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10TH MAY 2011 | 1 NOTE

DJANGO-SHOP ADVENTURES: INSTALLATION

This is the second post in a series of posts where I will try to set up a very simple django-shop project. You can read my first post [here](#).

Setting up a new project

Before we can do anything we need a new project. Let's follow the instructions given at the [django-shop getting started documentation](#).

The instructions are straightforward and there is no magic involved. I found one or two things that are out of date and created a pull request that got accepted almost immediately (one reason why I love working with projects maintained by **Divio**).

Here is what I executed locally:

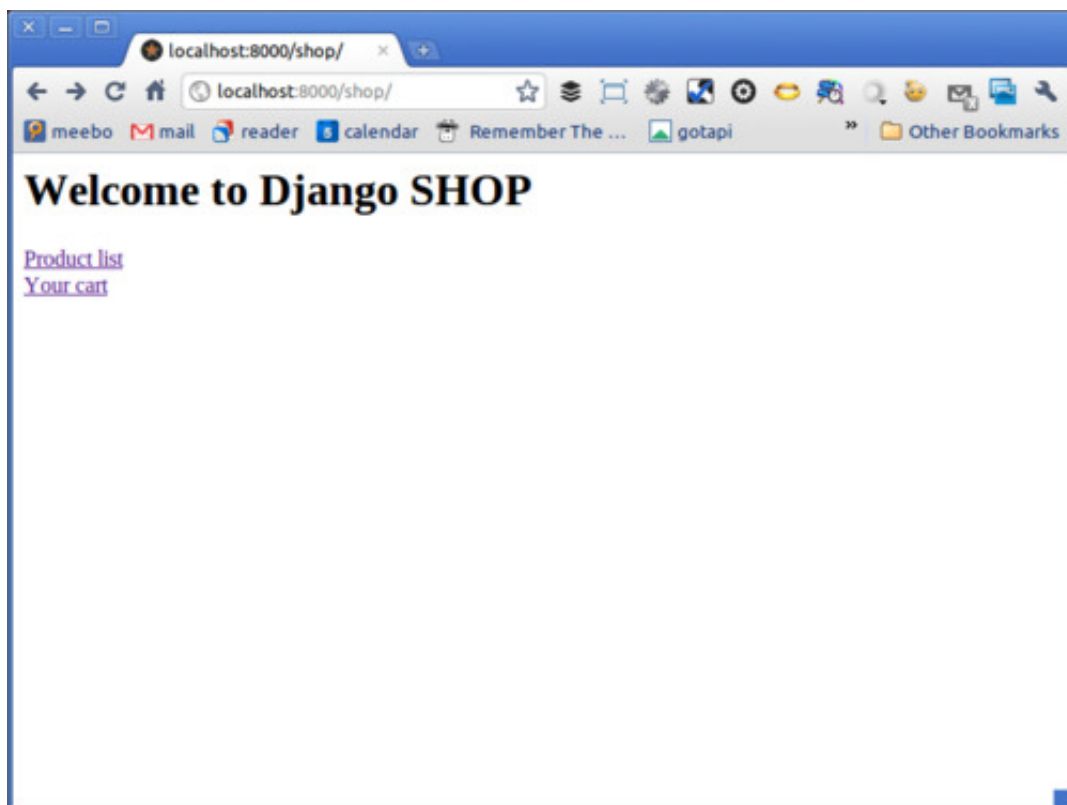
```
1 mkvirtualenv -p python2.7 --no-site-packages django-shop-adventures
2 workon django-shop-adventures
3 pip install django==1.3
4 pip install south
5 pip install django-shop
6
7 # this folder structure is not a must
8 # it helps if you want to host your app at webfaction.com
9 mkdir $HOME/Projects/django-shop-adventures/src/webapps/django
10 mkdir $HOME/Projects/django-shop-adventures/src/webapps/static
11 cd $HOME/Projects/django-shop-adventures/src
12 # create .gitignore and add *.pyc
13 cd webapps/django
14 django-admin startproject project
```

```
15 cd project
16 django-admin startapp myshop
17 # follow getting started documentation
18 # edit DATABASES in settings.py
19 # edit MIDDLEWARE_CLASSES in settings.py
20 # edit INSTALLED_APPS in settings.py
21 # edit urls.py
22 mkdir -p myshop/templates/myshop
23 python manage.py syncdb --all
24 python manage.py migrate --fake
25 python manage.py runserver
```

gistfile1.sh hosted with ♥ by GitHub

[view raw](#)

If all goes well you should be able to point your browser to <http://localhost:8000/shop> and see an ugly naked little shop:



UPDATE: I have created a **git repository** that will contain all the code implemented during this series of blog posts.

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