**Setting Up Dev Environment For Satellite Simulation GUI Project**

(NOTE: This only covers Windows devices, commands could be different on MacOS/Linux.)

1. **GitHub Website Page**
2. Navigate to <https://github.com/samhallSwin/SPACE>.
3. A screenshot of a computer

   AI-generated content may be incorrect.<> Code -> Open in GitHub Desktop.
4. **GitHub Desktop**
5. A screenshot of a computer

   AI-generated content may be incorrect.Configure a local path and clone the repository to device.
6. A screenshot of a computer

   AI-generated content may be incorrect.Select ‘For my own purposes’.
7. A screenshot of a computer screen

   AI-generated content may be incorrect.Click on the dropdown for Current branch and select a branch (or create a new one) to work in.
8. A screenshot of a computer

   AI-generated content may be incorrect.Click 'Open in Visual Studio Code (or press Options next to it to configure your editor).
9. **Visual Studio Code**
10. Terminal -> New Terminal.
11. Run [python -m venv .venv].
12. Navigate to .venv/Scripts.
13. A screenshot of a computer program

    AI-generated content may be incorrect.Run [.\activate].

(After this step, the Terminal will indicate that it is operating inside the Python environment. Creating the environment only needs to be done once, it just needs to be activated and deactivated afterwards.)

1. A screen shot of a computer screen

   AI-generated content may be incorrect.Return to the project root folder and run [pip install -r requirements.txt].

(Hopefully the end of the resulting output looks like this.)