Pyforms GUI Documentation

Release 4.0

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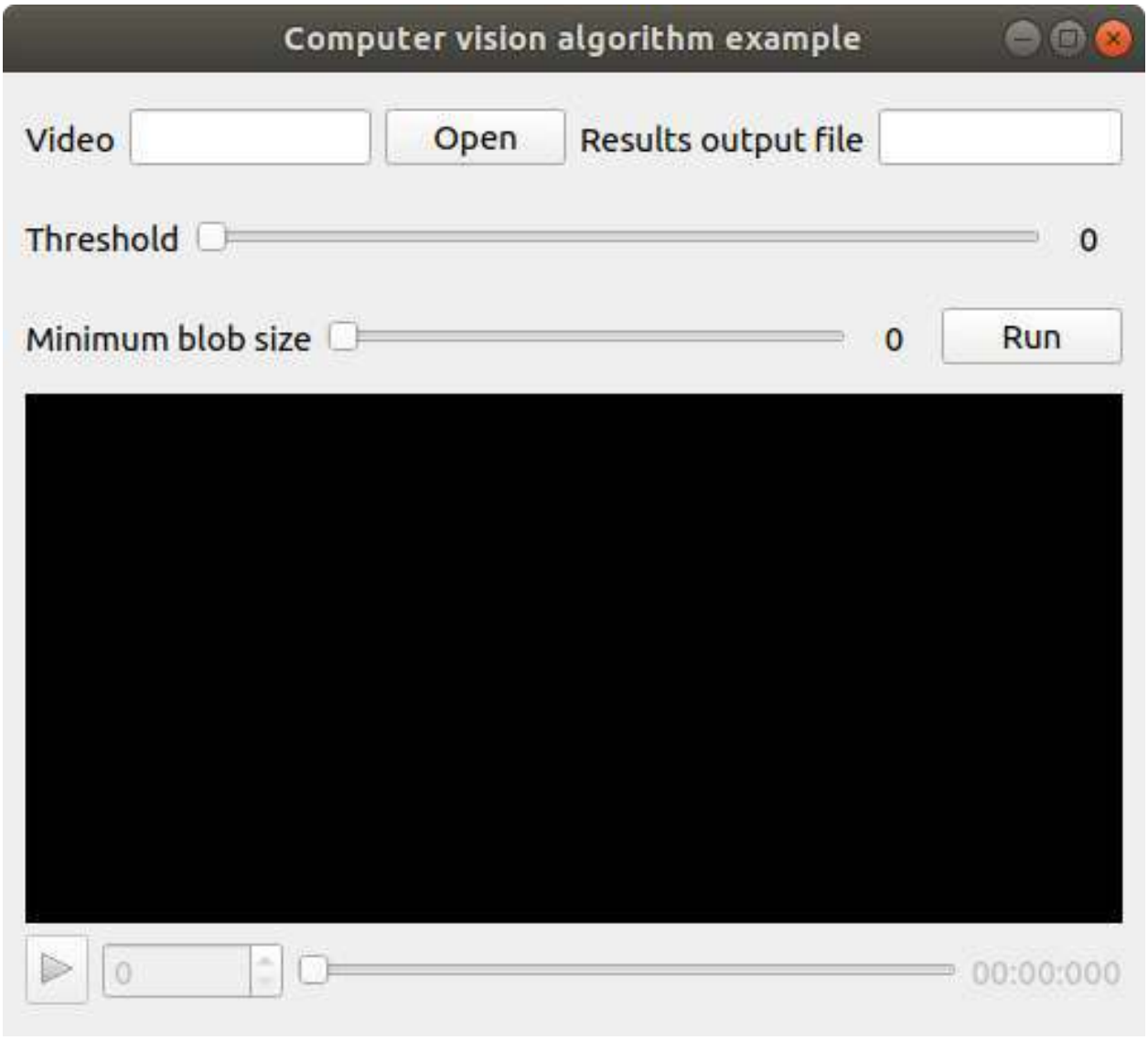
PyForms GUI

Pyforms GUI is Python 3 framework to allow pyforms applications to execute in Windows GUI mode.

The framework aims the boost the development productivity by providing an API in Python to allow the execution of applications developed for GUI and Web mode in terminal mode.

Source code https://github.com/UmSenhorQualquer/pyforms-gui



Note: This framework is a software layer part of the Pyforms framework.

Pyforms https://pyforms.readthedocs.io

CHAPTER 1

Overview

1.1 Pyforms GUI

Pyforms GUI is part the Pyforms framework. It implements a software layer that handles the execution of pyforms applications in Windows GUI mode.

1.2 Pyforms

Pyforms is a Python 3 framework to develop applications capable of executing in 3 diferent environments, Desktop GUI, Terminal and Web.

1.3 Developer

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Note: Please **star** the project at the Github repository to support the project.

CHAPTER 2

Install & configure

- Install Pyforms using **pip**.

```
pip install pyforms-gui
```

CHAPTER 3

First application

Note: More documentation to read about this example at:

- *pyforms_gui.basewidget.BaseWidget*
- *pyforms_gui.controls.control_base.ControlBase*

Here it is shown how to create the first pyforms app.

3.1 Create the first app

Create the file **example.py** and add the next code to it.

```
from pyforms.basewidget import BaseWidget
from pyforms.controls   import ControlFile
from pyforms.controls   import ControlText
from pyforms.controls   import ControlSlider
from pyforms.controls   import ControlPlayer
from pyforms.controls   import ControlButton

class ComputerVisionAlgorithm(BaseWidget):

    def __init__(self, *args, **kwargs):
        super().__init__('Computer vision algorithm example')

        #Definition of the forms fields
        self._videofile     = ControlFile('Video')
        self._outputfile    = ControlText('Results output file')
        self._threshold     = ControlSlider('Threshold', default=114, minimum=0,␣
↪maximum=255)
        self._blobsize      = ControlSlider('Minimum blob size', default=110,␣
↪minimum=100, maximum=2000)
```

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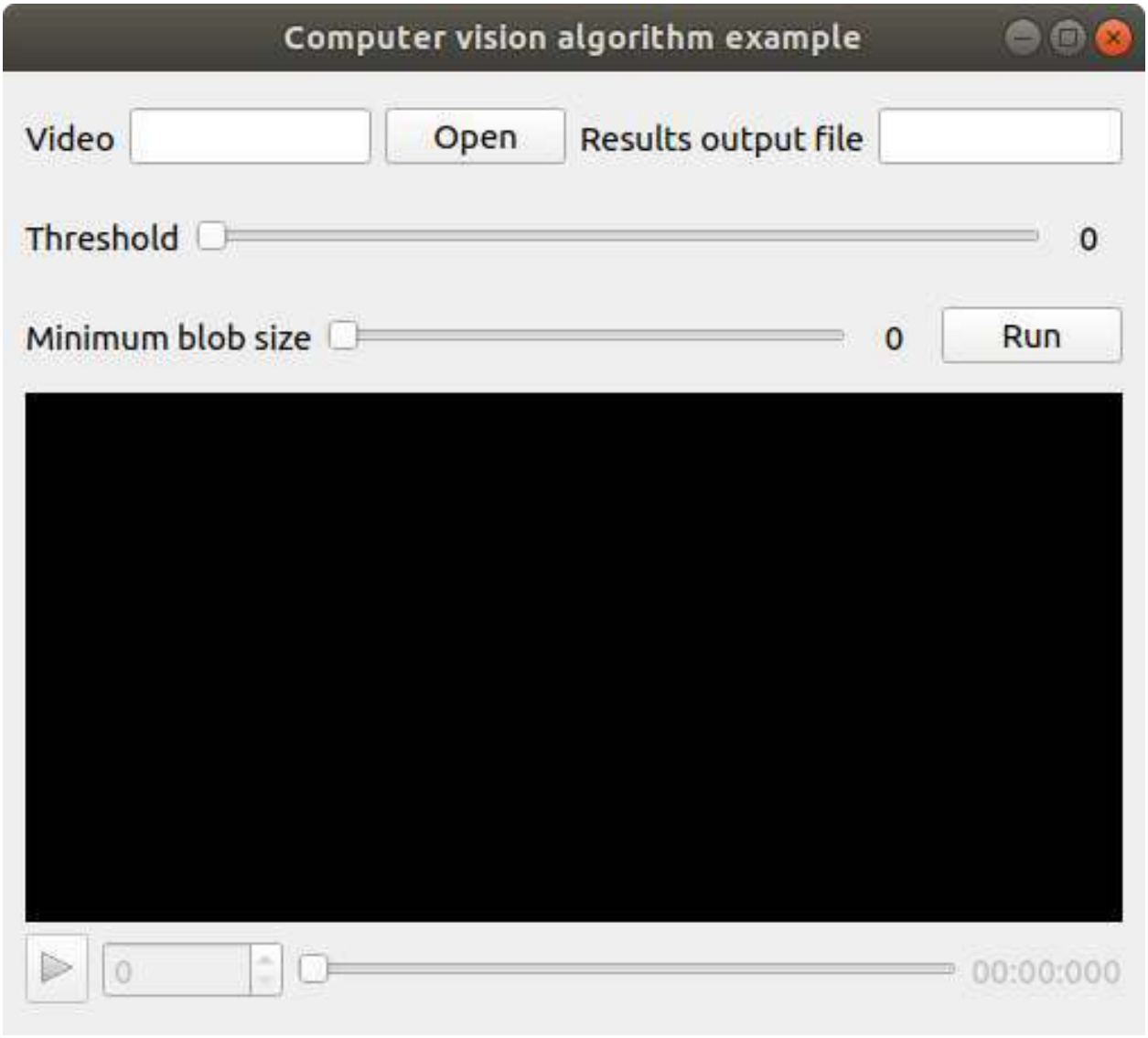
```
        self._player        = ControlPlayer('Player')
        self._runbutton     = ControlButton('Run')

        #Define the function that will be called when a file is selected
        self._videofile.changed_event     = self.__videoFileSelectionEvent
        #Define the event that will be called when the run button is processed
        self._runbutton.value       = self.__runEvent
        #Define the event called before showing the image in the player
        self._player.process_frame_event    = self.__process_frame

        #Define the organization of the Form Controls
        self._formset = [
            ('_videofile', '_outputfile'),
            '_threshold',
            ('_blobsize', '_runbutton'),
            '_player'
        ]


    def __videoFileSelectionEvent(self):
        """
        When the videofile is selected instanciate the video in the player
        """
        self._player.value = self._videofile.value

    def __process_frame(self, frame):
        """
        Do some processing to the frame and return the result frame
        """
        return frame

    def __runEvent(self):
        """
        After setting the best parameters run the full algorithm
        """
        pass


if __name__ == '__main__':

    from pyforms import start_app
    start_app(ComputerVisionAlgorithm)
```

Now execute in the terminal the next command:

```
$ python example.py
```

You will visualize the next result:


Computer vision algorithm example
Video
Open
Results output file
Threshold
0
Minimum blob size
0
Run
0
00:00:000

CHAPTER 4

The basic

This page was based on the examples available at the github folder: Tutorial - SimpleExamples

4.1 Prepare the application class

Create the Python file that will store your applications.

