Open a terminal and navigate to a folder where you would like to have your copy of MABE (consider a virtual environment: mkvirtualenv NameOfEnv)

Download the development branch of MABE from Github

$ git clone --branch development [https://github.com/hintzelab/mabe](https://github.com/hintzelab/mabe" \t "_blank)

Get the “extras” from Github to include the complexiphi world (to evolve animats in the ‘falling blocks’ environment

$ git clone [https://github.com/hintzelab/mabe\_extras](https://github.com/hintzelab/mabe_extras" \t "_blank)

copy the ComplexiPhi World module from the extras repo into your copy of mabe

$ cd mabe

$ cp -r mabe\_extras/experimental/World/ComplexiPhiWorld World/ComplexiPhiWorld

(If the TPMWorld Is required: copy TPMWorld folder with AbstractWorld.cpp and .h, and MarkovBrain folder with AbstractBrain.cpp and .h, from some other mabe installation)

reinitiallize buildOptions.txt (finds all available modules)

$ python pythonTools/mbuild.py -i

Enable Markov Brains in buildOptions.txt by changing " - Markov" to " + Markov" to allow for the use of Markov gates

$ code buildOptions.txt

rebuild the makefile

$ python pythonTools/mbuild.py -g make

rebuild mabe

$ make -j4

make an Experiments foler

$ mkdir Experiments

create your first settings files

$ ./mabe –s Experiments/

test-run MABE with all settings you've just made

$ ./mabe -f Experiments/settings\*

copy in the run\_multiple.py and run\_experiment.py into this directory, and any relevant .cfg-files into the Experiments folder, and you are ready to go