

PYOTE installation (MacOS) 14 August 2017

Outline of installation:

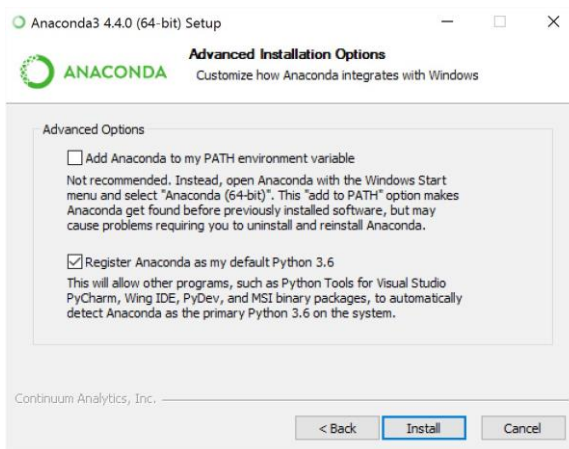
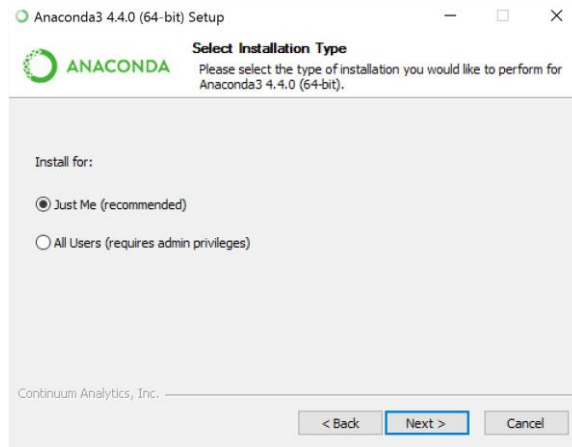
1. Install Anaconda from Internet
2. Install PYOTE from Internet
3. Test PYOTE installation
4. Add desktop icon to simplify starting up PYOTE

Step-by-step:

1. Install Anaconda from Internet. Here's easy way to get to download site:

The image shows a Google search for "install anaconda". The search results include a link to "continuum.io - Anaconda - Powered by Continuum Analytics" with a sub-link to "Free Anaconda Download". Below the search results, there are navigation tabs for Windows, macOS, and Linux. The Windows tab is selected, showing the "Anaconda 4.4.0 For Windows Graphical Installer" page. This page has two download options: "Python 3.6 version * 64-Bit (437 MB)" and "Python 2.7 version * 64-Bit (430 MB)". Both options have a green "DOWNLOAD" button. A red circle highlights the "Python 3.6 version * 64-Bit (437 MB)" option and its "DOWNLOAD" button, with a red arrow pointing to it from the search results.

Execute (open) the downloaded exe and accept all the defaults from the installation script:



2. Install PYOTE from Internet:

Open a console window, open the Anaconda python environment by typing **source activate** and then type **pip install pyote** as shown below:

```
bob -- bash -- 80x24
Last login: Tue Aug  8 11:07:21 on ttys001
Roberts-iMac:~ bob$ source activate
(root) Roberts-iMac:~ bob$ pip install pyote
Collecting pyote
  Using cached pyote-1.15-cp36-cp36m-macosx_10_7_x86_64.whl
Requirement already up-to-date: pyqtgraph in ./anaconda/lib/python3.6/site-packages (from pyote)
Requirement already up-to-date: numpy in ./anaconda/lib/python3.6/site-packages (from pyqtgraph->pyote)
Installing collected packages: pyote
Successfully installed pyote-1.15
(root) Roberts-iMac:~ bob$
```

3: Test PYOTE installation.

Open a command window and duplicate the input shown in the example below:

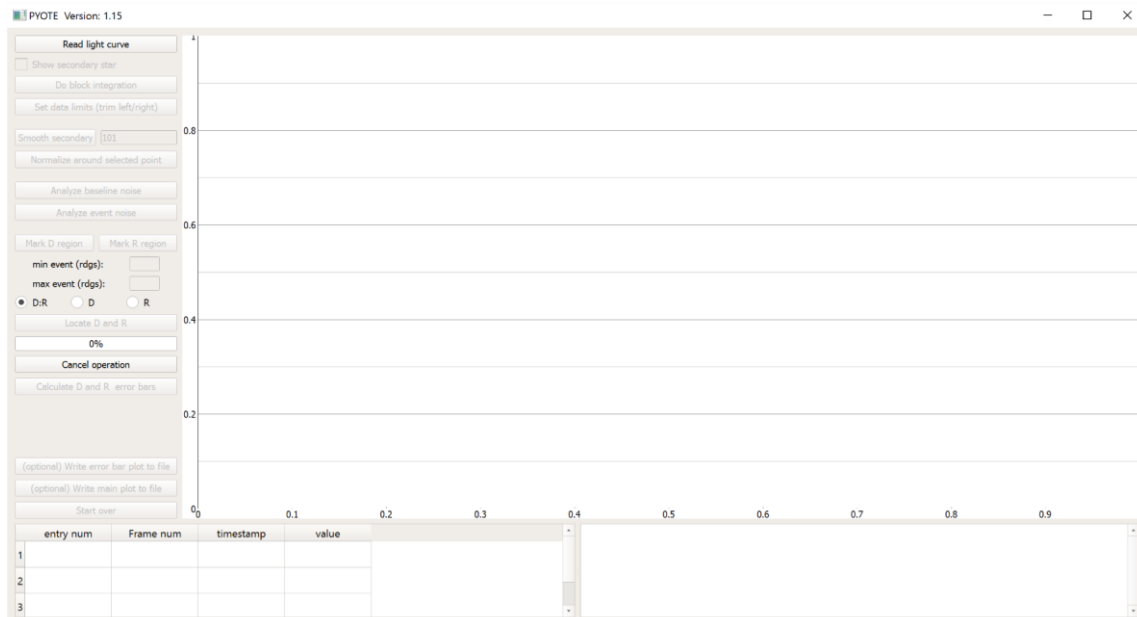
- **\$ source activate**
- **\$ python**
- **>>> from pyoteapp import pyote**
- **>>> pyote.main()**

```

Last login: Tue Aug  8 11:09:43 on ttys002
Roberts-iMac:~ bob$ source activate
(root) Roberts-iMac:~ bob$ python
Python 3.6.0 [Anaconda custom (x86_64)] (default, Dec 23 2016, 13:19:00)
[GCC 4.2.1 Compatible Apple LLVM 6.0 (clang-600.0.57)] on darwin
Type "help", "copyright", "credits" or "license" for more information.
>>> from pyoteapp import pyote
>>> pyote.main()

```

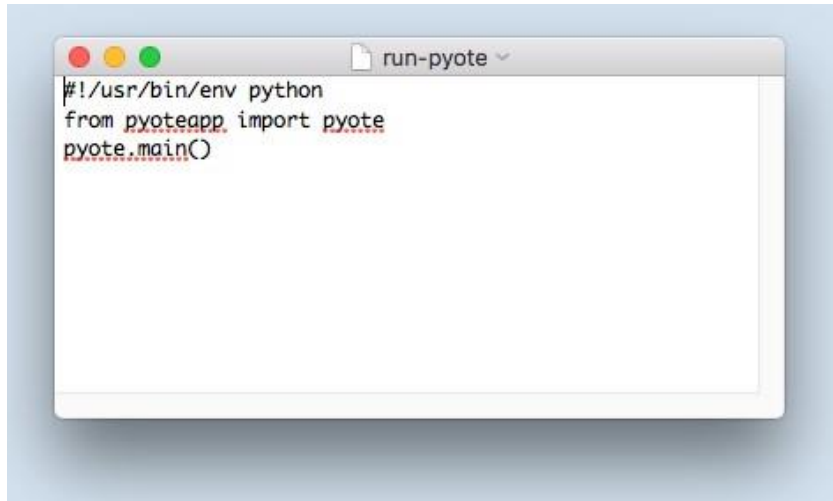
That sequence should result in the PYOTE application appearing as shown below:



4. Add desktop icon to simplify starting up PYOTE

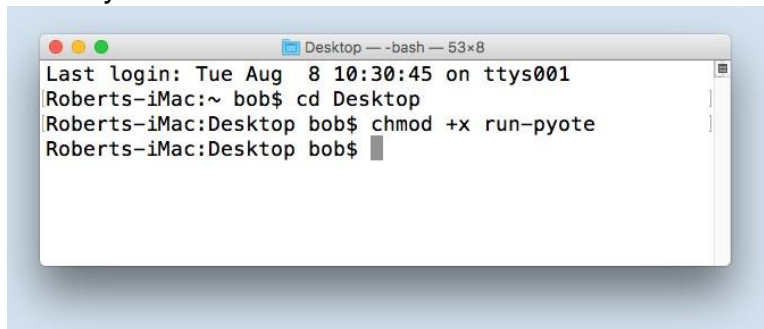
The procedure shown in step 3 can be used to start up PYOTE, but creating a desktop icon will simplify start-up (and you won't have to remember the command sequence!).

Use a text editor to create a file on your desktop. I called the file run-pyote, but the name is not important --- choose your own. Here is the edit session that created the file on my system:



```
#!/usr/bin/env python
from pyoteapp import pyote
pyote.main()
```

It is necessary to make this file 'executable'. That can be done as follows:



```
Desktop -- -bash -- 53x8
Last login: Tue Aug  8 10:30:45 on ttys001
Roberts-iMac:~ bob$ cd Desktop
Roberts-iMac:Desktop bob$ chmod +x run-pyote
Roberts-iMac:Desktop bob$
```

This will result in a nice little desktop icon that looks like this:



Double-clicking that icon will now start up PYOTE.

Bonus:

From time to time, new versions of PYOTE might be released. To get the latest version of PYOTE, simply repeat step 2 above. No other changes needed --- the desktop icon will open the new version.