

Installing Anaconda Python

Windows 64-bit

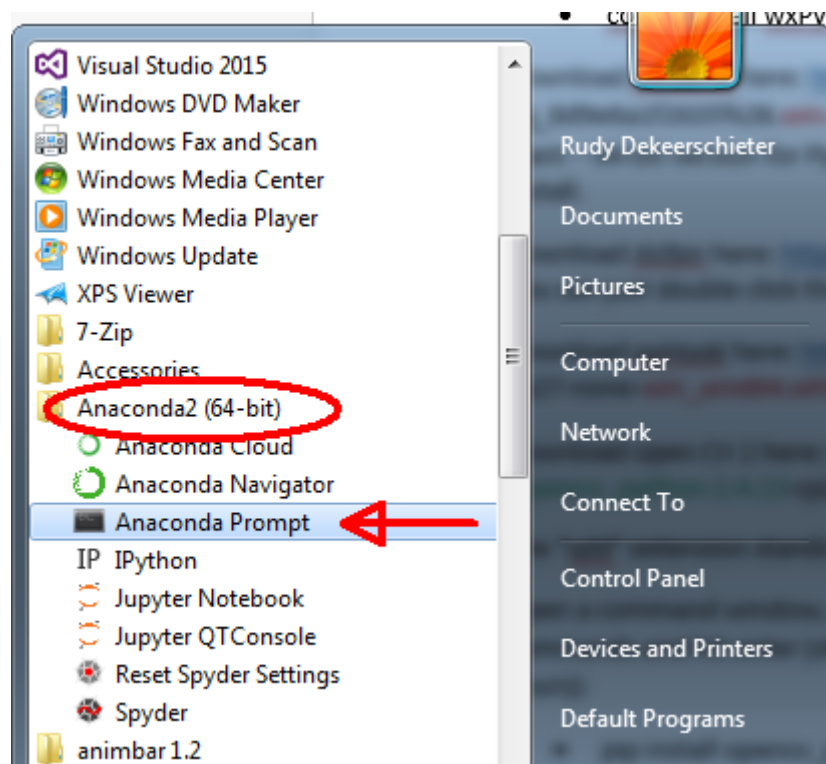
You can just install Anaconda Python. Select the 64-bit version!

Be sure to install Python 2.7 though! You can find it here: <https://www.continuum.io/downloads>.

A word of caution: install for all users and do NOT install under "C:/Program Files/Anaconda2", but choose to install under C directly, so in "C:/Anaconda2".

It doesn't come with PsychoPy, but you can solve that very easily after installing Anaconda via "pip". There is a catch though, you can't use pyo for sound, since there isn't a 64-bit version of pyo for Windows, only 32 bit. Luckily, you can use pygame for sounds too, and there is a 64-bit version of that available. Since PsychoPy has some other dependencies, you should install an number of other things after installing Anaconda.

Open a command window (aka "terminal"), after you installed Anaconda, you can use the "Anaconda prompt".



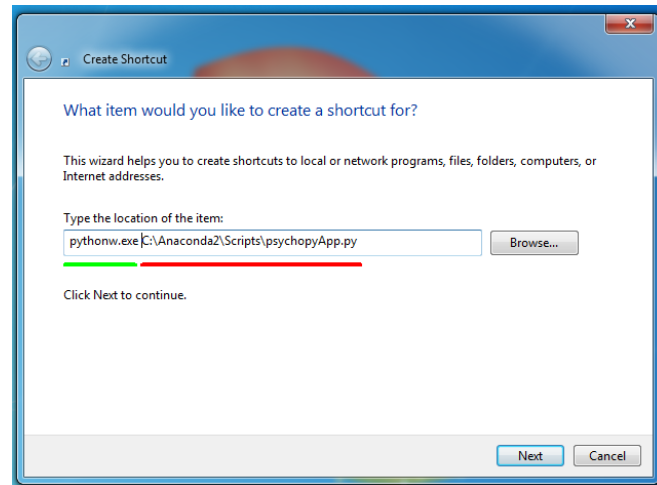
Type the following commands and hit enter:

- pip install psychopy
- pip install pygame
- conda install wxPython

After installing PsychoPy and the other two, you can add a shortcut to the PsychoPy Coder (and the Builder) if you like. You will have to do this manually, by right clicking on the desktop, and then choose New -> Shortcut from the pop-up menu. In the first screen, you need to fill in two things, on

the same line. The Python script you want to run (red underlined in the following picture), and what you want to run it with (green).