Example: **SimpleExample.py**

4.1.1 Import the library

Import the pyforms library, the BaseWidget and the Controls classes that you will need:

```
import pyforms
from   pyforms.basewidget import BaseWidget
from   pyforms.controls import ControlText
from   pyforms.controls import ControlButton
```

4.1.2 Create your application class.

This class should inherit from the class BaseWidget.

```
class SimpleExample1(BaseWidget):

    def __init__(self):
        super(SimpleExample1,self).__init__('Simple example 1')

        #Definition of the forms fields
        self._firstname  = ControlText('First name', 'Default value')
        self._middlename = ControlText('Middle name')
```

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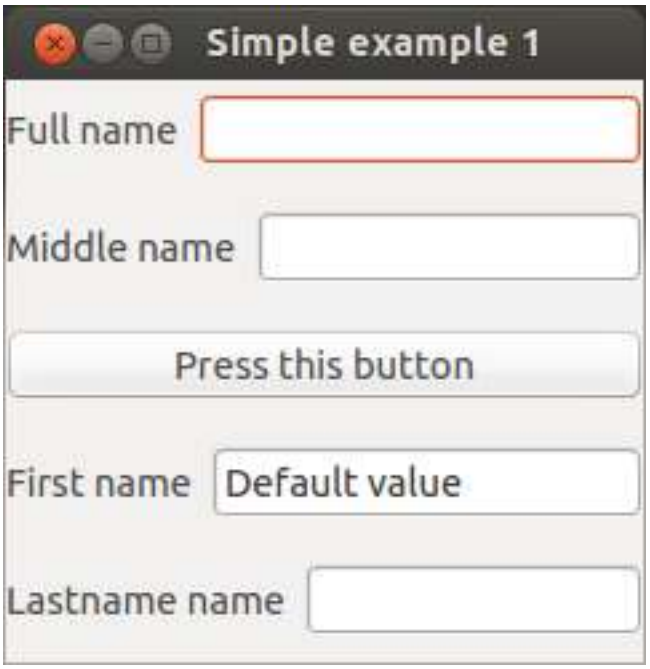
```
        self._lastname    = ControlText('Lastname name')
        self._fullname    = ControlText('Full name')
        self._button      = ControlButton('Press this button')

#Execute the application
if __name__ == "__main__": pyforms.start_app( SimpleExample1 )
```

If you run this file, it will produce the next window.

SimpleExample1



4.1.2.1 Add an action to the button

4.2 Create the action

Create the class function that will work as the button action.

```
def __buttonAction(self):
    """Button action event"""
    self._fullname.value = self._firstname.value +" "+ self._middlename.value +"
↪"+self._lastname.value
```

4.3 Set the button action

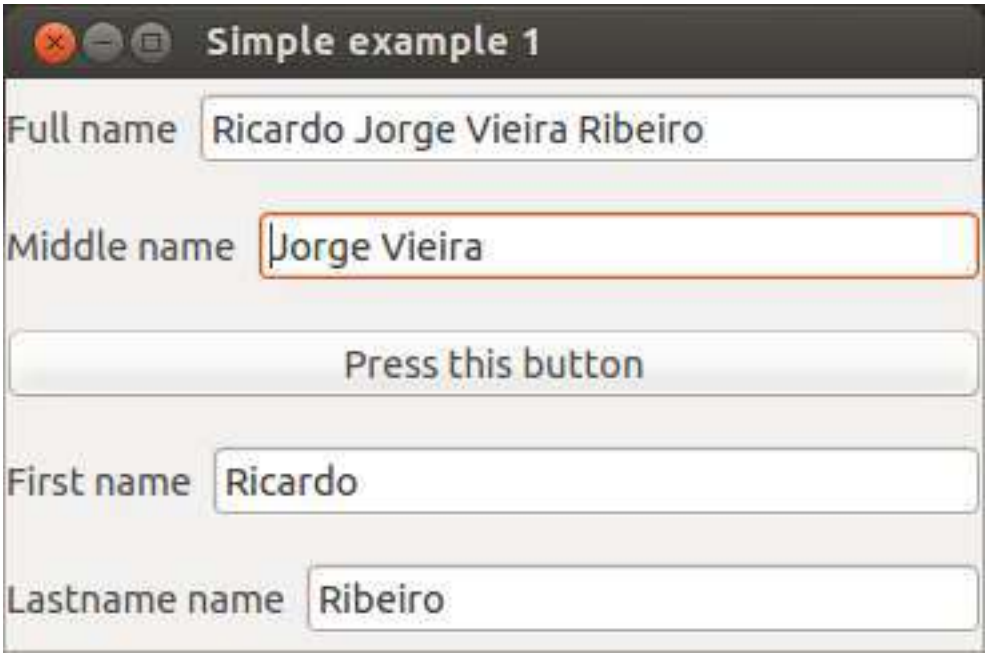
Configure the button to execute your function when pressed. Inside the class constructor add the code:

```
#Define the button action
self._button.value = self.__buttonAction
```

The final code should look like:

```
import pyforms
from   pyforms.basewidget import BaseWidget
from   pyforms.controls import ControlText
from   pyforms.controls import ControlButton

class SimpleExample1(BaseWidget):

    def __init__(self):
        super(SimpleExample1,self).__init__('Simple example 1')

        #Definition of the forms fields
        self._firstname  = ControlText('First name', 'Default value')
        self._middlename = ControlText('Middle name')
        self._lastname   = ControlText('Lastname name')
        self._fullname   = ControlText('Full name')
        self._button     = ControlButton('Press this button')

        #Define the button action
        self._button.value = self.__buttonAction

    def __buttonAction(self):
        """Button action event"""
        self._fullname.value = self._firstname.value +" "+ self._middlename.value + \
        " "+ self._lastname.value

#Execute the application
if __name__ == "__main__": pyforms.start_app( SimpleExample1 )
```

The previous code produces the next window, after you had pressed the button:



Use the BaseWidget.formset variable to organize the Controls inside the Window. Find here more details about the formset variable

```
...

class SimpleExample1(BaseWidget):

    def __init__(self):
        ...

        #Define the organization of the forms
        self.formset = [ ('_firstname','_middlename','_lastname'), '_button', '_
↪fullname', ' ']
        #The ' ' is used to indicate that a empty space should be placed at the␣
↪bottom of the window
        #If you remove the ' ' the forms will occupy the entire window

    ...
```

Result:

Try now:

```
self.formset = [ {
        'Tab1':['_firstname','||','_middlename','||','_lastname'],
        'Tab2':['_fullname']
    },
    '=',
    (' ','_button', ' ')
]
#Use dictionaries for tabs
#Use the sign '=' for a vertical splitter
#Use the signs '||' for a horizontal splitter
```

Note: In the name of each tab use the format **a:Tab1** and **b:Tab2** to define the order of the tabs. Example:

```
self.formset = [ {
    'a:Tab1':['_firstname','||','_middlename','||','_lastname'],
    'b:Tab2':['_fullname']
}
```

To add a main menu to your application, first you need to define the functions that will work as the options actions.

```
...

class SimpleExample1(BaseWidget):
    ...
```

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```
    def __openEvent(self):
        ...

    def __saveEvent(self):
        ...

    def __editEvent(self):
        ...

    def __pastEvent(self):
        ...
```

After you just need to set the BaseWidget.mainmenu property inside your application class constructor as the example bellow.

```
...

class SimpleExample1(BaseWidget):

    def __init__(self):
        ...
        self.mainmenu = [
            { 'File': [
                    {'Open': self.__openEvent},
                    '-',
                    {'Save': self.__saveEvent},
                    {'Save as': self.__saveAsEvent}
                ]
            },
            { 'Edit': [
                    {'Copy': self.__editEvent},
                    {'Past': self.__pastEvent}
                ]
            }
        ]

    ...
```

Create the functions that will work as the popup menu options actions, as you have than in the main menu chapter. After use the functions **add_popup_menu_option** or **add_popup_sub_menu_option** to add a popup menu or a popup submenu to your Control.

[Find here more details about the functions add_popup_menu_option and add_popup_sub_menu_option.](http://pyforms.readthedocs.org/en/latest/api-documentation/controls/#controlbase)

```
...

class SimpleExample1(BaseWidget):

    def __init__(self):
        ...

