**TO INSTALL PANDA3D**

Windows:

1. Go to https://www.panda3d.org/download.php?sdk
2. Click whatever version of Panda3D you want (probably the most recent version).
3. Go to the Microsoft Windows download page.
4. Download the "Panda3D Installer for Windows" .exe file
   1. -get the 64-bit version if its compatible with your computer
5. Run the executable file that downloads. This should pull up the setup wizard!
   1. -decide where to install panda3D. It doesn't matter where you put it, as long as you can find it later
6. Click "Install"

Mac:

1. Go to https://www.panda3d.org/download.php?sdk
2. Click whatever version of Panda3D you want (probably the most recent version).
3. Go to the Mac OS X download page.
4. Download the "Panda3D Installer for Mac OSX" .dmg file
5. Run the executable file that downloads. This should pull up the setup wizard!
   1. -decide where to install panda3D. It doesn't matter where you put it, as long as you can find it later
6. Click "Install"

**RUNNING YOUR PROGRAM**

**Option 1: Add Panda3D to your PATH**

Windows -

1. Go to Control Panel --> System --> Edit System Environment Variables
2. Underneath the table that says "User Variables" click PATH, then click Edit. A new window should pop up
3. Click New
4. Copy-paste the path where ppython is installed (should look like C:\Panda3D\ppython)

Mac -

Follow these steps - https://hathaway.cc/2008/06/how-to-edit-your-path-environment-variables-on-mac/

Now that ppython is in your path, navigate to where your code is saved and type in

ppython myFileName.py

And your code should run!

**Option 2: Create your program within the folder where Panda3D was installed**

1. Open your command prompt/terminal.
2. Enter the directory where Panda3D is installed.
   1. For Windows, it will look something like this:

cd C:\Desktop\Panda3D-1.9.1

* 1. For Mac, it will look something like this:

cd ~/Desktop/Panda3D-1.9.1

1. Create the file you want to write your code in! This will be a ppython (Panda3D's version of python)
2. file in the same directory that Panda3D is in. You can just save it as a .py file
   1. -BE CAREFUL - ppython is far more similar to python 2, instead of python 3, so you may have to be careful with the difference between those, and use python 2 syntax insead of python 3 syntax
3. In your terminal/command prompt, type in

ppython myFileName.py

and your code should be run in ppython!

**BLENDER AND YABEE INSTALLATION**

The download for Blender 2.76b can be found online at https://www.blender.org/download/.

To export from Blender (to Panda3D) the add-on YABEE (Yet Another Blender EGG Exporter) must be downloaded

(available at https://code.google.com/p/yabee/downloads/list) and the add-on must be enabled, in the User Preferences —> Add-Ons view.

Once YABEE is installed, objects can be exported in the Info View, under File —> Export —> Panda3D (.egg).