goxpyriment — Installation

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Installing Goxpyriment to create your own experiments

1. Install Git, then Go on your compute (if you are new to this, consult the detailed instructions).
2. clone goxpyriment Github repository, by opening a Terminal (App `Git Bash` under Windows), and executing the command-line

   ```
   git clone https://github.com/chrplr/goxpyriment.git
   ```

   Later, a simple `git pull` will suffice to upgrade to the most recent version.

   Alternatively you can just download the ZIP and unzip it.
3. In the Terminal, execute:

   ```
   cd goxpyriment
   make all
   ```

   This compiles the codes in examples/*. If all goes well, the `_build` folder should now contain executable (apps) for many experiments.

   The first time, it will take a while because Go needs to download several libraries. Once done, compilation will be fast.

Program your own experiment

After having a look at Getting Started, and the examples' source codes. the available functions

- Create a folder for your experiment and start coding a `main.go` file. You can test it by running `go run main.go`.

  > **TIP** *Vibe-coding:* Launch an AI coding agent (Claude, Gemini, etc.) inside the `goxpyriment` folder and ask it to add a new experiment to the `examples` folder — this leads the agent to read the existing examples for context. Describe the experiment (stimuli, design, etc.) in plain language and enjoy. Recommendation: save your prompt in a `description.md` file.

- Once satisfied with the code, compile your experiment into an executable with `go build .`. This executable will run on any machine with the same OS and architecture.
- If you need to distribute your experiment to colleagues who use another operating system or architecture, you can easily cross-compile.