        self._fullname.addPopupSubMenuOption('Path',
            {
                'Delete':           self.__dummyEvent,
                'Edit':             self.__dummyEvent,
```

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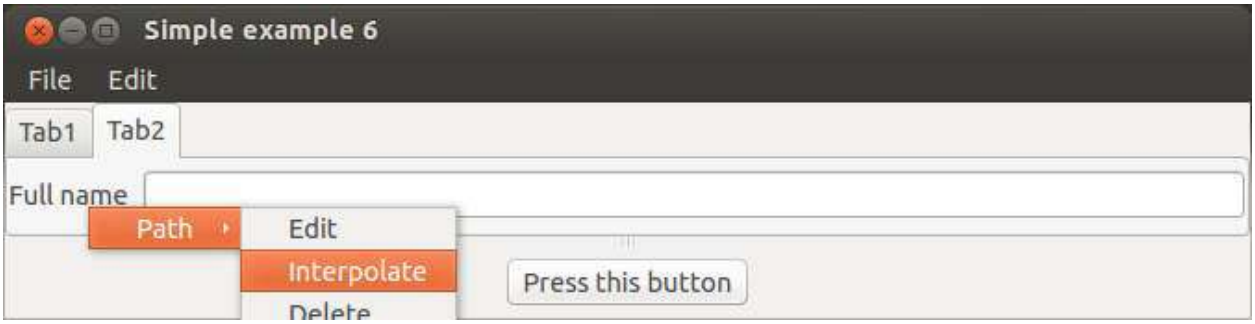
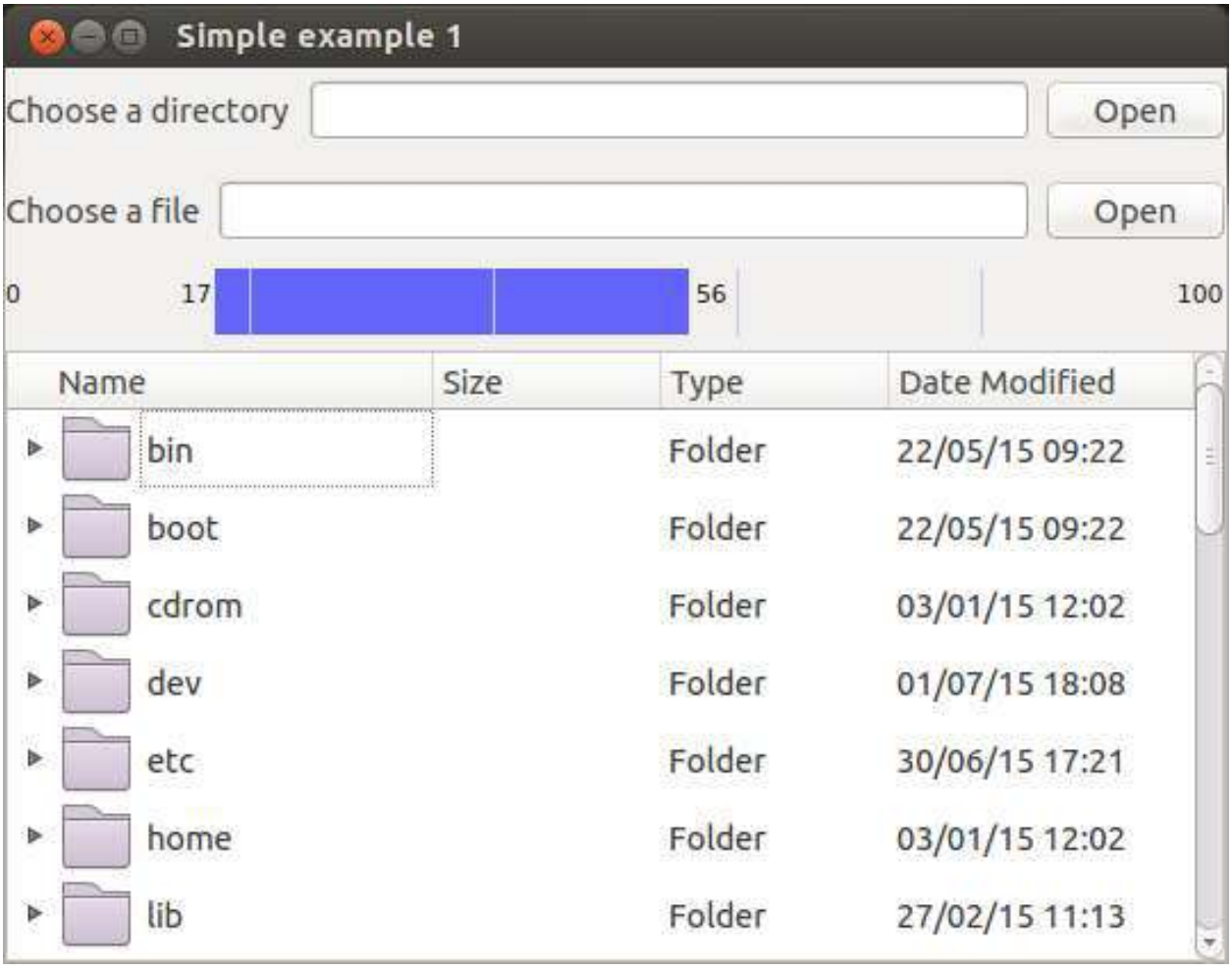
```
                'Interpolate':      self.__dummyEvent
            })
    ...
```

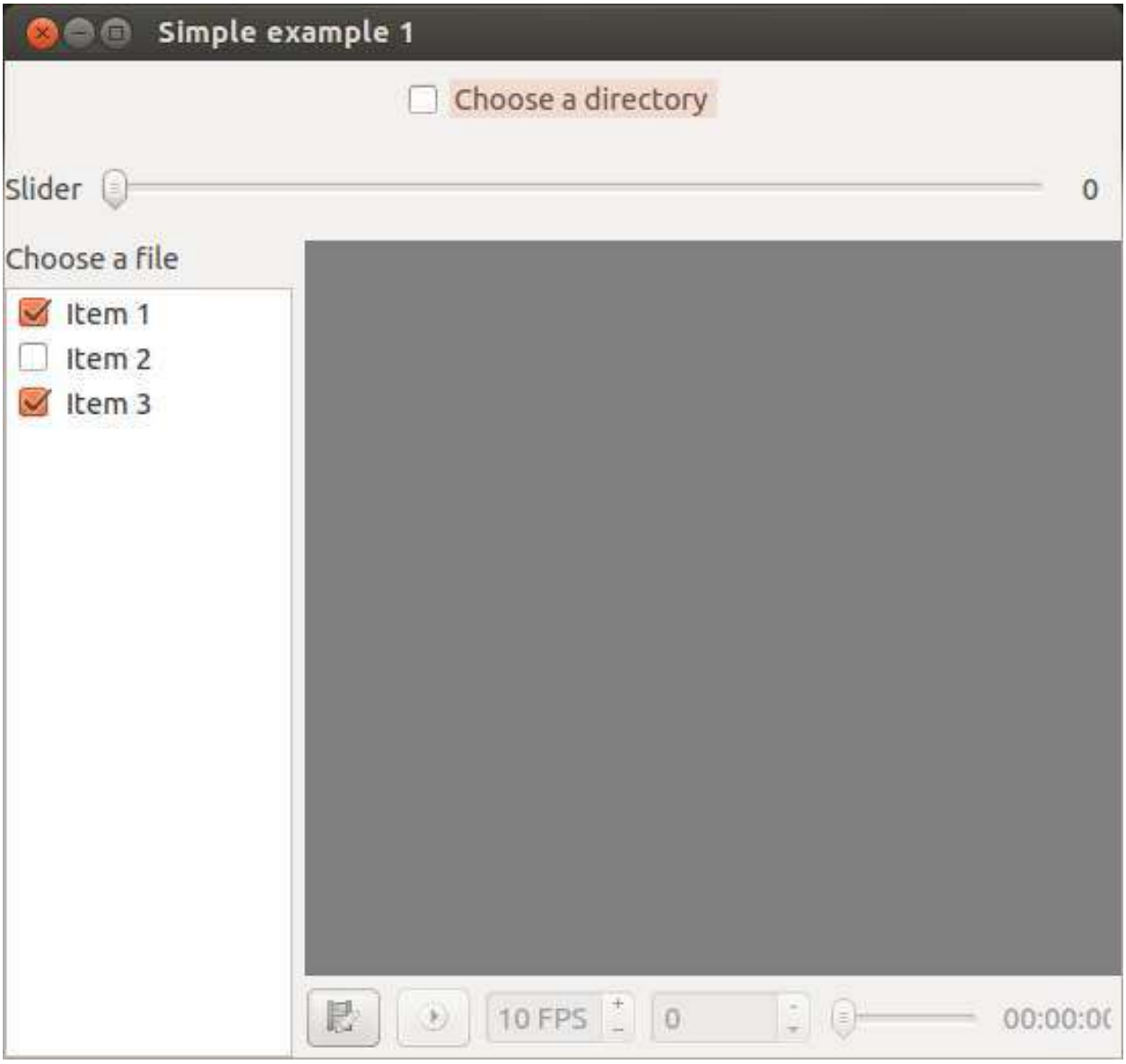
Result:

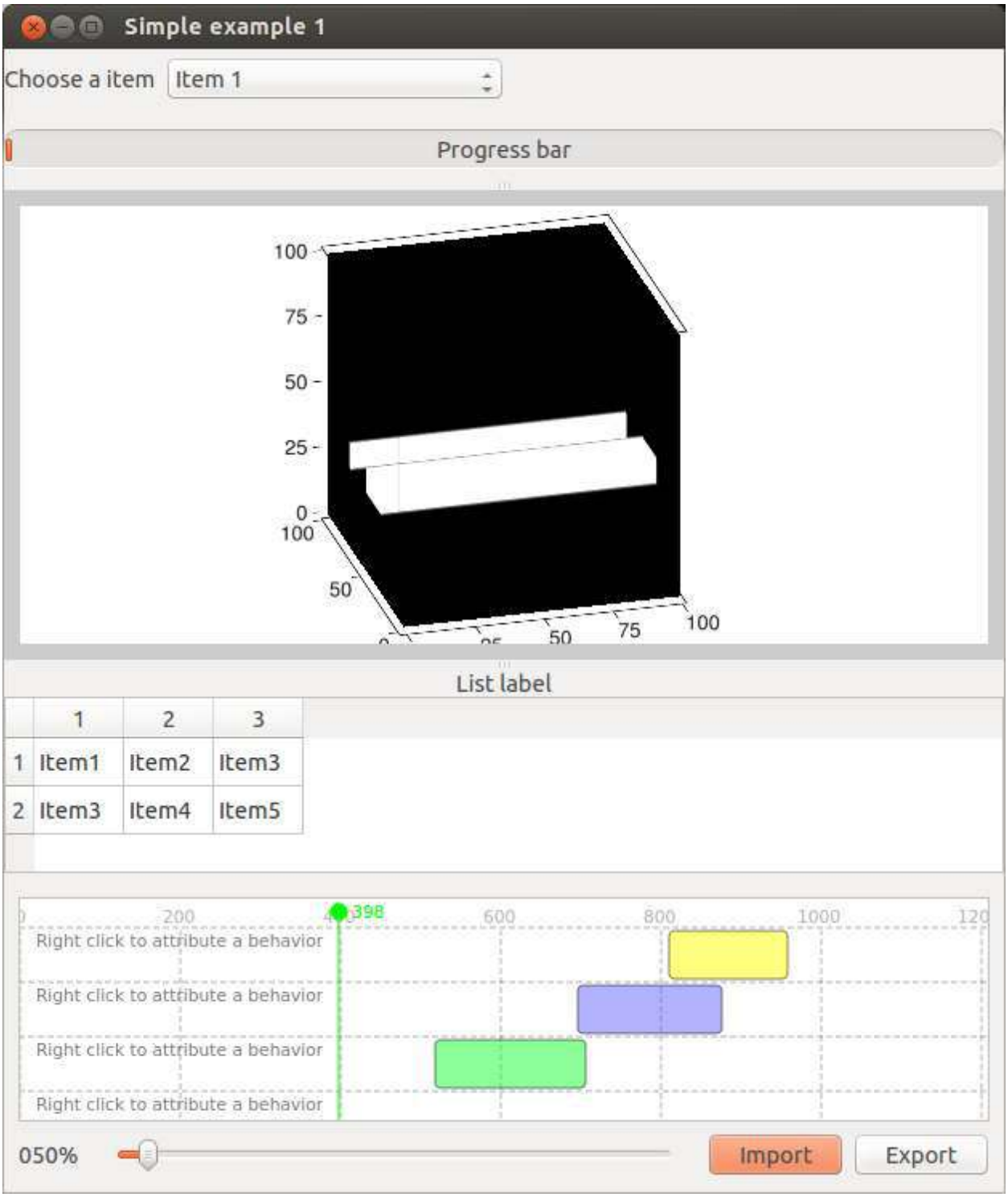


4.3.1 Move to the next chapter.

4.3.2 Find out what you can do with other Controls here.




Simple example 1
Choose a directory
Slider
0
Choose a file
Item 1
Item 2
Item 3
10 FPS
0
00:00:0(


Simple example 1
Choose a item
Item 1
Progress bar
100
75
50
25
0
100
50
50
75
100
List label
1
2
3
1
Item1
Item2
Item3
2
Item3
Item4
Item5
200
398
600
800
1000
Right click to attribute a behavior
Right click to attribute a behavior
Right click to attribute a behavior
Right click to attribute a behavior
050%
Import
Export

CHAPTER 5

Multiple windows

This page was based on the examples available at the github folder: Tutorial - Code Organization

The application described on this page will allow us to add People details to a list.

5.1 Create the Model

Instead of starting by showing you how to develop the GUI I will suggest first how to modularize the code in a Model View Control (MVC) style.

First we will create our data model which may be used outside the GUI.

5.1.1 Data model

Start by creating the file Person.py where we will implement the model responsible for storing the a person information.

