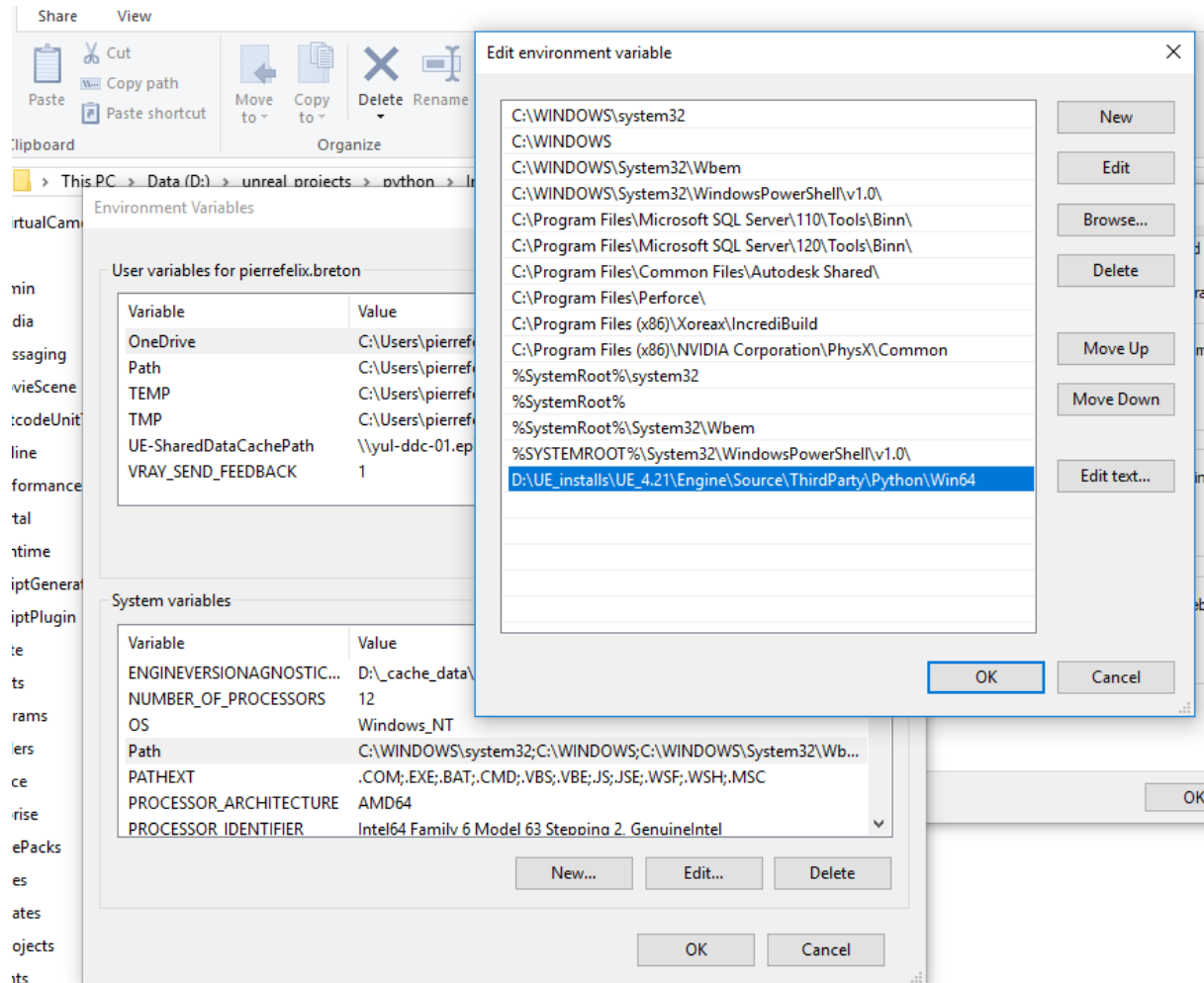


## Set Windows Environment Path

Your windows environment path should point to your python executable. This will allow terminal windows finding the python executable from any location.

