ERROR: Command errored out with exit status 1:

command: /Library/Frameworks/Python.framework/Versions/3.8/bin/python3.8 -u -c 'import sys, setuptools, tokenize; sys.argv[0] = '"'"'/private/var/folders/jm/ylcd8s0n6ts40r71g0nd375c0000gn/T/pip-install-027i413d/pygame/setup.py'"'"'; \_\_file\_\_='"'"'/private/var/folders/jm/ylcd8s0n6ts40r71g0nd375c0000gn/T/pip-install-027i413d/pygame/setup.py'"'"';f=getattr(tokenize, '"'"'open'"'"', open)(\_\_file\_\_);code=f.read().replace('"'"'\r\n'"'"', '"'"'\n'"'"');f.close();exec(compile(code, \_\_file\_\_, '"'"'exec'"'"'))' bdist\_wheel -d /private/var/folders/jm/ylcd8s0n6ts40r71g0nd375c0000gn/T/pip-wheel-2sjwg9hp

cwd: /private/var/folders/jm/ylcd8s0n6ts40r71g0nd375c0000gn/T/pip-install-027i413d/pygame/

Complete output (218 lines):

running bdist\_wheel

running build

running build\_py

creating build

creating build/lib.macosx-10.9-x86\_64-3.8

creating build/lib.macosx-10.9-x86\_64-3.8/pygame

copying src\_py/surfarray.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame

copying src\_py/sysfont.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame

copying src\_py/\_camera\_vidcapture.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame

copying src\_py/sndarray.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame

copying src\_py/version.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame

copying src\_py/compat.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame

copying src\_py/draw\_py.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame

copying src\_py/colordict.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame

copying src\_py/ftfont.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame

copying src\_py/midi.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame

copying src\_py/cursors.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame

copying src\_py/\_\_init\_\_.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame

copying src\_py/\_numpysndarray.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame

copying src\_py/sprite.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame

copying src\_py/macosx.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame

copying src\_py/\_numpysurfarray.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame

copying src\_py/camera.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame

copying src\_py/freetype.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame

copying src\_py/\_camera\_opencv\_highgui.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame

copying src\_py/pkgdata.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame

copying src\_py/locals.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame

copying src\_py/\_dummybackend.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame

creating build/lib.macosx-10.9-x86\_64-3.8/pygame/threads

copying src\_py/threads/Py25Queue.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/threads

copying src\_py/threads/\_\_init\_\_.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/threads

creating build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

copying test/base\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

copying test/font\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

copying test/mixer\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

copying test/rwobject\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

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copying test/overlay\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

copying test/scrap\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

copying test/touch\_tags.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

copying test/imageext\_tags.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

copying test/pixelarray\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

copying test/draw\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

copying test/transform\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

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copying test/bufferproxy\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

copying test/surfarray\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

copying test/mouse\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

copying test/surfarray\_tags.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

copying test/event\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

copying test/imageext\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

copying test/sprite\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

copying test/touch\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

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copying test/\_\_init\_\_.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

copying test/overlay\_tags.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

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copying test/camera\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

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copying test/font\_tags.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

copying test/mixer\_tags.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

copying test/constants\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

copying test/mixer\_music\_tags.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

copying test/sndarray\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

copying test/image\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

copying test/version\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

copying test/freetype\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

copying test/joystick\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

copying test/midi\_tags.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

copying test/ftfont\_tags.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

copying test/image\_\_save\_gl\_surface\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

copying test/cdrom\_tags.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

copying test/cursors\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

copying test/fastevent\_tags.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

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copying test/cdrom\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

copying test/mask\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

copying test/midi\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

copying test/freetype\_tags.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

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copying test/mixer\_music\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

copying test/sndarray\_tags.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

