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# **wx-icons-adwaita**

***Release 0.2.0***

**Adwaita icon theme for wxPython**

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# Documentation

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This package provides a wxPython wxArtProvider class with icons from the Adwaita Icon Theme.



## **Installation**

### **1.1 from PyPI**

```
$ python3 -m pip install wx_icons_adwaita --user
```

### **1.2 from GitHub**

```
$ python3 -m pip install git+https://github.com/domdfcoding/custom_wx_icons_adwaita@master --user
```





## Documentation

### 2.1 Usage

To use `wx_icons_adwaita` in your application:

```
# this package
from wx_icons_adwaita import wxAdwaitaIconTheme

class MyApp(wx.App):

    def OnInit(self):
        wx.ArtProvider.Push(wxAdwaitaIconTheme())
        self.frame = TestFrame(None, wx.ID_ANY)
        self.SetTopWindow(self.frame)
        self.frame.Show()
        return True
```

And then the icons can be accessed through `wx.ArtProvider`:

```
wx.ArtProvider.GetBitmap("document-new", wx.ART_OTHER, wx.Size(48, 48))
```

Any `FreeDesktop Icon Theme Specification` name can be used.

Currently the `Client ID` is not used, so just pass `wx.ART_OTHER`.

### 2.2 API Reference

Adwaita icon theme for wxPython.

#### Classes:

|   |  |
|---|--|
| <code>AdwaitaIconTheme(name, comment, directories)</code> | The Adwaita Icon Theme.  |
| <code>wxAdwaitaIconTheme()</code>                         | <code>wx.ArtProvider</code> subclass providing the Adwaita Icon Theme. |

#### Functions:

|                        |   |
|------------------------|---|
| <code>version()</code> | Returns the version of this package and the icon theme, formatted for printing. |
|------------------------|---|

```
class AdwaitaIconTheme(name, comment, directories, inherits=None, scaled_directories=None,
                        hidden=False, example="")
    Bases: HicolorIconTheme
```

The Adwaita Icon Theme.

### Parameters

- **name** (`str`) – short name of the icon theme, used in e.g. lists when selecting themes.
- **comment** (`str`) – longer string describing the theme
- **inherits** (`Optional[Sequence[str]]`) – The name of the theme that this theme inherits from. If an icon name is not found in the current theme, it is searched for in the inherited theme (and recursively in all the inherited themes). Default `None`.

If no theme is specified implementations are required to add the “hicolor” theme to the inheritance tree. An implementation may optionally add other default themes in between the last specified theme and the hicolor theme.

- **directories** (`Sequence[Directory]`) – list of subdirectories for this theme. For every subdirectory there must be a section in the `index.theme` file describing that directory.
- **scaled\_directories** (`Optional[Sequence[Directory]]`) – Additional list of subdirectories for this theme, in addition to the ones in `Directories`. These directories should only be read by implementations supporting scaled directories and was added to keep compatibility with old implementations that don’t support these. Default `None`.
- **hidden** (`bool`) – Whether to hide the theme in a theme selection user interface. This is used for things such as fallback-themes that are not supposed to be visible to the user. Default `False`.
- **example** (`str`) – The name of an icon that should be used as an example of how this theme looks. Default `''`.

### Attributes:

---

`__class_getitem__`

---

### Methods:

|   |  |
|---|--|
| <code>__eq__(other)</code>                            | Return <code>self == other</code> .                            |
| <code>__iter__()</code>                               | Iterate over the attributes of the class.                      |
| <code>__repr__()</code>                               | Return a string representation of the <code>IconTheme</code> . |
| <code>__str__()</code>                                | Return <code>str(self)</code> .                                |
| <code>create()</code>                                 | Create an instance of the Adwaita Icon Theme.                  |
| <code>find_icon(icon_name, size, scale[, ...])</code> | Searches for the icon with the given name and size.            |
| <code>from_configparser(theme_index_path)</code>      | Constructs a <code>IconTheme</code> from config file.          |

```
__class_getitem__ = <bound method GenericAlias of <class 'wx_icons_adwaita.AdwaitaIconTheme'>>  
Type: MethodType
```

```
__eq__(other)  
Return self == other.
```