```
class Person(object):

    def __init__(self, firstName, middleName, lastName):
        self._firstName     = firstName
        self._middleName    = middleName
        self._lastName      = lastName

    @property
    def fullName(self):
        return "{0} {1} {2}".format(self._firstName, self._middleName, self._lastName)
```

After, create the file People.py and implement the People class which will keep and manage the list of people.

```
import pickle

class People(object):
```

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```
    def __init__(self):
        self._people = []

    def addPerson(self, person):
        self._people.append(person)

    def removePerson(self, index):
        return self._people.pop(index)

    def save(self, filename):
        output = open(filename, 'wb')
        pickle.dump(self._people, output)

    def load(self, filename):
        pkl_file = open(filename, 'rb')
        self._people = pickle.load(pkl_file)
```

5.1.2 Let's go for the GUI

To make our code modular and easy to navigate we will split the edition of the 2 Models in 2 different windows.

Implement the GUI to manage the Person Model.

Create the file PersonWindow.py and implement the window that will allow us the edit the Person Model. This window should inherit from the BaseWidget and Person classes.

```
import pyforms
from pyforms.basewidget import BaseWidget
from pyforms.controls   import ControlText
from pyforms.controls   import ControlButton
from Person             import Person

class PersonWindow(Person, BaseWidget):

    def __init__(self):
        Person.__init__(self, '', '', '')
        BaseWidget.__init__(self,'Person window')

        #Definition of the forms fields
        self._firstnameField    = ControlText('First name')
        self._middlenameField   = ControlText('Middle name')
        self._lastnameField     = ControlText('Lastname name')
        self._fullnameField     = ControlText('Full name')
        self._buttonField       = ControlButton('Press this button')

        #Define the button action
        self._buttonField.value = self.__buttonAction


    def __buttonAction(self):
        self._firstName             = self._firstnameField.value
        self._middleName            = self._middlenameField.value
        self._lastName              = self._lastnameField.value
        self._fullnameField.value   = self.fullName
```

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```
        #In case the window has a parent
        if self.parent!=None: self.parent.addPerson(self)

    #Execute the application
    if __name__ == "__main__":   pyforms.start_app( PersonWindow )
```

Note: *Test the window by executing the file.*

5.1.3 Implement the GUI to manage the People model

Create the file PeopleWindow.py and implement the window that will allow us the manager the People Model. This window should inherit from the BaseWidget and People classes.

```
import pyforms
from pyforms.basewidget     import BaseWidget
from pyforms.controls       import ControlList
from People                 import People
from PersonWindow           import PersonWindow
from AddMenuFuntionality    import AddMenuFuntionality

class PeopleWindow(AddMenuFuntionality, People, BaseWidget):
    """
    This applications is a GUI implementation of the People class
    """

    def __init__(self):
        People.__init__(self)
        BaseWidget.__init__(self,'People window')

        #Definition of the forms fields
        self._peopleList    = ControlList('People',
            plusFunction    = self.__addPersonBtnAction,
            minusFunction   = self.__rmPersonBtnAction)

        self._peopleList.horizontalHeaders = ['First name', 'Middle name', 'Last name
↪']

    def addPerson(self, person):
        """
        Reimplement the addPerson function from People class to update the GUI
        everytime a new person is added.
        """
        super(PeopleWindow, self).addPerson(person)
        self._peopleList += [person._firstName, person._middleName, person._lastName]
        person.close() #After adding the person close the window

    def removePerson(self, index):
        """
        Reimplement the removePerson function from People class to update the GUI
        everytime a person is removed.
        """
        super(PeopleWindow, self).removePerson(index)
        self._peopleList -= index

    def __addPersonBtnAction(self):
```

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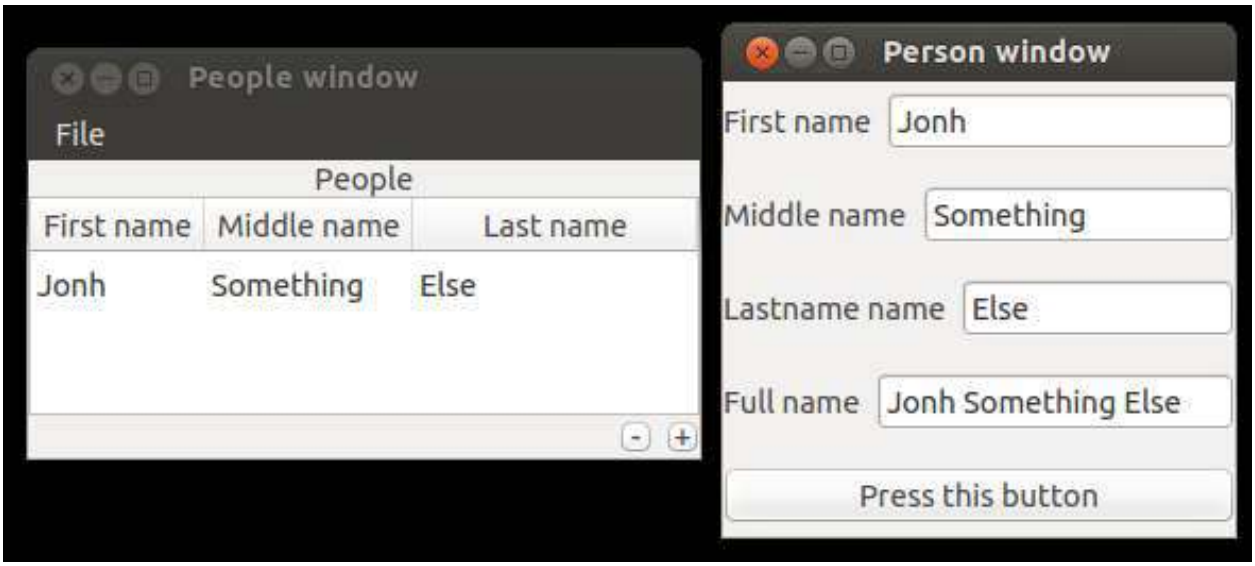
```
        """
        Add person button event.
        """
        # A new instance of the PersonWindow is opened and shown to the user.
        win = PersonWindow()
        win.parent = self
        win.show()

    def __rmPersonBtnAction(self):
        """
        Remove person button event
        """
        self.removePerson( self._peopleList.selected_row_index )

#Execute the application
if __name__ == "__main__":   pyforms.start_app( PeopleWindow )
```

The application will look like:



5.2 EmptyWidget Control

Instead of opening a new window everytime we want to add a new Person, we will change the Application to open the PersonWindow inside the PeopleWindow. For this we will use the ControlEmptyWidget.

```
from pyforms.controls       import ControlEmptyWidget
...

    def __init__(self):
        ...
        self._panel = ControlEmptyWidget()

    def __addPersonBtnAction(self):
        """
        Add person button event.
```

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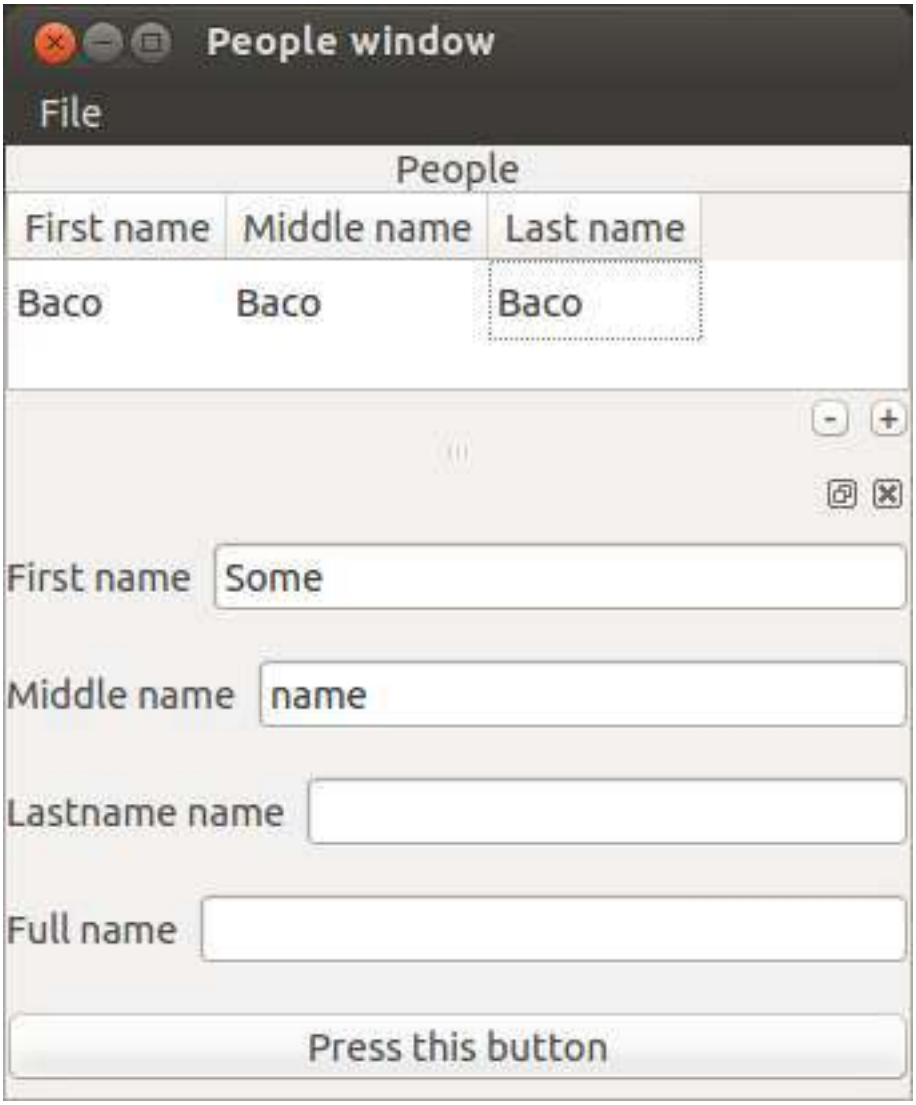
```
        """
        # A new instance of the PersonWindow is opened and shown to the user.
        win = PersonWindow()
        win.parent = self
        self._panel.value = win

