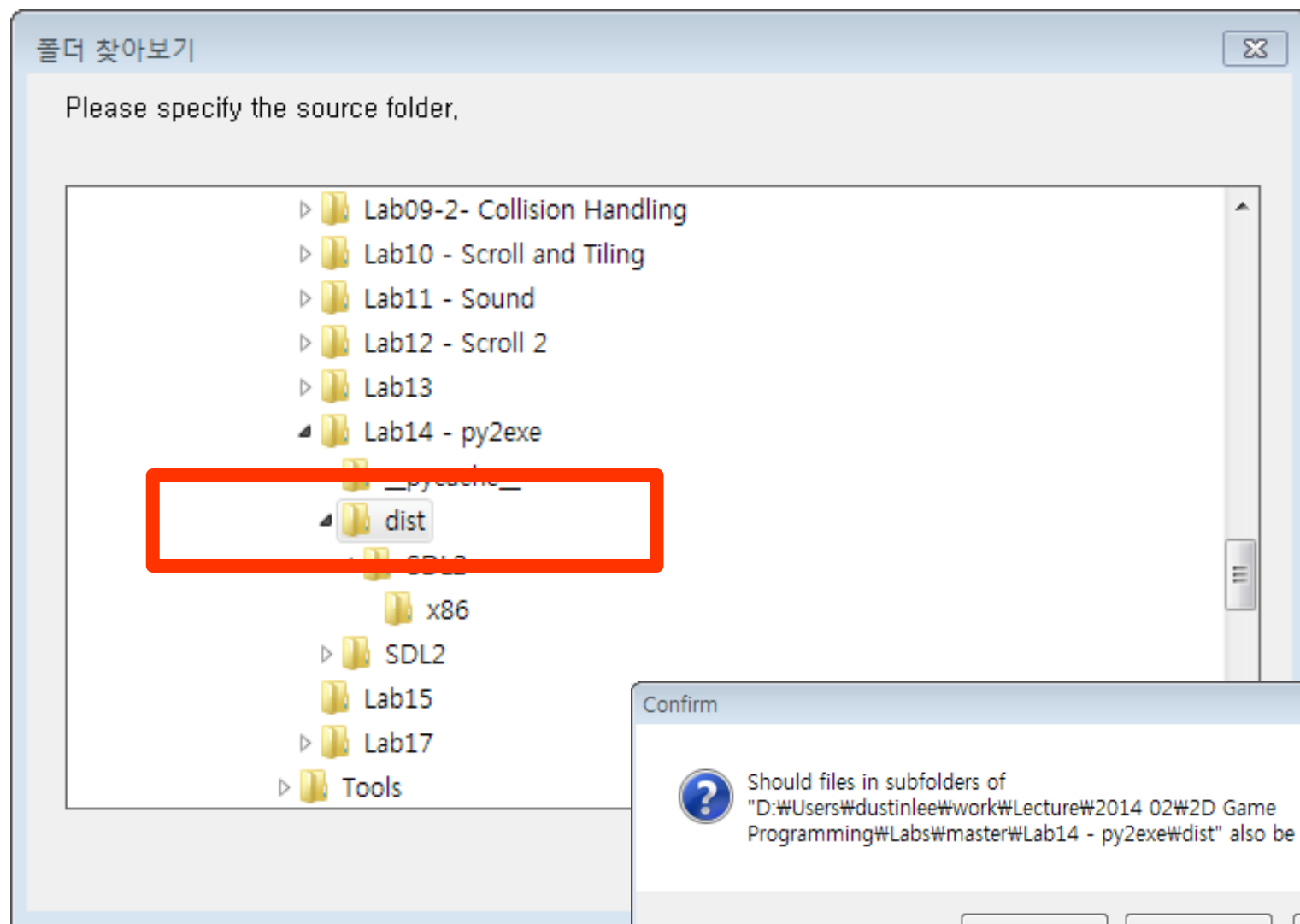
exe 파일의 추가

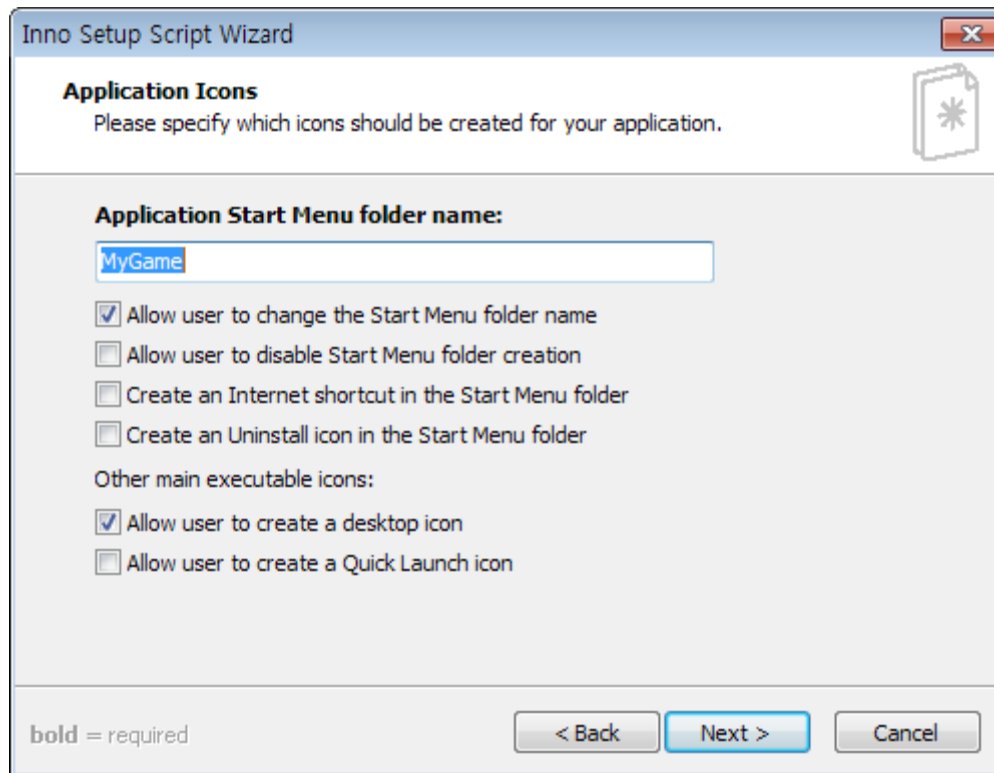


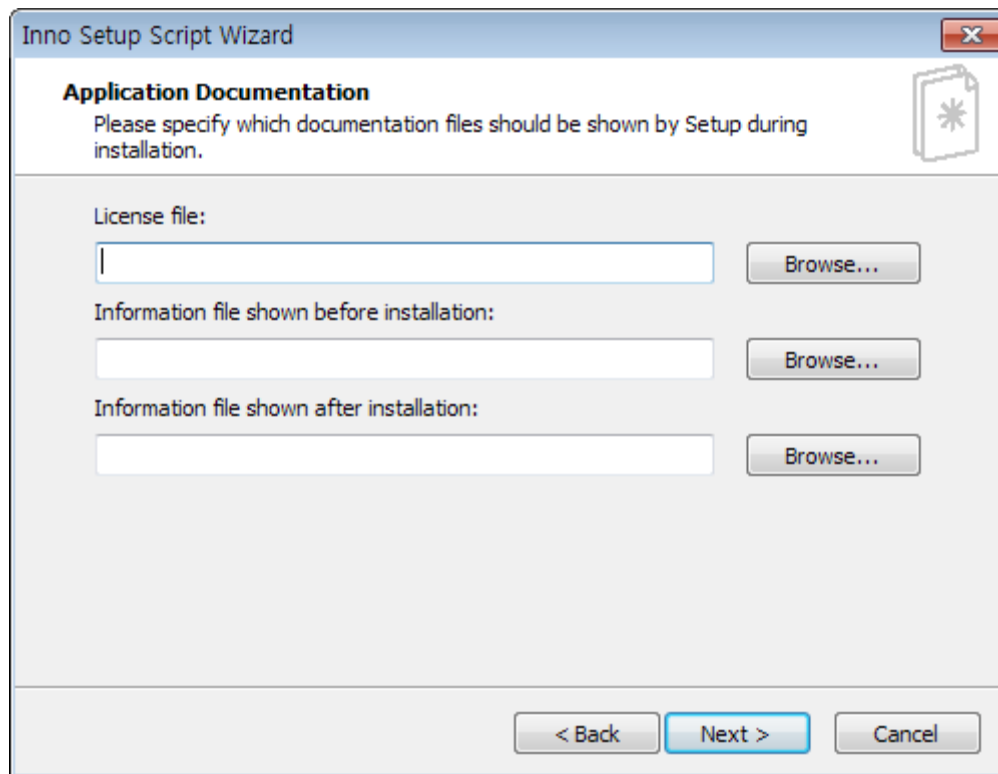


