

# Setting Up

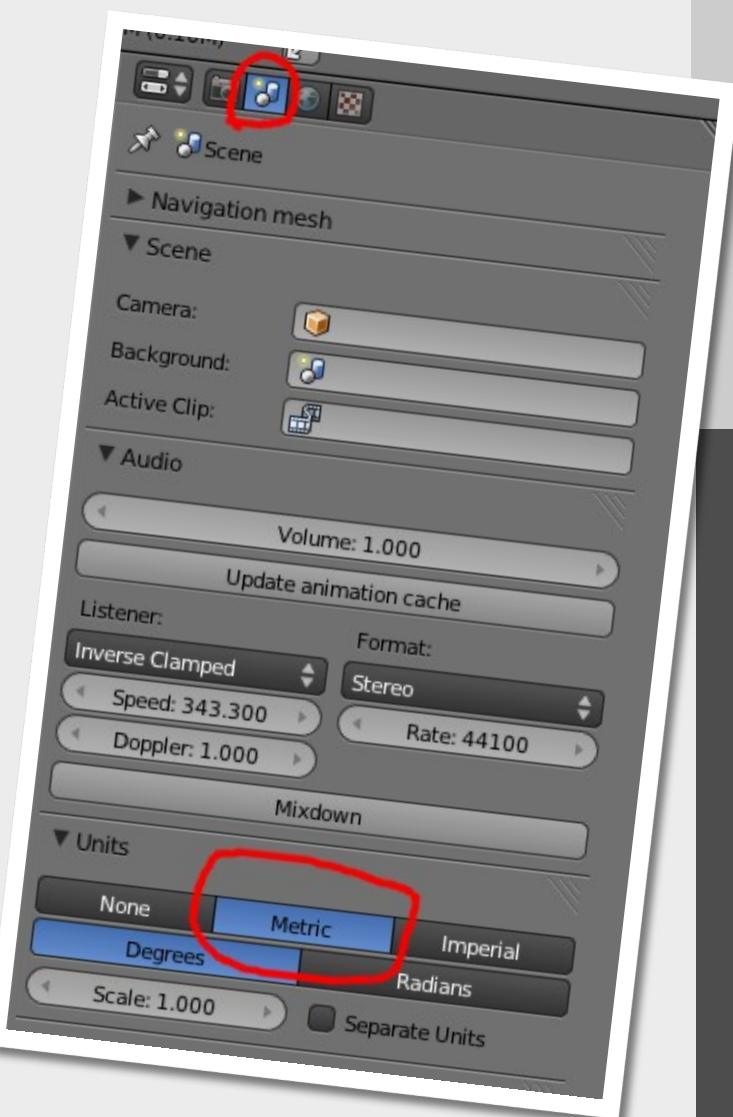
## Step 1:

Change the Renderer to:  
**Blender Game**



## Step 3:

Change the measurement units to **Metric**



## Step 2:

Change the Shading to **GLSL**



Now you can start making your game.