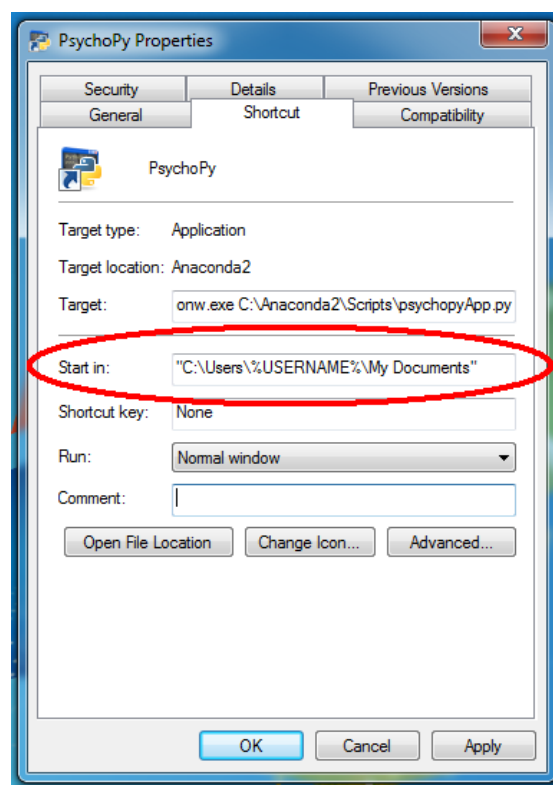
In my case this is: "pythonw.exe C:\Anaconda2\Scripts\psychopyApp.py" (you can copy this, without the quotes, if you installed Anaconda in the same place as I did).



In the next screen you'll be asked for a name for the shortcut, I just named it "PsychoPy".

You're not done yet. Right click on the shortcut and choose "Properties" (the last option in the list). In the "Start in" box, fill in the following: "C:\Users\%USERNAME%\My Documents" (including the quotes!). See picture below. Now you're done.

This is where the app will try to write to. You can use another folder if you like, but this obviously will write to the "My Documents" folder of the current user (you).



Download pyGame here: <https://bitbucket.org/pygame/pygame/downloads> : I got “pygame-1.9.2a0-hg_8d9e6a1f2635%2B.win-amd64-py2.7.msi”, the part in red is important, because that is what you want – 64-bit version for Python 2.7, the part in green is the version. You can just double click this to install.

Download AVbin here: <https://avbin.github.io/AVbin/Download.html> : I got “AVbin10-win64.exe” . You can just double click this to install.

Download pyHook here: <http://www.lfd.uci.edu/~gohlke/Pythonlibs/#pyhook> : I got “pyHook-1.5.1-cp27-none-win_amd64.whl”.

Download open CV 2 here: <http://www.lfd.uci.edu/~gohlke/Pythonlibs/#opencv> : I got “opencv_python-2.4.13-cp27-cp27m-win_amd64.whl”.

The “whl” extension stands for “Python wheel”, which is a pip installation package.

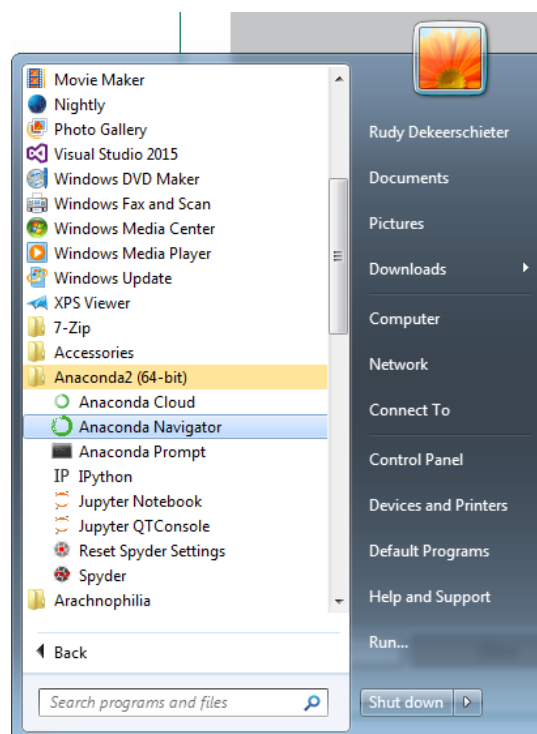
Open a command window, in the folder where the “*.whl” files are located, type the following commands and hit enter (obviously, if you got newer package names, you should replace mine with yours):