...
```

5.3 DockWidget Control

A DockWidget works like the EmptyWidget but can be detached or moved around the sides of the main Window.

```
from pyforms.controls import ControlDockWidget
...

    def __init__(self):
        ...
        self._panel = ControlDockWidget()
...
```


People window
File
People
First name
Middle name
Last name
Baco
Baco
Baco
First name
Some
Middle name
name
Lastname name
Full name
Press this button


People window
File
People
First name
Middle name
Last name
Baco
Baco
Baco
First name
Some
Middle name
name
Lastname name
Full name
Press this button

CHAPTER 6

Mdi Applications

This page was based in the examples available on the github folder: Tutorial - Mdi Application

CHAPTER 7

Style and layout with CSS

This page was based on the examples available at the github folder: Tutorial - Code Organization

PyForms takes advantage of the Qt framework to split the layout from the implementation of the functionalities. It is possible to configure the settings to import a stylesheet file which will change the application layout.

To do it, you need to add to your settings file the variable PYFORMS_STYLESHEET with the path to the css file you want to use:

```
PYFORMS_STYLESHEET = 'style.css'
```

You may would like also to adapt the layout for a specific operating system.

The next variables will allow to do this. You can complement the style configured in PYFORMS_STYLESHEET with a stylesheet for a specific operating system.

```
PYFORMS_STYLESHEET_DARWIN = 'style_darwin.css'
PYFORMS_STYLESHEET_LINUX = 'style_linux.css'
PYFORMS_STYLESHEET_WINDOWS = 'style_window.css'
```

Check the example: style.css

```
QMainWindow{
        background-color: white;
}

QLabel{
        min-width: 110px;
}

QLineEdit{
        min-width: 200px;
        border: 1px solid #CCC;
        height: 30px;
        padding-left: 10px;
}
```

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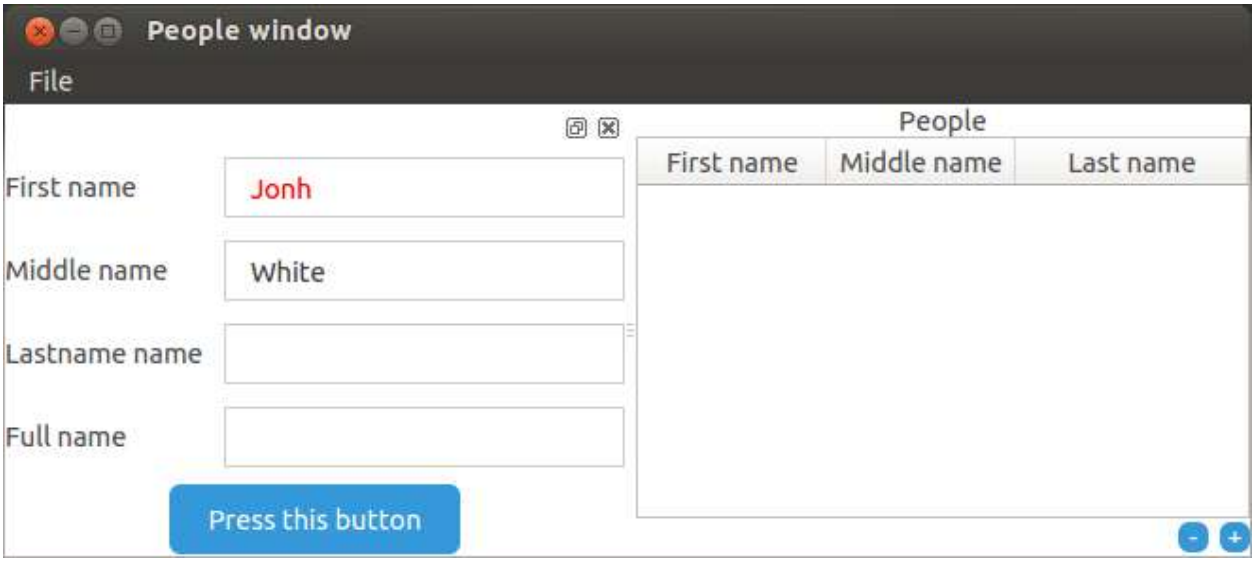
```
QPushButton{
        background: #3498db;
        color: #ffffff;
        padding: 10px 20px 10px 20px;

    border-radius: 6px;
}

QPushButton:hover {
  background: #3cb0fd;
}

/*Use the # and the name of the variable to access to a specific the Control*/
#_firstnameField QLineEdit{
        color:red;
}
```



CHAPTER 8

Python

8.1 BaseWidget

8.1.1 Overview

The BaseWidget class is the base class of all pyforms applications.

8.1.2 API

class pyforms_gui.basewidget.**BaseWidget**(**args*, ***kwargs*)
Bases: PyQt5.QtWidgets.QFrame

The class implements the most basic widget or window.

init_form()
Generate the module Form

generate_panel(*formset*)
Generate a panel for the module form with all the controls formset format example: [('_video', '_arenas', '_run'), {"Player":['_threshold', "_player", "=", "_results", "_query"], "Background image":[(' ', '_selectBackground', '_paintBackground'), '_image']}, "_progress"] tuple: will display the controls in the same horizontal line list: will display the controls in the same vertical line dict: will display the controls in a tab widget '||': will plit the controls in a horizontal line '=': will plit the controls in a vertical line @param formset: Form configuration @type formset: list

show(*self*)

close(*self*) → bool

input_text(*msg*, *title=''*, *default=None*)

input_double(*msg*, *title=''*, *default=0*, *min=-2147483647*, *max=2147483647*, *decimals=1*)

input_int(*msg*, *title=''*, *default=0*, *min=-2147483647*, *max=2147483647*)

question(*msg, title=None, buttons=['no', 'yes']*)

message(*msg*, *title=None*, *msg_type=None*)

success(*msg*, *title=None*)

info(*msg*, *title=None*)

warning(*msg*, *title=None*)

alert(*msg*, *title=None*)

critical(*msg*, *title=None*)

about(*msg*, *title=None*)

aboutQt(*msg*, *title=None*)

message_popup(*msg*, *title=''*, *buttons=None*, *handler=None*, *msg_type='success'*)

success_popup(*msg*, *title=''*, *buttons=None*, *handler=None*)

info_popup(*msg*, *title=''*, *buttons=None*, *handler=None*)

warning_popup(*msg*, *title=''*, *buttons=None*, *handler=None*)

alert_popup(*msg*, *title=''*, *buttons=None*, *handler=None*)

set_margin(*margin*)

controls
Return all the form controls from the the module

form_has_loaded

parent_widget

form

title

formset

uid

closeEvent(*self*, *QCloseEvent*)

8.2 Controls

A form Control is a UI interface for the user to interact with the application.

Bellow we can find the description of all the Controls implemented in the PyForms library.

8.2.1 ControlBase

class pyforms_gui.controls.control_base.**ControlBase**(**args*, ***kwargs*)
Bases: object

All the Controls inherit from this Control, therefore you can find its functions and properties in all the other controls listed below.

Parameters

- **label** (*str*) – Control label. Default = ''.
- **helptext** (*str*) – Text shown when the mouse is over the control. Default = None.

- **default** (*str*) – Initial value of the control. Default = None.
- **visible** (*bool*) – Flag to set the control visible or hidden. Default = True.
- **enabled** (*bool*) – Flag to set the control enabled or Disabled. Default = True.
- **readonly** (*bool*) – Flag to set the control readonly. Default = False.
- **changed_event** (*function*) – Function to call whenever the control value is updated. Default = None.

init_form()
Load the control UI and initiate all the events.

load_form(*data*, *path=None*)
Loads the value of the control.

Parameters

- **data** (*dict*) – It is a dictionary with the required information to load the control.
- **path** (*str*) – Optional parameter that can be used to save the data.

save_form(*data*, *path=None*)
Save a value of the control to a dictionary.

Parameters

- **data** (*dict*) – Dictionary where the control value should be saved.
- **path** (*str*) – Optional parameter that can be used to load the data.

show()
Show the control

hide()
Hide the control

add_popup_submenu(*label*, *submenu=None*)
It returns a new sub popup menu. If submenu is open the menu is added to the main popup menu.

Parameters

- **label** (*str*) – Label of the option
- **submenu** (*QMenu*) – Parent submenu to which the option should be added. If no value is set, then the option will be added to the main popup menu.

add_popup_menu_option(*label*, *function_action=None*, *key=None*, *icon=None*, *menu=None*)
Add an option to the Control popup menu.

Parameters

- **label** (*str*) – Label of the option
- **function_action** (*function*) – The function that should be executed when the menu is selected.
- **key** (*str*) – Short key.
- **or str icon** (*QIcon*) – Icon.
- **submenu** (*QMenu*) – Parent submenu to which the option should be added. If no value is set, then the option will be added to the main popup menu.