Return type `bool`

```
__iter__()  
Iterate over the attributes of the class.
```

Return type `Iterator[Tuple[str, ~_V]]`

**\_\_repr\_\_()**  
Return a string representation of the `IconTheme`.

**Return type** `str`

**\_\_str\_\_()**  
Return `str(self)`.

**Return type** `str`

**classmethod create()**  
Create an instance of the Adwaita Icon Theme.

**Return type** `AdwaitaIconTheme`

**find\_icon(icon\_name, size, scale, prefer\_this\_theme=True)**  
Searches for the icon with the given name and size.

**Parameters**

- **icon\_name** (`str`) – The name of the icon to find. Any [FreeDesktop Icon Theme Specification](#) name can be used.
- **size** (`int`) – The desired size of the icon
- **scale** (`Any`) – TODO: Currently does nothing
- **prefer\_this\_theme** (`bool`) – Return an icon from this theme even if it has to be resized, rather than a correctly sized icon from the parent theme. Default `True`.

**Return type** `Optional[Icon]`

**Returns** The icon if it was found, or `None`.

**classmethod from\_configparser(theme\_index\_path)**  
Constructs a `IconTheme` from config file.

**Parameters** **theme\_index\_path** (`Union[str, Path, PathLike]`)

**Return type** `IconTheme`

**version()**  
Returns the version of this package and the icon theme, formatted for printing.

**Return type** `str`

**class wxAdwaitaIconTheme**  
Bases: `wxHicolorIconTheme`

`wx.ArtProvider` subclass providing the Adwaita Icon Theme.

**Methods:**

|   |   |
|---|---|
| <code>CreateBitmap(id, client, size)</code> | Returns the requested resource.                             |
| <code>icon2bitmap(icon, size)</code>        | Converts an <code>Icon</code> to a <code>wx.Bitmap</code> . |

**CreateBitmap(id, client, size)**  
Returns the requested resource.

#### Parameters

- **id** (*Any*) – Unique identifier of the bitmap.
- **client** (*Any*) – Identifier of the client (i.e. who is asking for the bitmap). This only serves as a hint.
- **size** (*Union[Tuple[int], Size]*) – Preferred size of the bitmap. The function may return a bitmap of different dimensions; it will be automatically rescaled to meet client's request.

**Return type** *Bitmap*

**static icon2bitmap** (*icon, size*)

Converts an *Icon* to a *wx.Bitmap*.

#### Parameters

- **icon** (*Icon*)
- **size** (*int*) – The desired size of the icon. If the icon isn't scalable the icon is returned in its original size.

**Return type** *Bitmap*

## Contributing

### 3.1 Overview

`wx_icons_adwaita` uses `tox` to automate testing and packaging, and `pre-commit` to maintain code quality.

Install `pre-commit` with `pip` and install the git hook:

```
$ python -m pip install pre-commit
$ pre-commit install
```

### 3.2 Coding style

`formate` is used for code formatting.

It can be run manually via `pre-commit`:

```
$ pre-commit run formate -a
```

Or, to run the complete autoformatting suite:

```
$ pre-commit run -a
```

### 3.3 Automated tests

Tests are run with `tox` and `pytest`. To run tests for a specific Python version, such as Python 3.6:

```
$ tox -e py36
```

To run tests for all Python versions, simply run:

```
$ tox
```

### 3.4 Type Annotations

Type annotations are checked using `mypy`. Run `mypy` using `tox`:

```
$ tox -e mypy
```

## 3.5 Build documentation locally

The documentation is powered by Sphinx. A local copy of the documentation can be built with `tox`:

```
$ tox -e docs
```

## 3.6 Downloading source code

The `wx_icons_adwaita` source code is available on GitHub, and can be accessed from the following URL:  
[https://github.com/domdfcoding/custom\\_wx\\_icons\\_adwaita](https://github.com/domdfcoding/custom_wx_icons_adwaita)