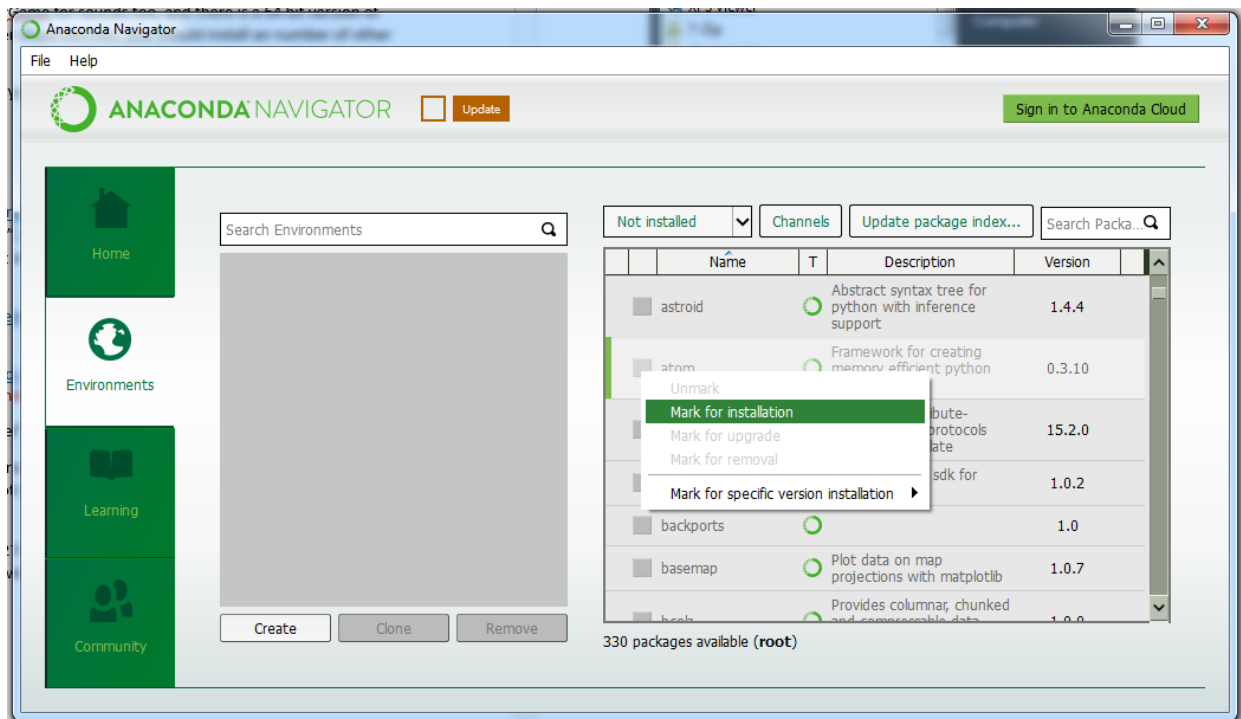
- pip install opencv_python-2.4.13-cp27-cp27m-win_amd64.whl
- pip install pyHook-1.5.1-cp27-none-win_amd64.whl

Using the Anaconda Navigator (see pictures on the next page), you can also mark packages for installation or removal. I would suggest also installing “seaborn”.

- Via the Anaconda Navigator (preferred if available).

Both pip and conda have also other ways to install things, but you shouldn’t worry about those for now.





So you have essentially 5 methods of installing things:

- Using pip with the name of the package.
- Using pip with the name of a downloaded package (“wheels” or “eggs”).
- Using conda with a package name.
- Downloading a Windows executable file and running that.

It’s apparently a good idea to install VideoLan too, aka VLC, you can get it here:

<http://www.videolan.org/index.html> : I got “**vlc-2.2.4-win64.exe**”. Again, be sure to get the 64-bit version.

Since pyo doesn’t exist (at least at the time of writing) for 64-bit machines, you’ll have to use pyGame if you want to use sounds in your PsychoPy experiments. See the PsychoPy documentation:

- <http://www.psychopy.org/api/sound.html>
- <http://www.psychopy.org/api/preferences.html>

Windows 32-bit

If you're still on a 32-bit version of windows, then you'll need to install the 32-bit version of Anaconda. You can also install the 32-bit version on a 64-bit machine if you like. Some things still aren't translated to 64-bit, and for instance pyo is one of these. So if you want to use pyo for sound with your PsychoPy experiments, you're stuck with the 32-bit version. Be sure to install Python 2.7!

This is basically the same as the 64-bit version only make sure you install the 32-bit version of everything! Most files should contain something like "x86" instead of "amd64".

You can get pyo here: <http://ajaxsoundstudio.com/software/pyo/> : be sure to get the version for Python 2.7.

Mac OSX

Seems to work fine after installing Annaconda (2.7!), PsychoPy and pyglet (the last two with pip, same as in Windows 64). Possibly you'll need to install a few other thing such as wxPython (same as in Windows 64) and pyo. There is a Mac version for pyo available on the pyo website:

<http://ajaxsoundstudio.com/software/pyo/> .

Linux

Much the same as for Windows 64-bit and Mac OSX.

You might be able to compile pyo. Otherwise, use pyGame for sound.