```
control.add_popup_menu_option('option 0', function_action=self._do_something)
submenu1 = control.add_popup_submenu('menu 1')
submenu2 = control.add_popup_submenu('menu 2', submenu=submenu1)
control.add_popup_menu_option('option 1', function_action=self._do_something,␣
↪key='Control+Q', submenu=submenu2)
```

changed_event()
Function called when ever the Control value is changed. The event function should return True if the data was saved with success.

about_to_show_contextmenu_event()
Function called before the Control popup menu is opened.

enabled
Returns or set if the control is enable or disable.

value
This property returns or set what the control should manage or store.

name
This property returns or set the name of the control.

label
Returns or sets the label of the control.

parent
Returns or set the parent basewidget where the Control is.

visible
Return the control visibility.

help
Returns or set the tip box of the control.

readonly
Set and return the control readonly state.

form
Returns the QWidget of the control.

8.2.2 ControlBoundingSlider

class pyforms_gui.controls.control_boundingslider.**ControlBoundingSlider**(**args*, ***kwargs*)

Bases: *pyforms_gui.controls.control_base.ControlBase*

Parameters

- **default** (*tupple*) – The default value is a list containing in the first element the lower value and in the second element the upper value. Default = [20,40].
- **horizontal** (*bool*) – Flag indicating if the Bounding slider should be draw horizontally or vertically. Default = True.

- **show_spinboxes** (*bool*) – Show or hide the spinboxes. Default = True
- **minimum** (*float*) – Defines the minimum value that can be selected.
- **maximum** (*float*) – Defines the maximum value that can be selected.
- **convert_2_int** (*bool*) – Flag to define if the control should return floats or integers.

value
Sets and gets the control value. It should be a list or tuple of 2 values.

min
Sets and gets the minimum value possible.

max
Sets and gets the maximum value possible.

scale
Sets and gets the scale value.

convert_2_int
Flag to define if the control should return floats or integers.

8.2.3 ControlButton

class pyforms_gui.controls.control_button.**ControlButton**(**args*, ***kwargs*)
Bases: *pyforms_gui.controls.control_base.ControlBase*

...

Parameters

- **icon** (*str*) – Button icon
- **checkable** (*bool*) – Flag to set the button checkable.

click()
Trigger a click event

icon
Sets and gets the icon of the button.

value
Sets and gets the value of the Button. The value should be a function

checked
Sets and gets the button checked state

8.2.4 ControlCheckBox

class pyforms_gui.controls.control_checkbox.**ControlCheckBox**(**args*, ***kwargs*)
Bases: *pyforms_gui.controls.control_base.ControlBase*

Parameters

- **label** (*str*) – Control label. Default = ''.
- **helptext** (*str*) – Text shown when the mouse is over the control. Default = None.

- **default** (*str*) – Initial value of the control. Default = None.
- **visible** (*bool*) – Flag to set the control visible or hidden. Default = True.
- **enabled** (*bool*) – Flag to set the control enabled or Disabled. Default = True.
- **readonly** (*bool*) – Flag to set the control readonly. Default = False.
- **changed_event** (*function*) – Function to call whenever the control value is updated. Default = None.

load_form(*data*, *path=None*)
Loads the value of the control.

Parameters

- **data** (*dict*) – It is a dictionary with the required information to load the control.
- **path** (*str*) – Optional parameter that can be used to save the data.

save_form(*data*, *path=None*)
Save a value of the control to a dictionary.

Parameters

- **data** (*dict*) – Dictionary where the control value should be saved.
- **path** (*str*) – Optional parameter that can be used to load the data.

value
This property returns or set what the control should manage or store.

8.2.5 ControlCheckBoxList

class pyforms_gui.controls.control_checkboxlist.**ControlCheckBoxList**(**args*, ***kwargs*)

Bases: *pyforms_gui.controls.control_base.ControlBase*

Parameters

- **label** (*str*) – Control label. Default = ‘’.
- **helptext** (*str*) – Text shown when the mouse is over the control. Default = None.
- **default** (*str*) – Initial value of the control. Default = None.
- **visible** (*bool*) – Flag to set the control visible or hidden. Default = True.
- **enabled** (*bool*) – Flag to set the control enabled or Disabled. Default = True.
- **readonly** (*bool*) – Flag to set the control readonly. Default = False.
- **changed_event** (*function*) – Function to call whenever the control value is updated. Default = None.

save_form(*data={}*, *path=None*)
Save a value of the control to a dictionary.

Parameters

- **data** (*dict*) – Dictionary where the control value should be saved.
- **path** (*str*) – Optional parameter that can be used to load the data.

load_form(*data*, *path=None*)
Loads the value of the control.

Parameters

- **data** (*dict*) – It is a dictionary with the required information to load the control.
- **path** (*str*) – Optional parameter that can be used to save the data.

item_changed(*item*)

clear()

refresh()

selection_changed_event()

count

checked_indexes

value
This property returns or set what the control should manage or store.

selected_row_index

items

8.2.6 ControlCodeEditor

class pyforms_gui.controls.control_codeeditor.**ControlCodeEditor**(**args*, ***kwargs*)

Bases: *pyforms_gui.controls.control_base.ControlBase*

Control that offers a code editor with pretty-print and line numbers and a save button

Parameters

- **label** –
- **default** –
- **helptext** –

ARROW_MARKER_NUM = 8

on_margin_clicked(*nmargin*, *nline*, *modifiers*)
On margin clicked, toggle marker for the line the margin was clicked on :param nmargin: :type nmargin: :param nline: :type nline: :param modifiers: :type modifiers:

on_modification_changed()
On modification change, re-enable save button

on_save_changes()
On button save clicked, save changes made on the code editor to file

on_discart_changes()

discart_event()

key_pressed_event(*event*)
Override KeyPressed event as you like :param event: key event

is_modified

lexer

value
This property returns or set what the control should manage or store.

changed_event
Function called when ever the Control value is changed. The event function should return True if the data was saved with success.

8.2.7 ControlCombo

class pyforms_gui.controls.control_combo.**ControlCombo**(**args*, ***kwargs*)
Bases: *pyforms_gui.controls.control_base.ControlBase*, PyQt5.QtWidgets.QWidget

This class represents a wrapper to the combo box

clear()

add_item(*label*, *value=<class 'pyforms_gui.controls.control_combo.ValueNotSet'>*)

get_item_index_by_name(*item_name*)
Returns the index of the item containing the given name :param item_name: item name in combo box :type item_name: string

count()

show()
Show the control

hide()
Hide the control

current_index_changed_event(*index*)
Called when the user chooses an item in the combobox and the selected choice is different from the last one selected. @index: item's index

activated_event(*index*)
Called when the user chooses an item in the combobox. Note that this signal happens even when the choice is not changed @index: item's index

highlighted_event(*index*)

edittext_changed_event(*text*)

form
Returns the QWidget of the control.

current_index

values

items

value
This property returns or set what the control should manage or store.

text

label
Returns or sets the label of the control.

8.2.8 ControlDir

class pyforms_gui.controls.control_dir.**ControlDir**(**args*, ***kwargs*)
Bases: *pyforms_gui.controls.control_base.ControlBase*

Parameters

- **label** (*str*) – Control label. Default = ‘’.
- **helptext** (*str*) – Text shown when the mouse is over the control. Default = None.
- **default** (*str*) – Initial value of the control. Default = None.
- **visible** (*bool*) – Flag to set the control visible or hidden. Default = True.
- **enabled** (*bool*) – Flag to set the control enabled or Disabled. Default = True.
- **readonly** (*bool*) – Flag to set the control readonly. Default = False.
- **changed_event** (*function*) – Function to call whenever the control value is updated. Default = None.

click()

finishEditing()
Function called when the lineEdit widget is edited

value
This property returns or set what the control should manage or store.

label
Returns or sets the label of the control.

8.2.9 ControlDockWidget

class pyforms_gui.controls.control_dockwidget.**ControlDockWidget**(**args*, ***kwargs*)
Bases: *pyforms_gui.controls.control_emptywidget.ControlEmptyWidget*

SIDE_LEFT = 'left'

SIDE_RIGHT = 'right'

SIDE_TOP = 'top'

SIDE_BOTTOM = 'bottom'

SIDE_DETACHED = 'detached'

label
Returns or sets the label of the control.

save_form(*data*, *path=None*)
Save a value of the control to a dictionary.

Parameters

- **data** (*dict*) – Dictionary where the control value should be saved.
- **path** (*str*) – Optional parameter that can be used to load the data.

load_form(*data*)
Loads the value of the control.

Parameters

- **data** (*dict*) – It is a dictionary with the required information to load the control.
- **path** (*str*) – Optional parameter that can be used to save the data.

show()
Show the control

hide()
Hide the control

8.2.10 ControlEmptyWidget

class pyforms_gui.controls.control_emptywidget.**ControlEmptyWidget**(**args*, ***kwargs*)
Bases: *pyforms_gui.controls.control_base.ControlBase*, PyQt5.QtWidgets.QWidget

value
This property returns or set what the control should manage or store.

form
Returns the QWidget of the control.

save_form(*data*, *path=None*)
Save a value of the control to a dictionary.

Parameters

- **data** (*dict*) – Dictionary where the control value should be saved.
- **path** (*str*) – Optional parameter that can be used to load the data.

load_form(*data*, *path=None*)
Loads the value of the control.

Parameters

- **data** (*dict*) – It is a dictionary with the required information to load the control.
- **path** (*str*) – Optional parameter that can be used to save the data.

show()
Show the control

hide()
Hide the control

8.2.11 ControlFile

class pyforms_gui.controls.control_file.**ControlFile**(**args*, ***kwargs*)
Bases: *pyforms_gui.controls.control_base.ControlBase*

finishEditing()
Function called when the lineEdit widget is edited

click()

value
This property returns or set what the control should manage or store.

label
Returns or sets the label of the control.

8.2.12 ControlFilesTree

class pyforms_gui.controls.control_filestree.**ControlFilesTree**(**args*, ***kwargs*)
Bases: *pyforms_gui.controls.control_base.ControlBase*

Parameters

- **label** (*str*) – Control label. Default = ‘’.
- **helptext** (*str*) – Text shown when the mouse is over the control. Default = None.