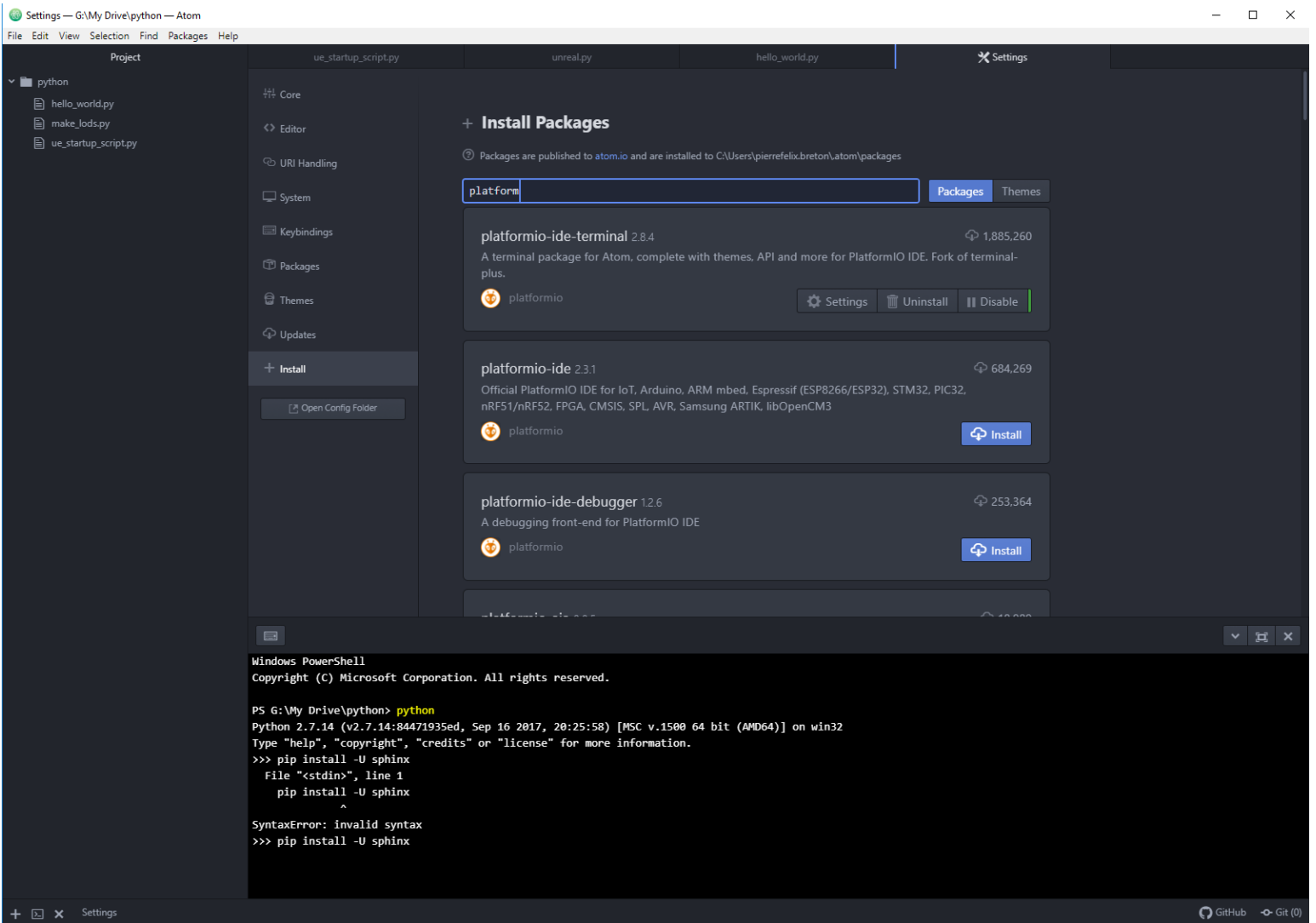


## Get a decent python editor

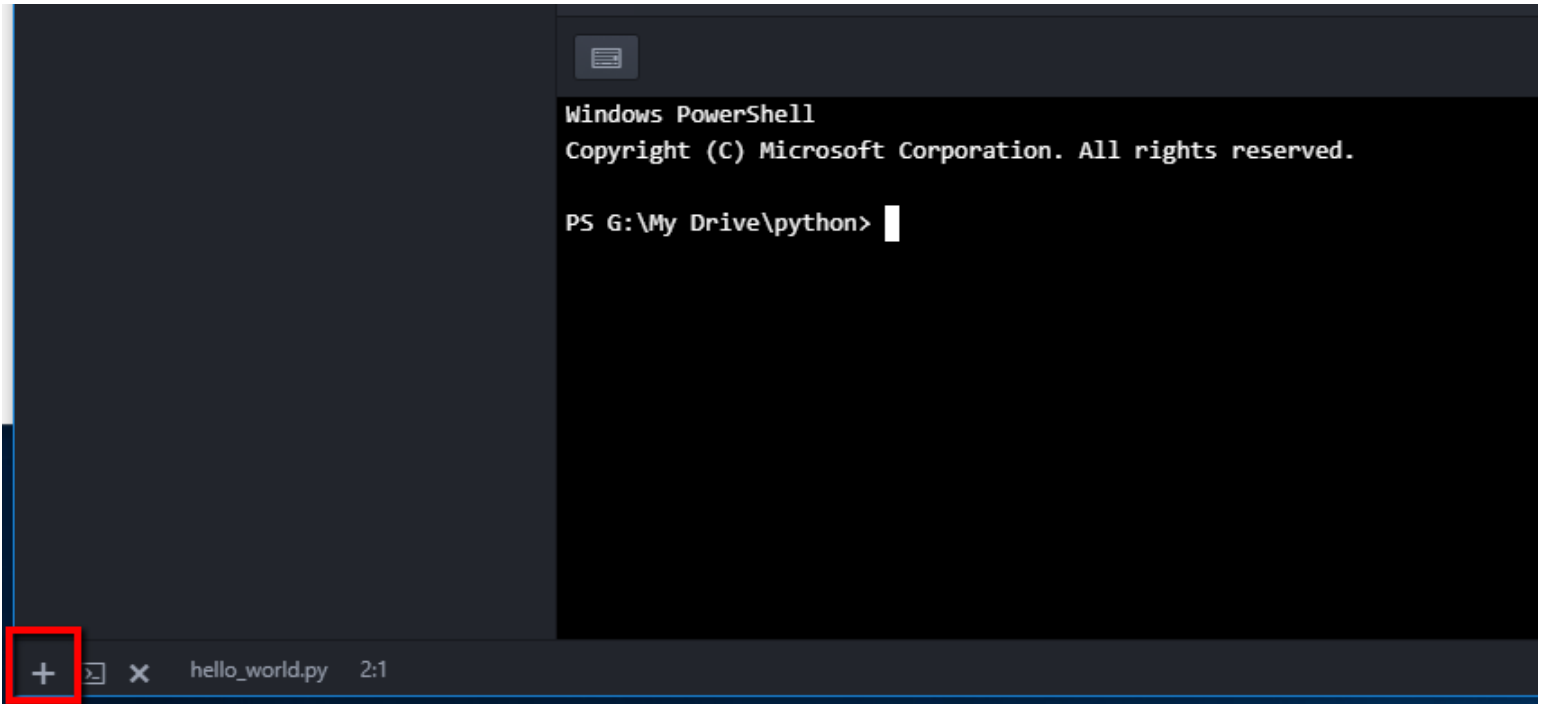
I was recommended Atom. So the instructions