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copying test/surface\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

creating build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/test\_utils

copying test/test\_utils/run\_tests.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/test\_utils

copying test/test\_utils/endian.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/test\_utils

copying test/test\_utils/test\_machinery.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/test\_utils

copying test/test\_utils/\_\_init\_\_.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/test\_utils

copying test/test\_utils/png.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/test\_utils

copying test/test\_utils/test\_runner.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/test\_utils

copying test/test\_utils/arrinter.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/test\_utils

copying test/test\_utils/buftools.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/test\_utils

copying test/test\_utils/async\_sub.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/test\_utils

creating build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/run\_tests\_\_tests

copying test/run\_tests\_\_tests/run\_tests\_\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/run\_tests\_\_tests

copying test/run\_tests\_\_tests/\_\_init\_\_.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/run\_tests\_\_tests

creating build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/run\_tests\_\_tests/all\_ok

copying test/run\_tests\_\_tests/all\_ok/fake\_3\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/run\_tests\_\_tests/all\_ok

copying test/run\_tests\_\_tests/all\_ok/fake\_2\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/run\_tests\_\_tests/all\_ok

copying test/run\_tests\_\_tests/all\_ok/\_\_init\_\_.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/run\_tests\_\_tests/all\_ok

copying test/run\_tests\_\_tests/all\_ok/fake\_4\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/run\_tests\_\_tests/all\_ok

copying test/run\_tests\_\_tests/all\_ok/fake\_5\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/run\_tests\_\_tests/all\_ok

copying test/run\_tests\_\_tests/all\_ok/no\_assertions\_\_ret\_code\_of\_1\_\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/run\_tests\_\_tests/all\_ok

copying test/run\_tests\_\_tests/all\_ok/zero\_tests\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/run\_tests\_\_tests/all\_ok

copying test/run\_tests\_\_tests/all\_ok/fake\_6\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/run\_tests\_\_tests/all\_ok

creating build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/run\_tests\_\_tests/failures1

copying test/run\_tests\_\_tests/failures1/fake\_3\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/run\_tests\_\_tests/failures1

copying test/run\_tests\_\_tests/failures1/fake\_2\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/run\_tests\_\_tests/failures1

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copying test/run\_tests\_\_tests/failures1/fake\_4\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/run\_tests\_\_tests/failures1

creating build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/run\_tests\_\_tests/incomplete

copying test/run\_tests\_\_tests/incomplete/fake\_3\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/run\_tests\_\_tests/incomplete

copying test/run\_tests\_\_tests/incomplete/fake\_2\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/run\_tests\_\_tests/incomplete

copying test/run\_tests\_\_tests/incomplete/\_\_init\_\_.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/run\_tests\_\_tests/incomplete

creating build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/run\_tests\_\_tests/infinite\_loop

copying test/run\_tests\_\_tests/infinite\_loop/fake\_2\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/run\_tests\_\_tests/infinite\_loop

copying test/run\_tests\_\_tests/infinite\_loop/fake\_1\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/run\_tests\_\_tests/infinite\_loop

copying test/run\_tests\_\_tests/infinite\_loop/\_\_init\_\_.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/run\_tests\_\_tests/infinite\_loop

creating build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/run\_tests\_\_tests/print\_stderr

copying test/run\_tests\_\_tests/print\_stderr/fake\_3\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/run\_tests\_\_tests/print\_stderr

copying test/run\_tests\_\_tests/print\_stderr/fake\_2\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/run\_tests\_\_tests/print\_stderr

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creating build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/run\_tests\_\_tests/print\_stdout

copying test/run\_tests\_\_tests/print\_stdout/fake\_3\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/run\_tests\_\_tests/print\_stdout

copying test/run\_tests\_\_tests/print\_stdout/fake\_2\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/run\_tests\_\_tests/print\_stdout

copying test/run\_tests\_\_tests/print\_stdout/\_\_init\_\_.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/run\_tests\_\_tests/print\_stdout

copying test/run\_tests\_\_tests/print\_stdout/fake\_4\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/run\_tests\_\_tests/print\_stdout

creating build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/run\_tests\_\_tests/incomplete\_todo

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copying test/run\_tests\_\_tests/incomplete\_todo/fake\_2\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/run\_tests\_\_tests/incomplete\_todo

copying test/run\_tests\_\_tests/incomplete\_todo/\_\_init\_\_.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/run\_tests\_\_tests/incomplete\_todo

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copying test/run\_tests\_\_tests/exclude/\_\_init\_\_.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/run\_tests\_\_tests/exclude

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copying test/run\_tests\_\_tests/everything/magic\_tag\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/run\_tests\_\_tests/everything

copying test/run\_tests\_\_tests/everything/fake\_2\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/run\_tests\_\_tests/everything

copying test/run\_tests\_\_tests/everything/incomplete\_todo\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/run\_tests\_\_tests/everything

copying test/run\_tests\_\_tests/everything/\_\_init\_\_.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/run\_tests\_\_tests/everything