- **default** (*str*) – Initial value of the control. Default = None.
- **visible** (*bool*) – Flag to set the control visible or hidden. Default = True.
- **enabled** (*bool*) – Flag to set the control enabled or Disabled. Default = True.
- **readonly** (*bool*) – Flag to set the control readonly. Default = False.
- **changed_event** (*function*) – Function to call whenever the control value is updated. Default = None.

value
This property returns or set what the control should manage or store.

8.2.13 ControlImage

class pyforms_gui.controls.control_image.**ControlImage**(**args*, ***kwargs*)
Bases: *pyforms_gui.controls.control_base.ControlBase*

Parameters

- **label** (*str*) – Control label. Default = ‘’.
- **helptext** (*str*) – Text shown when the mouse is over the control. Default = None.
- **default** (*str*) – Initial value of the control. Default = None.
- **visible** (*bool*) – Flag to set the control visible or hidden. Default = True.
- **enabled** (*bool*) – Flag to set the control enabled or Disabled. Default = True.
- **readonly** (*bool*) – Flag to set the control readonly. Default = False.
- **changed_event** (*function*) – Function to call whenever the control value is updated. Default = None.

save_form(*data*, *path=None*)
Save a value of the control to a dictionary.

Parameters

- **data** (*dict*) – Dictionary where the control value should be saved.

- **path** (*str*) – Optional parameter that can be used to load the data.

value
This property returns or set what the control should manage or store.

double_click_event

click_event

drag_event

end_drag_event

key_release_event

8.2.14 ControlLabel

class pyforms_gui.controls.control_label.**ControlLabel**(**args*, ***kwargs*)
Bases: *pyforms_gui.controls.control_base.ControlBase*

Parameters

- **label** (*str*) – Control label. Default = ‘’.
- **helptext** (*str*) – Text shown when the mouse is over the control. Default = None.
- **default** (*str*) – Initial value of the control. Default = None.
- **visible** (*bool*) – Flag to set the control visible or hidden. Default = True.
- **enabled** (*bool*) – Flag to set the control enabled or Disabled. Default = True.
- **readonly** (*bool*) – Flag to set the control readonly. Default = False.
- **changed_event** (*function*) – Function to call whenever the control value is updated. Default = None.

load_form(*data*, *path=None*)
Loads the value of the control.

Parameters

- **data** (*dict*) – It is a dictionary with the required information to load the control.
- **path** (*str*) – Optional parameter that can be used to save the data.

save_form(*data*, *path=None*)
Save a value of the control to a dictionary.

Parameters

- **data** (*dict*) – Dictionary where the control value should be saved.
- **path** (*str*) – Optional parameter that can be used to load the data.

selectable

form
Returns the QWidget of the control.

value
This property returns or set what the control should manage or store.

8.2.15 ControlList

class pyforms_gui.controls.control_list.**ControlList**(**args*, ***kwargs*)
Bases: *pyforms_gui.controls.control_base.ControlBase*, PyQt5.QtWidgets.QWidget

This class represents a wrapper to the table widget It allows to implement a list view

CELL_VALUE_BEFORE_CHANGE = None

clear(*headers=False*)

save_form(*data*, *path=None*)
Save a value of the control to a dictionary.

Parameters

- **data** (*dict*) – Dictionary where the control value should be saved.
- **path** (*str*) – Optional parameter that can be used to load the data.

load_form(*data*, *path=None*)
Loads the value of the control.

Parameters

- **data** (*dict*) – It is a dictionary with the required information to load the control.
- **path** (*str*) – Optional parameter that can be used to save the data.

set_value(*column*, *row*, *value*)

get_value(*column*, *row*)

resize_rows_contents()

get_currentrow_value()

get_cell(*column*, *row*)

set_sorting_enabled(*value*)
Enable or disable columns sorting

Parameters **value** (*bool*) – True to enable sorting, False otherwise

data_changed_event(*row*, *col*, *item*)

item_selection_changed_event()

current_cell_changed_event(*next_row*, *next_col*, *previous_row*, *previous_col*)

current_item_changed_event(*current*, *previous*)

cell_double_clicked_event(*row*, *column*)

horizontal_headers

word_wrap

readonly
Set and return the control readonly state.

select_entire_row

rows_count

columns_count

value
This property returns or set what the control should manage or store.

selected_rows_indexes

selected_row_index

label
Returns or sets the label of the control.

form
Returns the QWidget of the control.

icon_size

autoscroll

resizecolumns

tableWidgetCellChanged(*nextRow*, *nextCol*, *previousRow*, *previousCol*)

tableWidgetItemChanged(*current*, *previous*)

tableWidgetItemSelectionChanged()

tableWidgetCellDoubleClicked(*row*, *column*)
(From PyQt) This signal is emitted whenever a cell in the table is double clicked. The row and column specified is the cell that was double clicked.

Besides firing this signal, we save the current value, in case the user needs to know the old value. :param row: :param column: :return:

empty_signal(**args*, ***kwargs*)
Use this function if you want to disconnect a signal temporarily

---

8.2.16 ControlPlayer

class pyforms_gui.controls.control_player.control_player.**ControlPlayer**(**args*, ***kwargs*)
Bases: *pyforms_gui.controls.control_base.ControlBase*, PyQt5.QtWidgets.QFrame

play()

stop()

hide()
Hide the control

show()
Show the control

refresh()

save_form(*data*, *path=None*)
Save a value of the control to a dictionary.

Parameters

- **data** (*dict*) – Dictionary where the control value should be saved.
- **path** (*str*) – Optional parameter that can be used to load the data.

load_form(*data*, *path=None*)
Loads the value of the control.

Parameters

- **data** (*dict*) – It is a dictionary with the required information to load the control.
- **path** (*str*) – Optional parameter that can be used to save the data.

process_frame_event(*frame*)

double_click_event

click_event

drag_event

end_drag_event

key_press_event

key_release_event

next_frame_step

view_in_3D

video_index

max

frame

fps
Return the video frames per second

help_text

form
Returns the QWidget of the control.

frame_width

frame_height

is_playing

value
This property returns or set what the control should manage or store.

call_next_frame(*update_slider=True*, *update_number=True*, *increment_frame=True*)

videoPlay_clicked()
Slot for Play/Pause functionality.

convertFrameToTime(*totalMilliseconds*)

videoProgress_valueChanged()

videoProgress_sliderReleased()

video_frames_value_changed(*pos*)

jump_forward()

jump_backward()

8.2.17 ControlMatplotlib

class pyforms_gui.controls.control_matplotlib.**ControlMatplotlib**(**args*, ***kwargs*)

Bases: *pyforms_gui.controls.control_base.ControlBase*, PyQt5.QtWidgets.QWidget

value
This property returns or set what the control should manage or store.

draw()

on_draw(*figure*)
Redraws the figure

fig

form
Returns the QWidget of the control.

8.2.18 ControlMdiArea

class pyforms_gui.controls.control_mdiarea.**ControlMdiArea**(**args*, ***kwargs*)

Bases: *pyforms_gui.controls.control_base.ControlBase*, PyQt5.QtWidgets.QMdiArea

The ControlMdiArea wraps a QMdiArea widget which provides an area in which MDI windows are displayed.

show_subwin_close_button

label
Returns or sets the label of the control.

form
Returns the QWidget of the control.

8.2.19 ControlNumber

class pyforms_gui.controls.control_number.**ControlNumber**(**args*, ***kwargs*)

Bases: *pyforms_gui.controls.control_base.ControlBase*

Parameters

- **minimum** (*int*) – Minimum value.
- **maximum** (*int*) – Maximum value.
- **default** (*float*) – Set the value. Default = 0.
- **decimals** (*int*) – Decimals precision.
- **step** (*float*) – Step jump value.

update_event(*value*)

label
Returns or sets the label of the control.

value
This property returns or set what the control should manage or store.

min

max

decimals

step

8.2.20 ControlPassword

class pyforms_gui.controls.control_password.**ControlPassword**(**args*, ***kwargs*)
Bases: *pyforms_gui.controls.control_text.ControlText*

Parameters

- **label** (*str*) – Control label. Default = ‘’.
- **helptext** (*str*) – Text shown when the mouse is over the control. Default = None.
- **default** (*str*) – Initial value of the control. Default = None.
- **visible** (*bool*) – Flag to set the control visible or hidden. Default = True.
- **enabled** (*bool*) – Flag to set the control enabled or Disabled. Default = True.
- **readonly** (*bool*) – Flag to set the control readonly. Default = False.
- **changed_event** (*function*) – Function to call whenever the control value is updated. Default = None.

8.2.21 ControlOpenGL

class pyforms_gui.controls.control_opengl.**ControlOpenGL**(**args*, ***kwargs*)
Bases: *pyforms_gui.controls.control_base.ControlBase*

Parameters

- **label** (*str*) – Control label. Default = ‘’.
- **helptext** (*str*) – Text shown when the mouse is over the control. Default = None.
- **default** (*str*) – Initial value of the control. Default = None.
- **visible** (*bool*) – Flag to set the control visible or hidden. Default = True.
- **enabled** (*bool*) – Flag to set the control enabled or Disabled. Default = True.
- **readonly** (*bool*) – Flag to set the control readonly. Default = False.
- **changed_event** (*function*) – Function to call whenever the control value is updated. Default = None.

repaint()

reset_zoom_and_rotation()

value
This property returns or set what the control should manage or store.

clear_color

width

height

8.2.22 ControlProgress

class pyforms_gui.controls.control_progress.**ControlProgress**(**args*, ***kwargs*)
Bases: *pyforms_gui.controls.control_base.ControlBase*

label
Returns or sets the label of the control.

value
This property returns or set what the control should manage or store.

min

max

8.2.23 ControlSlider

class pyforms_gui.controls.control_slider.**ControlSlider**(**args*, ***kwargs*)
Bases: *pyforms_gui.controls.control_base.ControlBase*

valueChanged(*value*)

load_form(*data*, *path=None*)
Loads the value of the control.

Parameters

- **data** (*dict*) – It is a dictionary with the required information to load the control.
- **path** (*str*) – Optional parameter that can be used to save the data.

save_form(*data*, *path=None*)
Save a value of the control to a dictionary.

Parameters

- **data** (*dict*) – Dictionary where the control value should be saved.
- **path** (*str*) – Optional parameter that can be used to load the data.

value
This property returns or set what the control should manage or store.

min

max

8.2.24 ControlText

class pyforms_gui.controls.control_text.**ControlText**(**args*, ***kwargs*)