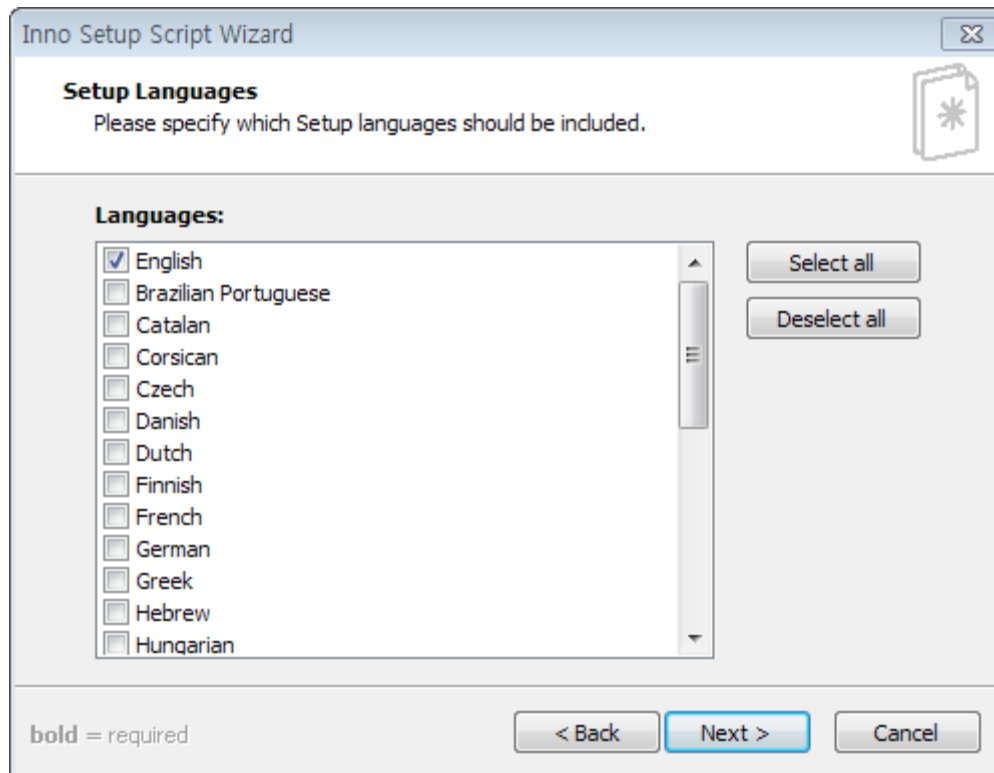
파일 폴더의 추가

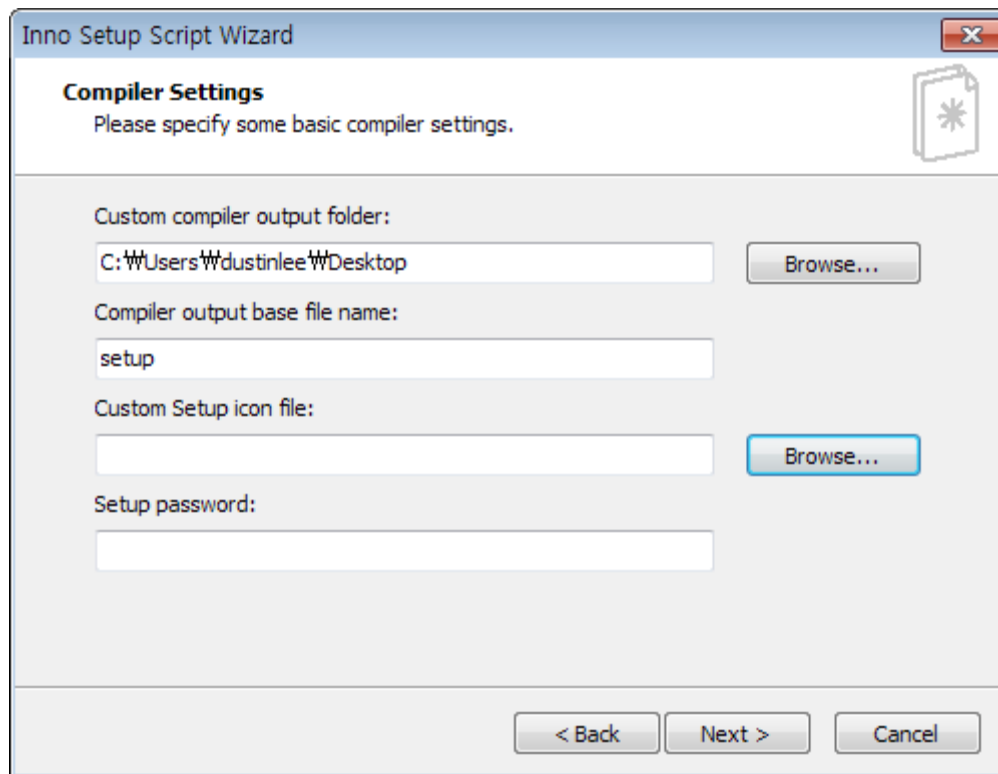