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copying docs/\_\_main\_\_.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/docs

creating build/lib.macosx-10.9-x86\_64-3.8/pygame/examples

copying examples/playmus.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/examples

copying examples/mask.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/examples

copying examples/sound.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/examples

copying examples/overlay.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/examples

copying examples/aacircle.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/examples

copying examples/chimp.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/examples

copying examples/liquid.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/examples

copying examples/audiocapture.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/examples

copying examples/sound\_array\_demos.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/examples

copying examples/midi.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/examples

copying examples/scroll.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/examples

copying examples/cursors.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/examples

copying examples/moveit.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/examples

copying examples/\_\_init\_\_.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/examples

copying examples/blit\_blends.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/examples

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copying examples/arraydemo.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/examples

copying examples/stars.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/examples

copying examples/camera.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/examples

copying examples/blend\_fill.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/examples

copying examples/fonty.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/examples

copying examples/headless\_no\_windows\_needed.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/examples

copying examples/fastevents.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/examples

copying examples/prevent\_display\_stretching.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/examples

copying examples/glcube.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/examples

copying examples/aliens.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/examples

copying examples/freetype\_misc.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/examples

copying examples/scaletest.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/examples

copying examples/video.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/examples

copying examples/eventlist.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/examples

copying examples/scrap\_clipboard.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/examples

copying examples/oldalien.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/examples

copying examples/pixelarray.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/examples

copying examples/dropevent.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/examples

running build\_ext

building 'pygame.gfxdraw' extension

creating build/temp.macosx-10.9-x86\_64-3.8

creating build/temp.macosx-10.9-x86\_64-3.8/src\_c

creating build/temp.macosx-10.9-x86\_64-3.8/src\_c/SDL\_gfx

gcc -Wno-unused-result -Wsign-compare -Wunreachable-code -fno-common -dynamic -DNDEBUG -g -fwrapv -O3 -Wall -arch x86\_64 -g -DENABLE\_NEWBUF=1 -I/NEED\_INC\_PATH\_FIX -I/Library/Frameworks/Python.framework/Versions/3.8/include/python3.8 -c src\_c/gfxdraw.c -o build/temp.macosx-10.9-x86\_64-3.8/src\_c/gfxdraw.o

In file included from src\_c/gfxdraw.c:33:

In file included from src\_c/pygame.h:32:

src\_c/\_pygame.h:216:10: fatal error: 'SDL.h' file not found

#include <SDL.h>

^~~~~~~

1 error generated.

---

For help with compilation see:

https://www.pygame.org/wiki/MacCompile

To contribute to pygame development see:

https://www.pygame.org/contribute.html

---

error: command 'gcc' failed with exit status 1

----------------------------------------

ERROR: Failed building wheel for pygame

Running setup.py clean for pygame

Failed to build pygame

Installing collected packages: pygame

Running setup.py install for pygame ... error

ERROR: Command errored out with exit status 1:

command: /Library/Frameworks/Python.framework/Versions/3.8/bin/python3.8 -u -c 'import sys, setuptools, tokenize; sys.argv[0] = '"'"'/private/var/folders/jm/ylcd8s0n6ts40r71g0nd375c0000gn/T/pip-install-027i413d/pygame/setup.py'"'"'; \_\_file\_\_='"'"'/private/var/folders/jm/ylcd8s0n6ts40r71g0nd375c0000gn/T/pip-install-027i413d/pygame/setup.py'"'"';f=getattr(tokenize, '"'"'open'"'"', open)(\_\_file\_\_);code=f.read().replace('"'"'\r\n'"'"', '"'"'\n'"'"');f.close();exec(compile(code, \_\_file\_\_, '"'"'exec'"'"'))' install --record /private/var/folders/jm/ylcd8s0n6ts40r71g0nd375c0000gn/T/pip-record-938peuu5/install-record.txt --single-version-externally-managed --compile --install-headers /Library/Frameworks/Python.framework/Versions/3.8/include/python3.8/pygame

cwd: /private/var/folders/jm/ylcd8s0n6ts40r71g0nd375c0000gn/T/pip-install-027i413d/pygame/