If you have `git` installed, you can clone the repository with the following command:

```
$ git clone https://github.com/domdfcoding/custom_wx_icons_adwaita
```

```
Cloning into 'custom_wx_icons_adwaita'...
remote: Enumerating objects: 47, done.
remote: Counting objects: 100% (47/47), done.
remote: Compressing objects: 100% (41/41), done.
remote: Total 173 (delta 16), reused 17 (delta 6), pack-reused 126
Receiving objects: 100% (173/173), 126.56 KiB | 678.00 KiB/s, done.
Resolving deltas: 100% (66/66), done.
```

Alternatively, the code can be downloaded in a ‘zip’ file by clicking:

*Clone or download → Download Zip*

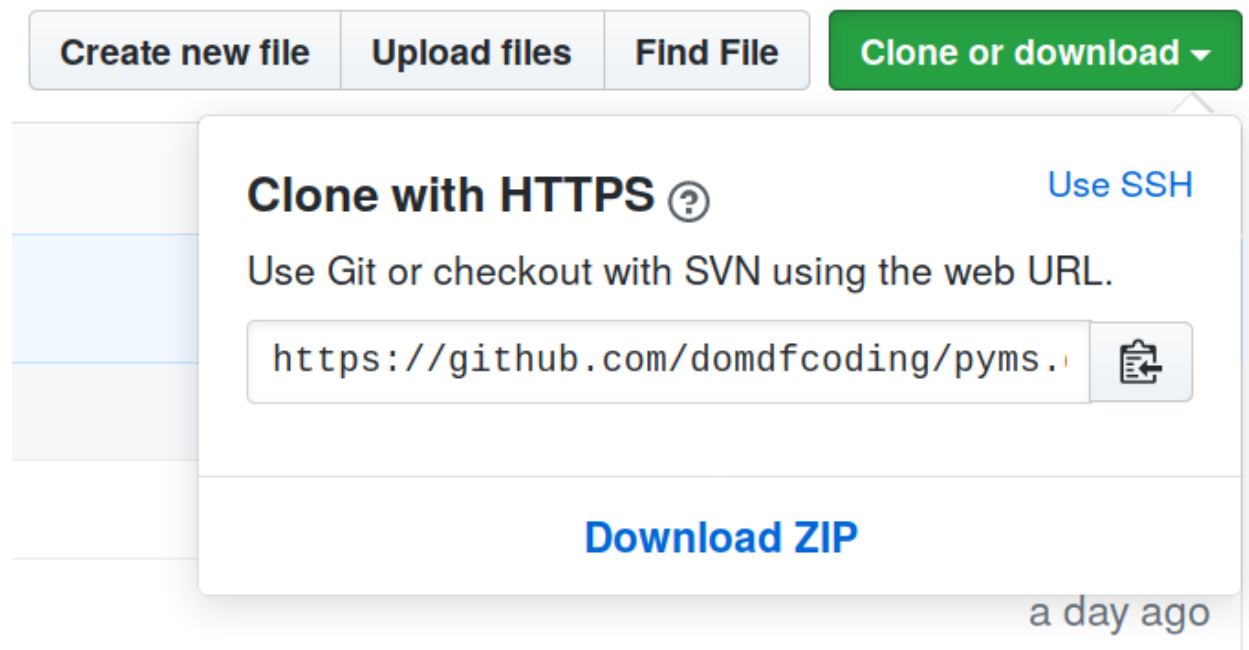


Fig. 1: Downloading a ‘zip’ file of the source code

### 3.6.1 Building from source

The recommended way to build `wx_icons_adwaita` is to use `tox`:

```
$ tox -e build
```

The source and wheel distributions will be in the directory `dist`.

If you wish, you may also use `pep517.build` or another **PEP 517**-compatible build tool.

## 3.7 License

`wx_icons_adwaita` is licensed under the [GNU Lesser General Public License v3.0](#)

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