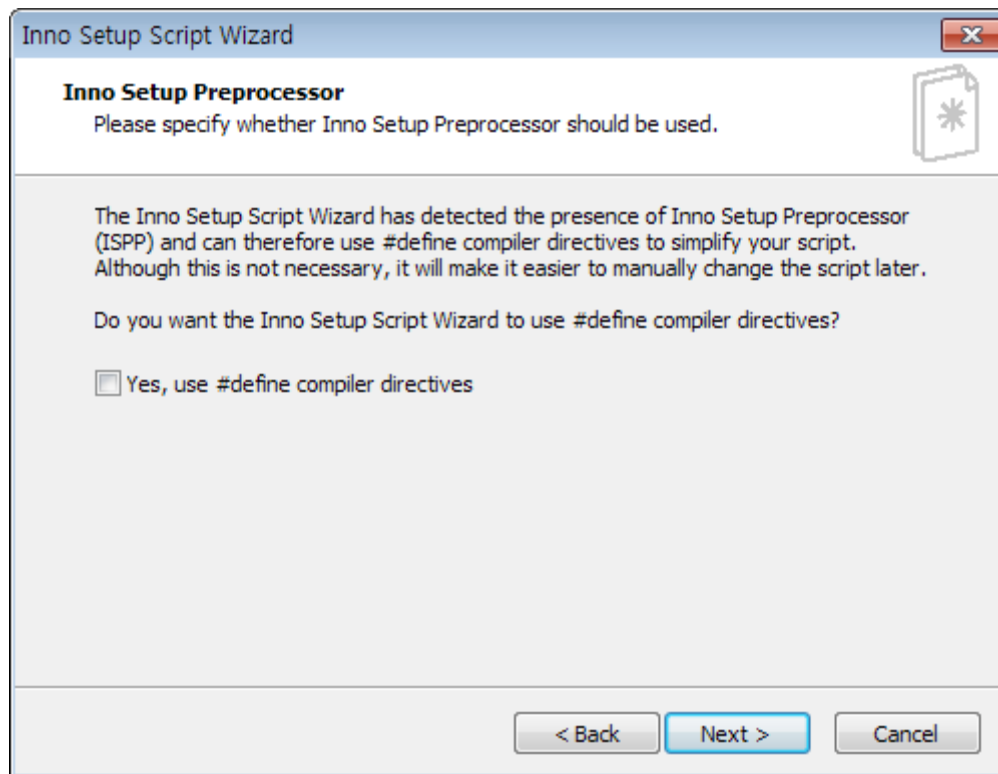


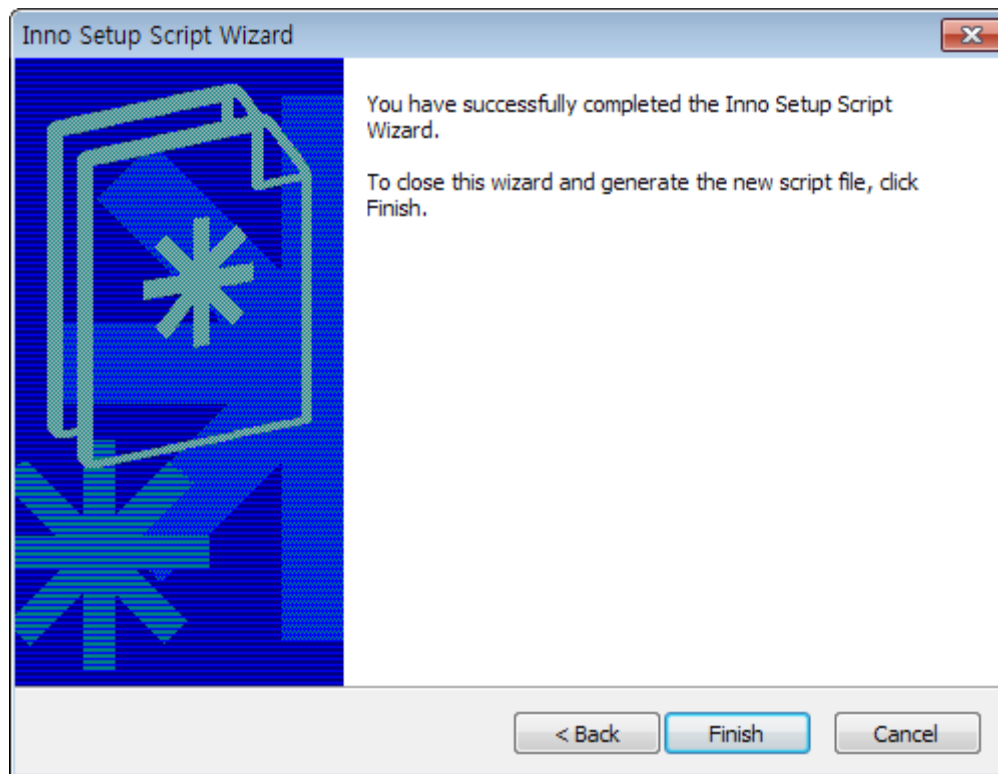


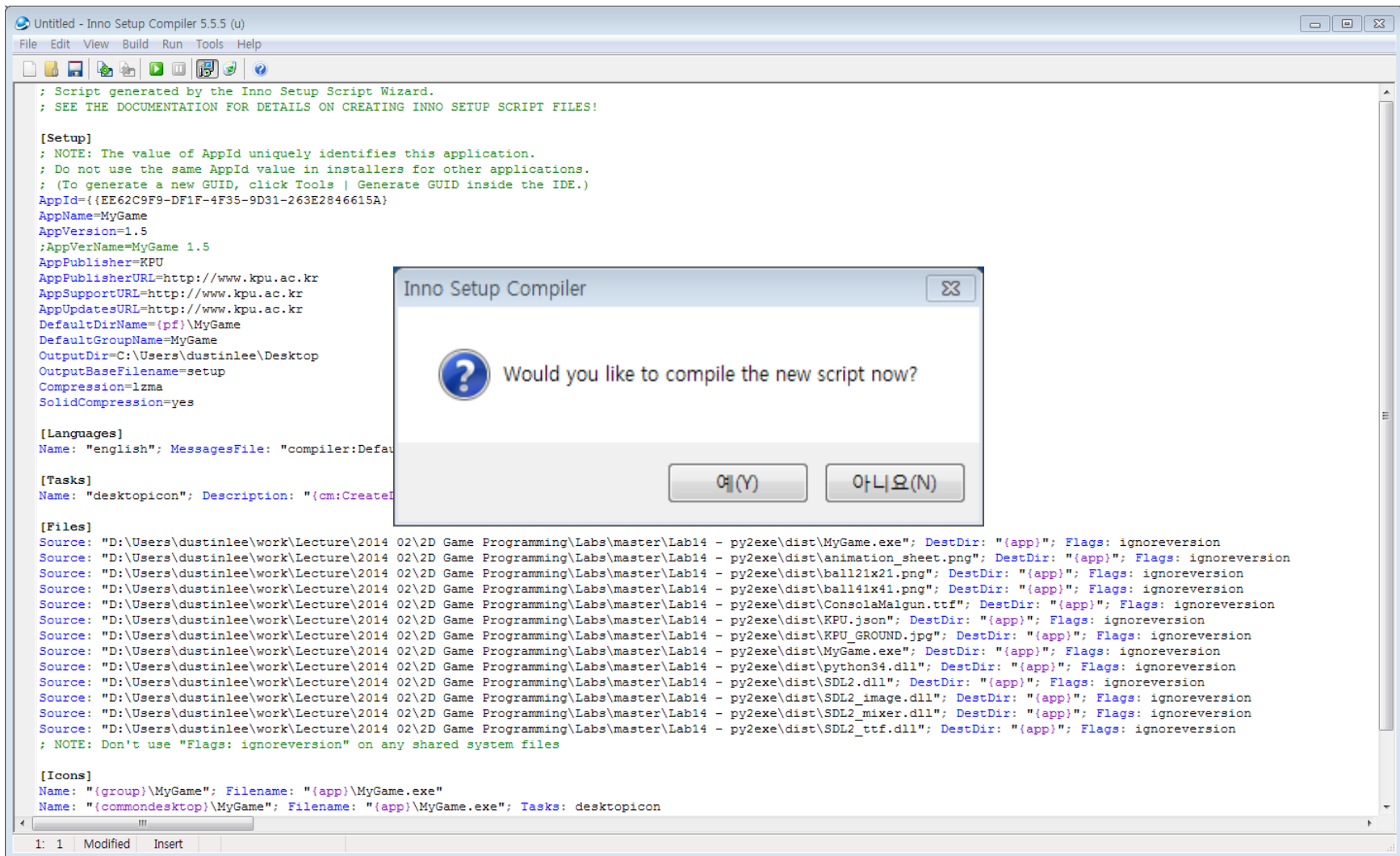














```
; "ArchitecturesAllowed=x64" specifies that Setup cannot run on  
; anything but x64.  
ArchitecturesAllowed=x64  
; "ArchitecturesInstallIn64BitMode=x64" requests that the install be  
; done in "64-bit mode" on x64, meaning it should use the native  
; 64-bit Program Files directory and the 64-bit view of the registry.  
ArchitecturesInstallIn64BitMode=x64
```