Complete output (218 lines):

running install

running build

running build\_py

creating build

creating build/lib.macosx-10.9-x86\_64-3.8

creating build/lib.macosx-10.9-x86\_64-3.8/pygame

copying src\_py/surfarray.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame

copying src\_py/sysfont.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame

copying src\_py/\_camera\_vidcapture.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame

copying src\_py/sndarray.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame

copying src\_py/version.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame

copying src\_py/compat.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame

copying src\_py/draw\_py.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame

copying src\_py/colordict.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame

copying src\_py/ftfont.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame

copying src\_py/midi.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame

copying src\_py/cursors.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame

copying src\_py/\_\_init\_\_.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame

copying src\_py/\_numpysndarray.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame

copying src\_py/sprite.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame

copying src\_py/macosx.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame

copying src\_py/\_numpysurfarray.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame

copying src\_py/camera.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame

copying src\_py/freetype.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame

copying src\_py/\_camera\_opencv\_highgui.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame

copying src\_py/pkgdata.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame

copying src\_py/locals.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame

copying src\_py/\_dummybackend.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame

creating build/lib.macosx-10.9-x86\_64-3.8/pygame/threads

copying src\_py/threads/Py25Queue.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/threads

copying src\_py/threads/\_\_init\_\_.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/threads

creating build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

copying test/base\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

copying test/font\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

copying test/mixer\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

copying test/rwobject\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

copying test/pixelcopy\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

copying test/overlay\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

copying test/scrap\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

copying test/touch\_tags.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

copying test/imageext\_tags.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

copying test/pixelarray\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

copying test/draw\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

copying test/transform\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

copying test/blit\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

copying test/bufferproxy\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

copying test/surfarray\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

copying test/mouse\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

copying test/surfarray\_tags.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

copying test/event\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

copying test/imageext\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

copying test/sprite\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

copying test/touch\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

copying test/gfxdraw\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

copying test/rect\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

copying test/scrap\_tags.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

copying test/\_\_init\_\_.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

copying test/overlay\_tags.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

copying test/color\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

copying test/camera\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

copying test/surflock\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

copying test/key\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

copying test/sysfont\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

copying test/font\_tags.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

copying test/mixer\_tags.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

copying test/constants\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

copying test/mixer\_music\_tags.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

copying test/sndarray\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

copying test/image\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

copying test/version\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

copying test/freetype\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

copying test/joystick\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

copying test/midi\_tags.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

copying test/ftfont\_tags.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

copying test/image\_\_save\_gl\_surface\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

copying test/cdrom\_tags.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

copying test/cursors\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

copying test/fastevent\_tags.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

copying test/display\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

copying test/fastevent\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

copying test/compat\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

copying test/ftfont\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

copying test/cdrom\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

copying test/mask\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

copying test/midi\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

copying test/freetype\_tags.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

copying test/math\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

copying test/time\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

copying test/image\_tags.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

copying test/threads\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

copying test/\_\_main\_\_.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

copying test/mixer\_music\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

copying test/sndarray\_tags.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

copying test/test\_test\_.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

copying test/surface\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests

creating build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/test\_utils

copying test/test\_utils/run\_tests.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/test\_utils

copying test/test\_utils/endian.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/test\_utils

copying test/test\_utils/test\_machinery.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/test\_utils

copying test/test\_utils/\_\_init\_\_.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/test\_utils

copying test/test\_utils/png.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/test\_utils

copying test/test\_utils/test\_runner.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/test\_utils

copying test/test\_utils/arrinter.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/test\_utils

copying test/test\_utils/buftools.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/test\_utils

copying test/test\_utils/async\_sub.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/test\_utils

creating build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/run\_tests\_\_tests

copying test/run\_tests\_\_tests/run\_tests\_\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/run\_tests\_\_tests

copying test/run\_tests\_\_tests/\_\_init\_\_.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/run\_tests\_\_tests

creating build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/run\_tests\_\_tests/all\_ok

copying test/run\_tests\_\_tests/all\_ok/fake\_3\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/run\_tests\_\_tests/all\_ok

copying test/run\_tests\_\_tests/all\_ok/fake\_2\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/run\_tests\_\_tests/all\_ok

copying test/run\_tests\_\_tests/all\_ok/\_\_init\_\_.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/run\_tests\_\_tests/all\_ok

copying test/run\_tests\_\_tests/all\_ok/fake\_4\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/run\_tests\_\_tests/all\_ok

copying test/run\_tests\_\_tests/all\_ok/fake\_5\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/run\_tests\_\_tests/all\_ok

copying test/run\_tests\_\_tests/all\_ok/no\_assertions\_\_ret\_code\_of\_1\_\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/run\_tests\_\_tests/all\_ok

copying test/run\_tests\_\_tests/all\_ok/zero\_tests\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/run\_tests\_\_tests/all\_ok

copying test/run\_tests\_\_tests/all\_ok/fake\_6\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/run\_tests\_\_tests/all\_ok

creating build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/run\_tests\_\_tests/failures1

copying test/run\_tests\_\_tests/failures1/fake\_3\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/run\_tests\_\_tests/failures1

copying test/run\_tests\_\_tests/failures1/fake\_2\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/run\_tests\_\_tests/failures1

copying test/run\_tests\_\_tests/failures1/\_\_init\_\_.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/run\_tests\_\_tests/failures1

copying test/run\_tests\_\_tests/failures1/fake\_4\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/run\_tests\_\_tests/failures1

creating build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/run\_tests\_\_tests/incomplete

copying test/run\_tests\_\_tests/incomplete/fake\_3\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/run\_tests\_\_tests/incomplete

copying test/run\_tests\_\_tests/incomplete/fake\_2\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/run\_tests\_\_tests/incomplete

copying test/run\_tests\_\_tests/incomplete/\_\_init\_\_.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/run\_tests\_\_tests/incomplete

creating build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/run\_tests\_\_tests/infinite\_loop

copying test/run\_tests\_\_tests/infinite\_loop/fake\_2\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/run\_tests\_\_tests/infinite\_loop

copying test/run\_tests\_\_tests/infinite\_loop/fake\_1\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/run\_tests\_\_tests/infinite\_loop

copying test/run\_tests\_\_tests/infinite\_loop/\_\_init\_\_.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/run\_tests\_\_tests/infinite\_loop

creating build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/run\_tests\_\_tests/print\_stderr

copying test/run\_tests\_\_tests/print\_stderr/fake\_3\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/run\_tests\_\_tests/print\_stderr

copying test/run\_tests\_\_tests/print\_stderr/fake\_2\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/run\_tests\_\_tests/print\_stderr

copying test/run\_tests\_\_tests/print\_stderr/\_\_init\_\_.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/run\_tests\_\_tests/print\_stderr

copying test/run\_tests\_\_tests/print\_stderr/fake\_4\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/run\_tests\_\_tests/print\_stderr

creating build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/run\_tests\_\_tests/print\_stdout

copying test/run\_tests\_\_tests/print\_stdout/fake\_3\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/run\_tests\_\_tests/print\_stdout

copying test/run\_tests\_\_tests/print\_stdout/fake\_2\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/run\_tests\_\_tests/print\_stdout

copying test/run\_tests\_\_tests/print\_stdout/\_\_init\_\_.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/run\_tests\_\_tests/print\_stdout

copying test/run\_tests\_\_tests/print\_stdout/fake\_4\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/run\_tests\_\_tests/print\_stdout

creating build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/run\_tests\_\_tests/incomplete\_todo

copying test/run\_tests\_\_tests/incomplete\_todo/fake\_3\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/run\_tests\_\_tests/incomplete\_todo

copying test/run\_tests\_\_tests/incomplete\_todo/fake\_2\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/run\_tests\_\_tests/incomplete\_todo

copying test/run\_tests\_\_tests/incomplete\_todo/\_\_init\_\_.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/run\_tests\_\_tests/incomplete\_todo

creating build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/run\_tests\_\_tests/exclude

copying test/run\_tests\_\_tests/exclude/magic\_tag\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/run\_tests\_\_tests/exclude

copying test/run\_tests\_\_tests/exclude/fake\_2\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/run\_tests\_\_tests/exclude

copying test/run\_tests\_\_tests/exclude/\_\_init\_\_.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/run\_tests\_\_tests/exclude

copying test/run\_tests\_\_tests/exclude/invisible\_tag\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/run\_tests\_\_tests/exclude

creating build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/run\_tests\_\_tests/timeout

copying test/run\_tests\_\_tests/timeout/sleep\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/run\_tests\_\_tests/timeout

copying test/run\_tests\_\_tests/timeout/fake\_2\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/run\_tests\_\_tests/timeout

copying test/run\_tests\_\_tests/timeout/\_\_init\_\_.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/run\_tests\_\_tests/timeout

creating build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/run\_tests\_\_tests/everything

copying test/run\_tests\_\_tests/everything/sleep\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/run\_tests\_\_tests/everything

copying test/run\_tests\_\_tests/everything/magic\_tag\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/run\_tests\_\_tests/everything

copying test/run\_tests\_\_tests/everything/fake\_2\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/run\_tests\_\_tests/everything

copying test/run\_tests\_\_tests/everything/incomplete\_todo\_test.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/run\_tests\_\_tests/everything

copying test/run\_tests\_\_tests/everything/\_\_init\_\_.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/tests/run\_tests\_\_tests/everything

creating build/lib.macosx-10.9-x86\_64-3.8/pygame/docs

copying docs/\_\_init\_\_.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/docs

copying docs/\_\_main\_\_.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/docs

creating build/lib.macosx-10.9-x86\_64-3.8/pygame/examples

copying examples/playmus.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/examples

copying examples/mask.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/examples

copying examples/sound.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/examples

copying examples/overlay.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/examples

copying examples/aacircle.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/examples

copying examples/chimp.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/examples

copying examples/liquid.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/examples

copying examples/audiocapture.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/examples

copying examples/sound\_array\_demos.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/examples

copying examples/midi.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/examples

copying examples/scroll.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/examples

copying examples/cursors.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/examples

copying examples/moveit.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/examples

copying examples/\_\_init\_\_.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/examples

copying examples/blit\_blends.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/examples

copying examples/testsprite.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/examples

copying examples/textinput.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/examples

copying examples/vgrade.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/examples

copying examples/arraydemo.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/examples

copying examples/stars.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/examples

copying examples/camera.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/examples

copying examples/blend\_fill.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/examples

copying examples/fonty.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/examples

copying examples/headless\_no\_windows\_needed.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/examples

copying examples/fastevents.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/examples

copying examples/prevent\_display\_stretching.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/examples

copying examples/glcube.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/examples

copying examples/aliens.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/examples

copying examples/freetype\_misc.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/examples

copying examples/scaletest.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/examples

copying examples/video.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/examples

copying examples/eventlist.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/examples

copying examples/scrap\_clipboard.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/examples

copying examples/oldalien.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/examples

copying examples/pixelarray.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/examples

copying examples/dropevent.py -> build/lib.macosx-10.9-x86\_64-3.8/pygame/examples

running build\_ext

building 'pygame.gfxdraw' extension

creating build/temp.macosx-10.9-x86\_64-3.8

creating build/temp.macosx-10.9-x86\_64-3.8/src\_c

creating build/temp.macosx-10.9-x86\_64-3.8/src\_c/SDL\_gfx

gcc -Wno-unused-result -Wsign-compare -Wunreachable-code -fno-common -dynamic -DNDEBUG -g -fwrapv -O3 -Wall -arch x86\_64 -g -DENABLE\_NEWBUF=1 -I/NEED\_INC\_PATH\_FIX -I/Library/Frameworks/Python.framework/Versions/3.8/include/python3.8 -c src\_c/gfxdraw.c -o build/temp.macosx-10.9-x86\_64-3.8/src\_c/gfxdraw.o

In file included from src\_c/gfxdraw.c:33:

In file included from src\_c/pygame.h:32:

src\_c/\_pygame.h:216:10: fatal error: 'SDL.h' file not found

#include <SDL.h>

^~~~~~~

1 error generated.

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For help with compilation see:

https://www.pygame.org/wiki/MacCompile

To contribute to pygame development see:

https://www.pygame.org/contribute.html

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error: command 'gcc' failed with exit status 1

----------------------------------------

ERROR: Command errored out with exit status 1: /Library/Frameworks/Python.framework/Versions/3.8/bin/python3.8 -u -c 'import sys, setuptools, tokenize; sys.argv[0] = '"'"'/private/var/folders/jm/ylcd8s0n6ts40r71g0nd375c0000gn/T/pip-install-027i413d/pygame/setup.py'"'"'; \_\_file\_\_='"'"'/private/var/folders/jm/ylcd8s0n6ts40r71g0nd375c0000gn/T/pip-install-027i413d/pygame/setup.py'"'"';f=getattr(tokenize, '"'"'open'"'"', open)(\_\_file\_\_);code=f.read().replace('"'"'\r\n'"'"', '"'"'\n'"'"');f.close();exec(compile(code, \_\_file\_\_, '"'"'exec'"'"'))' install --record /private/var/folders/jm/ylcd8s0n6ts40r71g0nd375c0000gn/T/pip-record-938peuu5/install-record.txt --single-version-externally-managed --compile --install-headers /Library/Frameworks/Python.framework/Versions/3.8/include/python3.8/pygame Check the logs for full command output.