Bases: *pyforms_gui.controls.control_base.ControlBase*

Parameters

- **label** (*str*) – Control label. Default = ‘’.
- **helptext** (*str*) – Text shown when the mouse is over the control. Default = None.
- **default** (*str*) – Initial value of the control. Default = None.
- **visible** (*bool*) – Flag to set the control visible or hidden. Default = True.
- **enabled** (*bool*) – Flag to set the control enabled or Disabled. Default = True.
- **readonly** (*bool*) – Flag to set the control readonly. Default = False.
- **changed_event** (*function*) – Function to call whenever the control value is updated. Default = None.

finishEditing()
Function called when the lineEdit widget is edited

key_pressed_event(*evt*)

value
This property returns or set what the control should manage or store.

label
Returns or sets the label of the control.

readonly
Set and return the control readonly state.

8.2.25 ControlTextArea

class pyforms_gui.controls.control_textarea.**ControlTextArea**(**args*, ***kwargs*)
Bases: *pyforms_gui.controls.control_base.ControlBase*

finishEditing()
Function called when the lineEdit widget is edited

value
This property returns or set what the control should manage or store.

readonly
Set and return the control readonly state.

autoscroll

8.2.26 ControlToolBox

class pyforms_gui.controls.control_toolbox.**ControlToolBox**(**args*, ***kwargs*)
Bases: *pyforms_gui.controls.control_base.ControlBase*

Parameters

- **label** (*str*) – Control label. Default = ‘’.

- **helptext** (*str*) – Text shown when the mouse is over the control. Default = None.
- **default** (*str*) – Initial value of the control. Default = None.
- **visible** (*bool*) – Flag to set the control visible or hidden. Default = True.
- **enabled** (*bool*) – Flag to set the control enabled or Disabled. Default = True.
- **readonly** (*bool*) – Flag to set the control readonly. Default = False.
- **changed_event** (*function*) – Function to call whenever the control value is updated. Default = None.

value
This property returns or set what the control should manage or store.

set_item_enabled(*index*, *enabled*)
Enable or disable an item

is_item_enabled(*index*)
Check if an item is enabled or disabled

8.2.27 ControlToolButton

class pyforms_gui.controls.control_toolbutton.**ControlToolButton**(**args*, ***kwargs*)

Bases: *pyforms_gui.controls.control_base.ControlBase*

click()

load_form(*data*, *path=None*)
Loads the value of the control.

Parameters

- **data** (*dict*) – It is a dictionary with the required information to load the control.
- **path** (*str*) – Optional parameter that can be used to save the data.

save_form(*data*, *path=None*)
Save a value of the control to a dictionary.

Parameters

- **data** (*dict*) – Dictionary where the control value should be saved.
- **path** (*str*) – Optional parameter that can be used to load the data.

label
Returns or sets the label of the control.

icon

value
This property returns or set what the control should manage or store.

checked

8.2.28 ControlTree

class pyforms_gui.controls.control_tree.**ControlTree**(**args*, ***kwargs*)

Bases: *pyforms_gui.controls.control_base.ControlBase*, PyQt5.QtWidgets.QTreeWidget

This class represents a wrapper to the QTreeWidget

save_form(*data*, *path=None*)

Save a value of the control to a dictionary.

Parameters

- **data** (*dict*) – Dictionary where the control value should be saved.
- **path** (*str*) – Optional parameter that can be used to load the data.

load_form(*data*, *path=None*)

Loads the value of the control.

Parameters

- **data** (*dict*) – It is a dictionary with the required information to load the control.
- **path** (*str*) – Optional parameter that can be used to save the data.

add_popup_menu_option(*label=''*, *function_action=None*, *key=None*, *item=None*, *icon=None*, *submenu=None*)

Add an option to the Control popup menu @param label: label of the option. @param function_action: function called when the option is selected. @param key: shortcut key @param key: shortcut key

clear(*self*)

expand_item(*item*, *expand=True*, *parents=True*)

create_child(*name*, *parent=None*, *icon=None*)

Create a new child for to the parent item. If the parent is None it add to the root.

item_changed_event(*item*)

item_selection_changed_event()

item_double_clicked_event(*item*)

key_press_event(*event*)

rows_inserted_event(*parent*, *start*, *end*)

This event is called every time a new row is added to the tree

show_header

selected_rows_indexes

selected_row_index

selected_item

form

Returns the QWidget of the control.

value

This property returns or set what the control should manage or store.

icon_size

rowsInserted(*self*, *QModelIndex*, *int*, *int*)

selectionChanged(*self*, *QItemSelection*, *QItemSelection*)

keyPressEvent(*self*, *QKeyEvent*)

about_to_show_contextmenu_event()
Function called before open the Control popup menu

clone_item(*parent*, *item*, *copy_function=None*)

clone_tree(*tree*, *copy_function=None*)

8.2.29 ControlTreeView

class pyforms_gui.controls.control_treeview.**ControlTreeView**(**args*, ***kwargs*)
Bases: *pyforms_gui.controls.control_base.ControlBase*, PyQt5.QtWidgets.QTreeView

default_width = None

item_selection_changed_event(*selected*, *deselected*)

item_double_clicked_event(*evt*)

selected_row_index

selected_item

value
This property returns or set what the control should manage or store.

form
Returns the QWidget of the control.

8.2.30 ControlVisVis

class pyforms_gui.controls.control_visvis.**ControlVisVis**(**args*, ***kwargs*)
Bases: *pyforms_gui.controls.control_base.ControlBase*

Parameters

- **label** (*str*) – Control label. Default = ‘’.
- **helptext** (*str*) – Text shown when the mouse is over the control. Default = None.
- **default** (*str*) – Initial value of the control. Default = None.
- **visible** (*bool*) – Flag to set the control visible or hidden. Default = True.
- **enabled** (*bool*) – Flag to set the control enabled or Disabled. Default = True.
- **readonly** (*bool*) – Flag to set the control readonly. Default = False.
- **changed_event** (*function*) – Function to call whenever the control value is updated. Default = None.

refresh()

paint(*visvis*)

legend

show_grid

title

xlabel

ylabel

zlabel

value
This property returns or set what the control should manage or store.

8.2.31 ControlVisVisVolume

class pyforms_gui.controls.control_visvisvolume.**ControlVisVisVolume**(**args*, ***kwargs*)

Bases: *pyforms_gui.controls.control_base.ControlBase*

Parameters

- **label** (*str*) – Control label. Default = ‘’.
- **helptext** (*str*) – Text shown when the mouse is over the control. Default = None.
- **default** (*str*) – Initial value of the control. Default = None.
- **visible** (*bool*) – Flag to set the control visible or hidden. Default = True.
- **enabled** (*bool*) – Flag to set the control enabled or Disabled. Default = True.
- **readonly** (*bool*) – Flag to set the control readonly. Default = False.
- **changed_event** (*function*) – Function to call whenever the control value is updated. Default = None.

color_map

refresh()

value
This property returns or set what the control should manage or store.

colors_limits

visvis

8.2.32 ControlWeb

class pyforms_gui.controls.control_web.**ControlWeb**(**args*, ***kwargs*)

Bases: *pyforms_gui.controls.control_base.ControlBase*, PyQt5.QtWebEngineWidgets.QWebEngineView

load_finished_event(*ok*)

value
This property returns or set what the control should manage or store.

html

form
Returns the QWidget of the control.

8.2.33 ControlEventTimeline

class pyforms_gui.controls.control_event_timeline.control_eventtimeline.**ControlEventTimeli**

Bases: *pyforms_gui.controls.control_base.ControlBase*, PyQt5.QtWidgets.QWidget

Timeline events editor

rename_graph(*graph_index*, *newname*)

add_period(*value*, *row=0*, *color=None*)

Parameters

- **value** –
- **row** –
- **color** –

Returns

add_graph(*name*, *data*)

Parameters

- **name** –
- **data** –

Returns

import_graph(*filename*, *frame_col=0*, *val_col=1*)

Parameters

- **filename** –
- **frame_col** –
- **val_col** –

Returns

import_graph_file(*filename*, *separator=';'*, *ignore_rows=0*)

Parameters

- **filename** –
- **separator** –
- **ignore_rows** –

Returns

show_graphs_properties()

import_csv(*csvfile*)

Parameters **csvfile** –

export_csv_file(*filename*)

import_csv_file(*filename*)

mouse_moveover_timeline_event(*event*)

pointer_changed_event

value
This property returns or set what the control should manage or store.

max

form
Returns the QWidget of the control.

rows

graphs

key_release_event

about_to_show_contextmenu_event()
Function called before the Control popup menu is opened.

clean()

8.2.34 ControlEventsGraph

class pyforms_gui.controls.control_events_graph.control_eventsgraph.**ControlEventsGraph**(*label de- fault= min= max= **kw*

Bases: *pyforms_gui.controls.control_base.ControlBase*, PyQt5.QtWidgets.QWidget

Timeline events editor

Parameters

- **label** –
- **default** –
- **min** –
- **max** –
- **kwargs** –

add_track(*title=None*)

Parameters **title** –

add_event(*begin*, *end*, *title=''*, *track=0*, *color='#FFFF00'*)

Parameters

- **begin** –
- **end** –
- **title** –
- **track** –

- **color** –

Returns

get_export_filename()

export_csv(*filename*)
Export annotations to a file. :param str filename: filename to open

repaint()

changed_event
Function called when ever the Control value is changed. The event function should return True if the data was saved with success.

value
This property returns or set what the control should manage or store.

form
Returns the QWidget of the control.

tracks

tracks_height

scale

8.3 Settings

Pyforms is using the confapp library to manage it settings. Here it is described some of the settings of the library.

8.3.1 General configurations

PYFORMS_MODE = os.environ.get('PYFORMS_MODE', 'GUI')

It defines the mode that the pyforms should run. Currently pyforms can run as **GUI** or **TERMINAL** mode.

PYFORMS_LOG_HANDLER_FILE_LEVEL = logging.DEBUG

Logging level.

PYFORMS_LOG_HANDLER_CONSOLE_LEVEL = logging.INFO

Logging level.

8.3.2 GUI layout

PYFORMS_STYLESHEET = None

Path to the stylesheet file of the application.

PYFORMS_STYLESHEET_DARWIN = None

PYFORMS_STYLESHEET_LINUX = None

PYFORMS_STYLESHEET_WINDOWS = None

Frequently it is necessary to adapt the layout of an application for each operating system. These variables allow you to do just that. For each operating system you can define a stylesheet that will complement the default stylesheet for a specific OS.

8.3.3 Controls

PYFORMS_CONTROL_CODE_EDITOR_DEFAULT_FONT_SIZE = '12'

PYFORMS_CONTROL_EVENTS_GRAPH_DEFAULT_SCALE = 1

PYFORMS_CONTROLPLAYER_FONT = 9

CHAPTER 9

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