below are written for Atom.

Get <https://atom.io/> and install it.

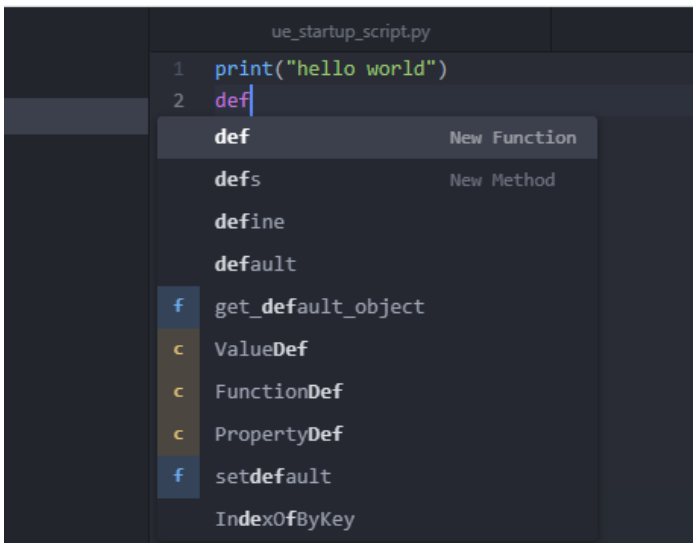
Then add the platformio-ide-terminal package:



You will be able to launch an embedded terminal window from the lower left corner (+) icon:

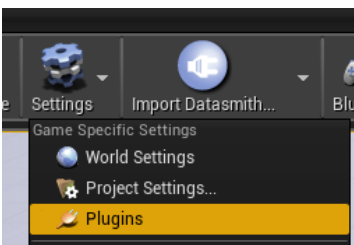


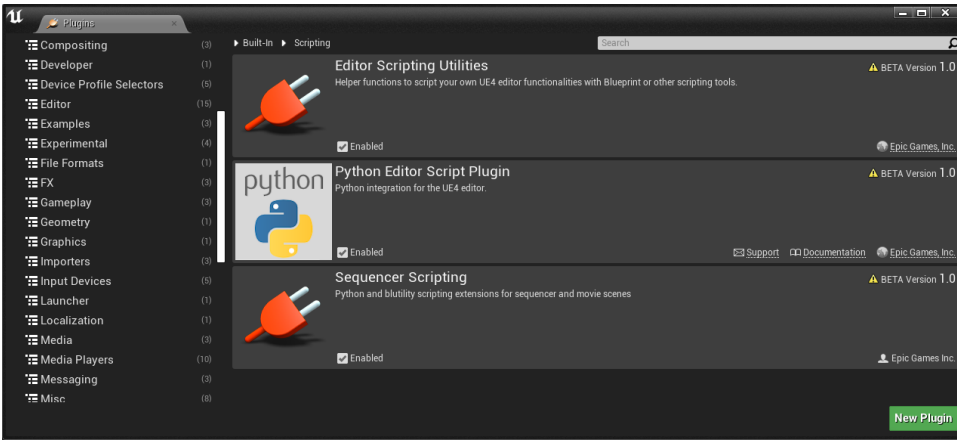
Atom has auto complete and pretty good UX overall:



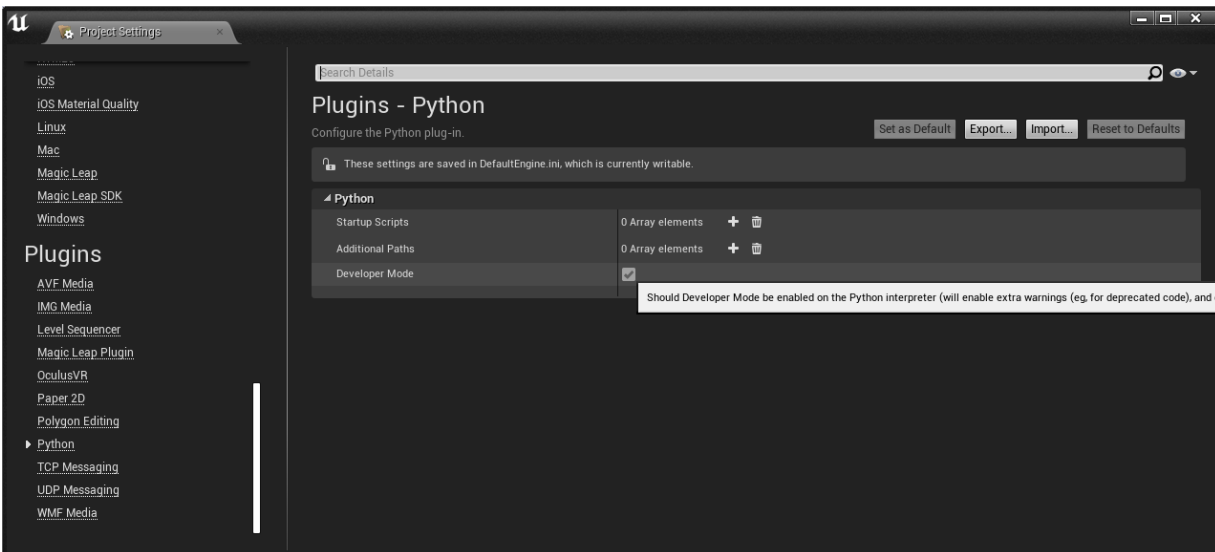
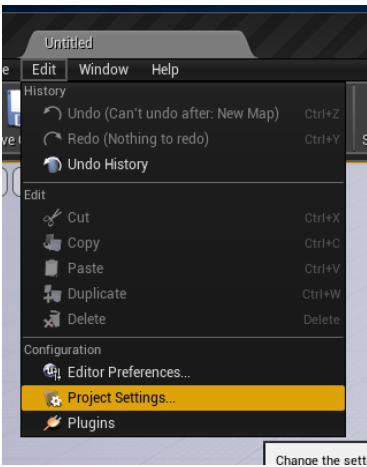
## Setup Unreal to use Python

