
Pycante Documentation

Release 1.0

Juan BC

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Allows a unique way to deal with QtDesigner *.ui* files. Literally you can inherith a class from *xml/ui file*.

Contents:

Installation Guide

1.1 Ubuntu/Debian/Mint

Execute

```
$ sudo apt-get install python-setuptools python-pip python-qt4
$ sudo pip install pycante
```

1.2 Windows or other *nix

- Python 2.7 <http://www.python.org>
- Setup tools <http://pypi.python.org/pypi/setuptools>
- PyQt4 <http://www.riverbankcomputing.co.uk/software/pyqt>

Finally open a console and execute

```
> easy_install pycante
```

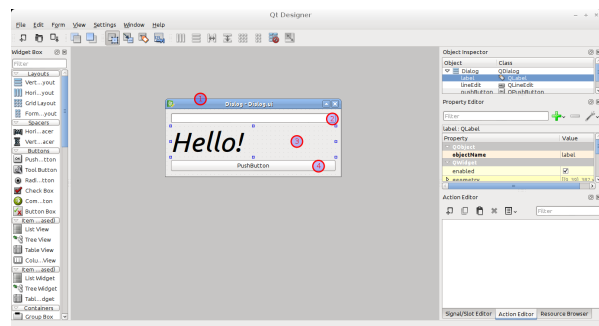
1.3 Installing Manually

The project is hosted at <http://bitbucket.org/leliel12/pycante/> and can be installed manually:

```
$ hg clone clone https://bitbucket.org/leliel12/pycante
$ cd pycante
$ python setup.py install
```


This example: <https://bitbucket.org/leliel12/pycante/src/tip/example>

1. Open QtDesigner ¹ and make a QDialog like this one



where:

- (a) Is a *QDialog* with `objectName Dialog`.
- (b) Is a *QLineEdit* with `objectName lineEdit`.
- (c) Is a *QLabel* with `objectName label`.
- (d) Is a *QPushButton* with `objectName pushButton`.

Save the design as `Dialog.ui`.

2. Create in the same directory where the `Dialog.ui` file live a Python script with the next code.

```
#!/usr/bin/env python
# -*- coding: utf-8 -*-

# "THE WISKEY-WARE LICENSE":
# <juan@brainiac> wrote this file. As long as you retain this notice you
# can do whatever you want with this stuff. If we meet some day, and you think
# this stuff is worth it, you can buy me a WISKEY in return Juan

#=====
# DOCS
#=====

"""This is a example from tutorial of pycante
```

¹ <http://qt.digia.com/Product/Developer-Tools/>

```
"""
#=====
# IMPORTS
#=====

import os
from PyQt4 import QtCore, QtGui

import pycante

#=====
# CONSTANTS
#=====

# The canonical way to determine the path of this file
PATH = os.path.abspath(os.path.dirname(__file__))

# Bind the path of this file as UI path for picante
UI_DIR = pycante.EDir(PATH)

#=====
# CLASS
#=====

# The class dialog extend the Dialog.ui file
class Dialog(UI_DIR("Dialog.ui")):

    # when signal clicked of push button is emitted execute this code.
    def on_pushButton_clicked(self):
        text = self.lineEdit.text()
        self.label.setText("Hello " + unicode(text) + "!")

#=====
# RUN QT
#=====

app = QtGui.QApplication([])
d = Dialog()
d.show()
app.exec_()
```

3. Save the file as “dialog.py” and run it with:

```
$ python dialog.py
```

This is a video with the expected behavior

The hottest way to deal with PyQt

Allows a unique way to deal with QtDesigner *.ui* files.

Example:

```
from PyQt4 import QtGui
import pycante

class MyWidget(pycante.E("/path/to/file.ui"), AnotherClass):
    pass

class MyAnotherWidget(pycante.E(QtGui.QFrame), AnotherClass):
    pass

w0 = MyWidget()
w1 = MyAnotherWidget()
```

BTW, *picante* in spanish means *spicy*.

`pycante.E(ui_or_widget)`
Resolve a qt widget class from ui file path or Widget class

Params

ui_or_widget for inherith visual stile (can be a designer ui file)

Return New base class

Example:

```
from PyQt4 import QtGui
import pycante

class MyWidget(pycante.E("my/ui/file.ui")):
    pass

class AnotherWidget(pycante.E(QtGui.QFrame)):
```

`pycante.EDir(path)`

Creates a binding for resolve *.ui* files in to a given path. If you use a widget class the path is ignored.

Params:

path A path to a firectory where all the ui files lives.

Return: Bind to a given path.

Example:

```
from PyQt4 import QtGui
import pycante

UI = pycante.EDir("path/to/where/all/my/uis/files/live")

class MyWidget(UI("file.ui"));
    pass

class MyAnotherWidget(UI(QtGui.QFrame)):
    pass

w0 = MyWidget()
w1 = MyAnotherWidget()
```

Indices and tables

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