Enable the python plugin:



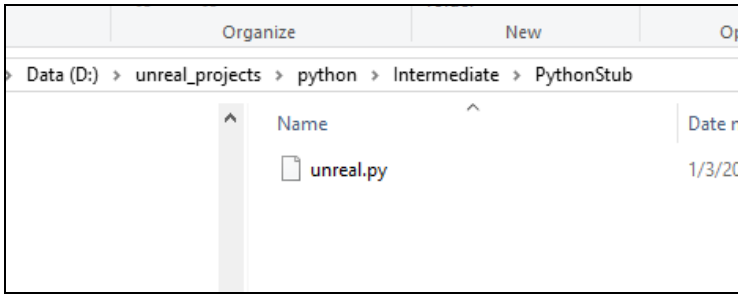


Restart and enable developer mode for Python in your project settings. This creates additional data (known as “Stubs” to enable editors with auto-complete that is specific to Unreal.



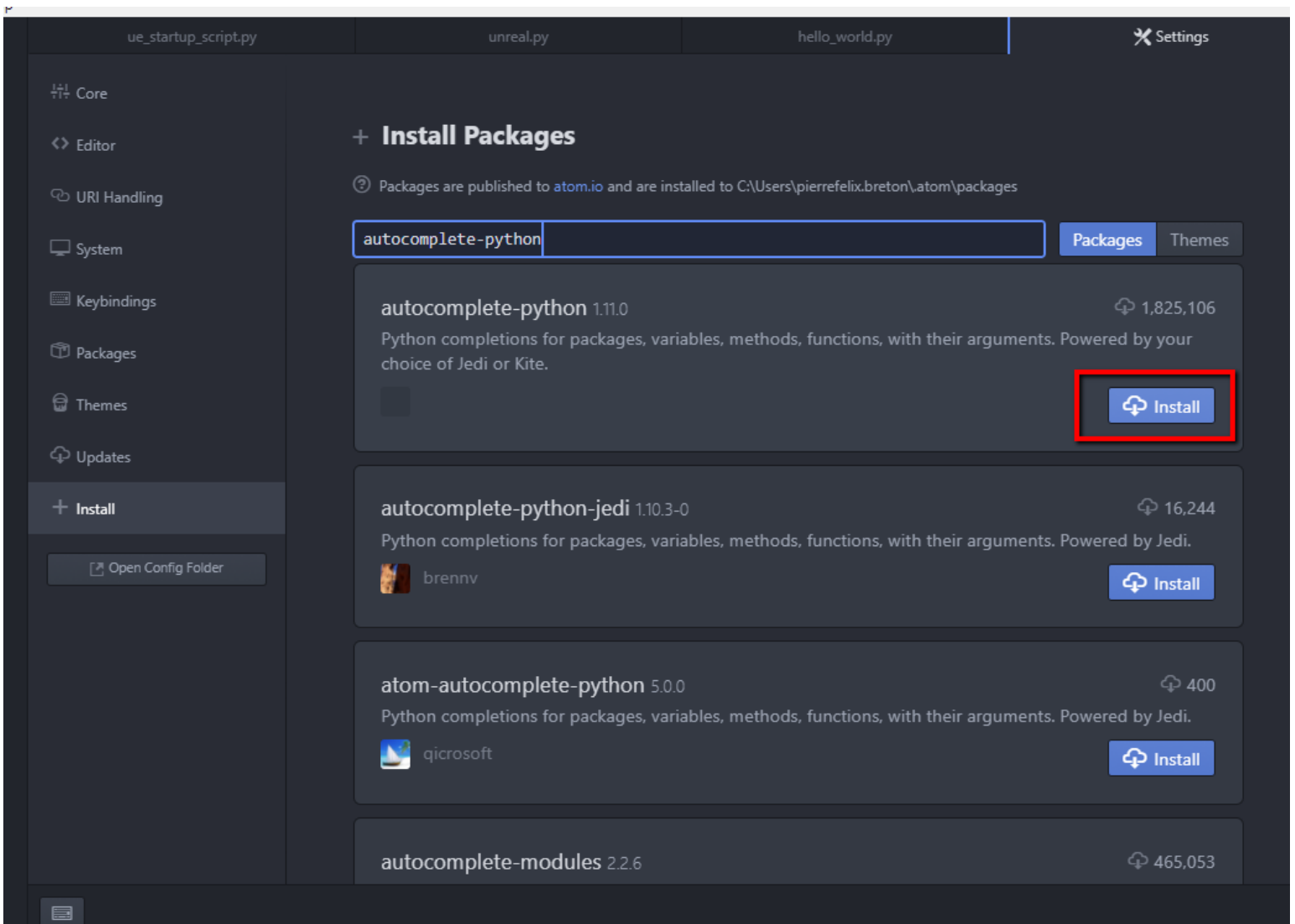
Once Unreal booted up, you should be able to find Stubs in the intermediate folder of your project:

[your project]\python\Intermediate\PythonStub\unreal.py

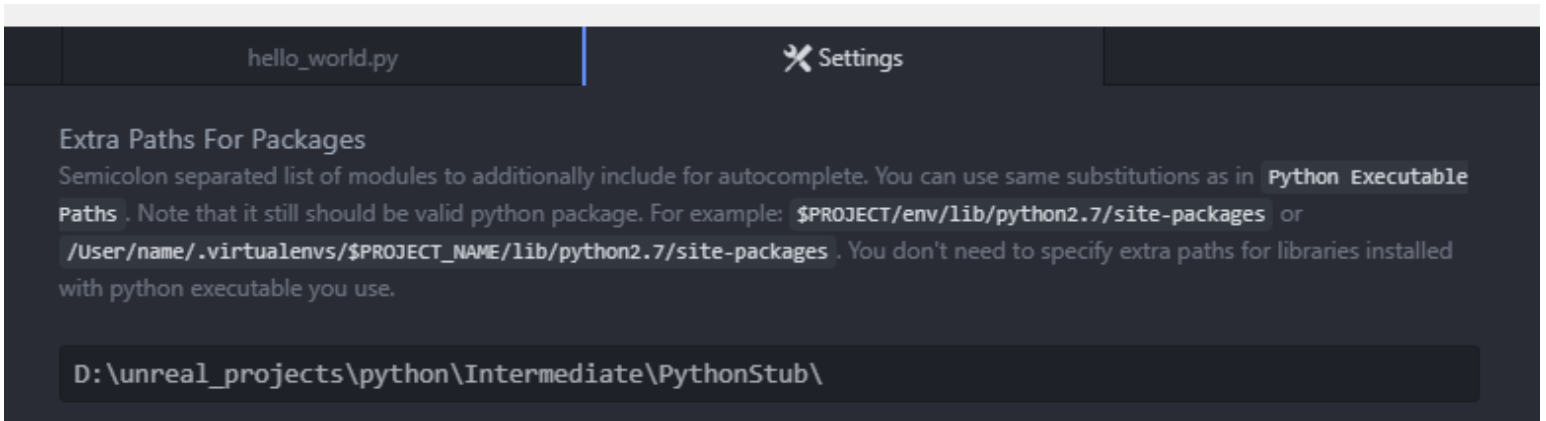


## Enable your editor to use the generated Stub file for autocomplete

Install the autocomplete-python package in atom:



Edit the autocomplete-python settings to point it to the unreal.py stub file created in the previous step:



You should then have auto complete working like this:

