
wxIconSaver

Release 0.1.7

wxPython GUI for saving icons to files.

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Installation

1.1 from PyPI

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

1.2 from GitHub

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

`wxIconSaver` can then be run with the `wxIconSaver` command.

2.1 Usage

The main window of `wxIconSaver` is shown below.

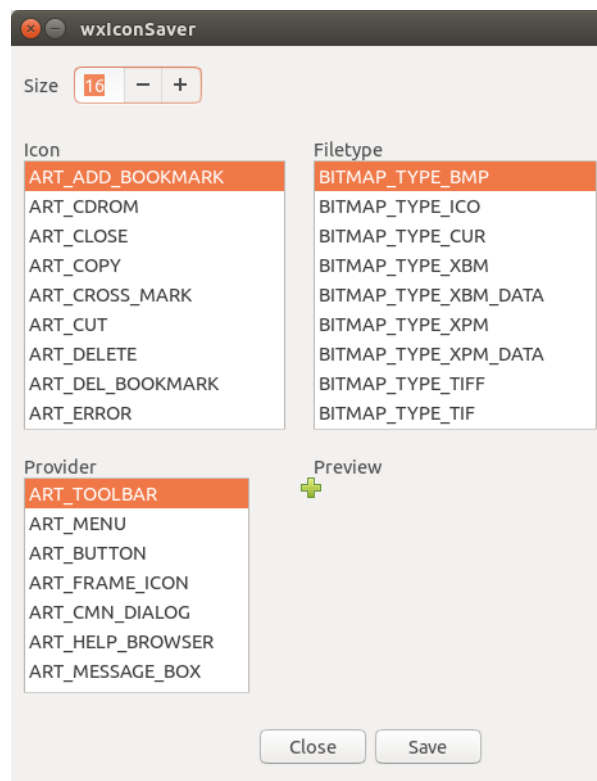


Fig. 1: The main window

The Icon, Filetype, Provider and Size can all be customised.

Tip: Try to use standard image sizes (e.g. 32, 48, 46, 128), as other sizes can be blurry.

To save the icon, click the *Save* button.

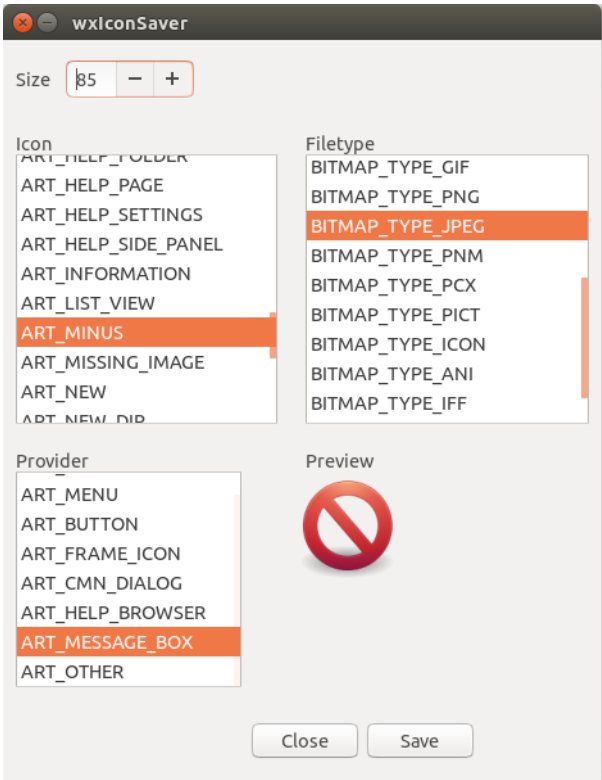


Fig. 2: Selecting a different Icon, Filetype, Provider and Size.

2.2 Public API

wxPython GUI for saving icons to files.

Data:

<code>ART_PROVIDERS</code>	A list of wxPython’s art providers.
<code>BUILTIN_ICONS</code>	A list of wxPython’s builtin icons.

Classes:

<code>BitmapSaverFrame</code> (parent[, id, title, pos, ...])	Frame for configuring the bitmap icon to be saved.
<code>FileTypesEnum</code> (value)	An enumeration for supported filetypes.

`ART_PROVIDERS = ['ART_TOOLBAR', 'ART_MENU', 'ART_BUTTON', 'ART_FRAME_ICON', 'ART_CMN_DIALOG']`
Type: list
A list of wxPython’s art providers.

`BUILTIN_ICONS = ['ART_ADD_BOOKMARK', 'ART_CDROM', 'ART_CLOSE', 'ART_COPY', 'ART_CROSS_MARK']`
Type: list
A list of wxPython’s builtin icons.

`class BitmapSaverFrame` (parent, id=- 1, title="", pos=(- 1, - 1), size=(- 1, - 1), style=541072960, name=b'frame')

Bases: `Frame`

4 Frame for configuring the bitmap icon to be saved.

Parameters

Table 3 – continued from previous page

<code>update_preview(*events)</code>	Update the preview image.
--------------------------------------	---------------------------

on_close (**events*)
Close the window.

on_save (*event*)
Save the icon with the current settings.

Parameters **event** (*Event*)

update_preview (**events*)
Update the preview image.

enum FileTypesEnum (*value*)

Bases: `enum.Enum`

An enumeration for supported filetypes.

Valid values are as follows:

`BITMAP_TYPE_BMP` = `<FileTypesEnum.BITMAP_TYPE_BMP: 0, BMP files (*.bmp)|*.bmp, ftype=1>`

`BITMAP_TYPE_ICO` = `<FileTypesEnum.BITMAP_TYPE_ICO: 1, ICO files (*.ico)|*.ico, ftype=3>`

`BITMAP_TYPE_CUR` = `<FileTypesEnum.BITMAP_TYPE_CUR: 2, CUR files (*.cur)|*.cur, ftype=5>`

`BITMAP_TYPE_XBM` = `<FileTypesEnum.BITMAP_TYPE_XBM: 3, XBM files (*.xbm)|*.xbm, ftype=7>`

`BITMAP_TYPE_XBM_DATA` = `<FileTypesEnum.BITMAP_TYPE_XBM_DATA: 4, XBM DATA files (*.bmp)|`

`BITMAP_TYPE_XPM` = `<FileTypesEnum.BITMAP_TYPE_XPM: 5, XBM files (*.xpm)|*.xpm, ftype=9>`

`BITMAP_TYPE_XPM_DATA` = `<FileTypesEnum.BITMAP_TYPE_XPM_DATA: 6, XPM DATA files (*.xpm)|`

`BITMAP_TYPE_TIFF` = `<FileTypesEnum.BITMAP_TYPE_TIFF: 7, TIFF files (*.tiff)|*.tiff, fty`

`BITMAP_TYPE_TIF` = `<FileTypesEnum.BITMAP_TYPE_TIF: 8, TIFF files (*.tiff)|*.tiff, ftype`

`BITMAP_TYPE_GIF` = `<FileTypesEnum.BITMAP_TYPE_GIF: 9, GIF files (*.gif)|*.gif, ftype=13`

`BITMAP_TYPE_PNG` = `<FileTypesEnum.BITMAP_TYPE_PNG: 10, PNG files (*.png)|*.png, ftype=1`

`BITMAP_TYPE_JPEG` = `<FileTypesEnum.BITMAP_TYPE_JPEG: 11, JPEG files (*.jpg)|*.jpg, ftyp`

`BITMAP_TYPE_PNM` = `<FileTypesEnum.BITMAP_TYPE_PNM: 12, PNM files (*.pnm)|*.pnm, ftype=1`

`BITMAP_TYPE_PCX` = `<FileTypesEnum.BITMAP_TYPE_PCX: 13, PCX files (*.pcx)|*.pcx, ftype=2`

`BITMAP_TYPE_PICT` = `<FileTypesEnum.BITMAP_TYPE_PICT: 14, PICT files (*.pict)|*.pict, ft`

`BITMAP_TYPE_ICON` = `<FileTypesEnum.BITMAP_TYPE_ICON: 15, ICON files (*.ico)|*.ico, ftyp`

```
BITMAP_TYPE_ANI = <FileTypesEnum.BITMAP_TYPE_ANI: 16, ANI files (*.ani)|*.ani, ftype=2
BITMAP_TYPE_IFF = <FileTypesEnum.BITMAP_TYPE_IFF: 17, IFF files (*.iff)|*.iff, ftype=2
BITMAP_TYPE_TGA = <FileTypesEnum.BITMAP_TYPE_TGA: 18, TGA files (*.tga)|*.tga, ftype=2
BITMAP_TYPE_MACCURSOR = <FileTypesEnum.BITMAP_TYPE_MACCURSOR: 19, Mac Cursor files (*.
```

2.3 Contributing

wxIconSaver 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
```

2.3.1 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
```

2.3.2 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
```

2.3.3 Type Annotations

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

```
$ tox -e mypy
```

2.3.4 Build documentation locally

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

```
$ tox -e docs
```

2.4 Downloading source code

The wxIconSaver source code is available on GitHub, and can be accessed from the following URL: <https://github.com/domdfcoding/wxIconSaver>

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

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

```
Cloning into 'wxIconSaver'...
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

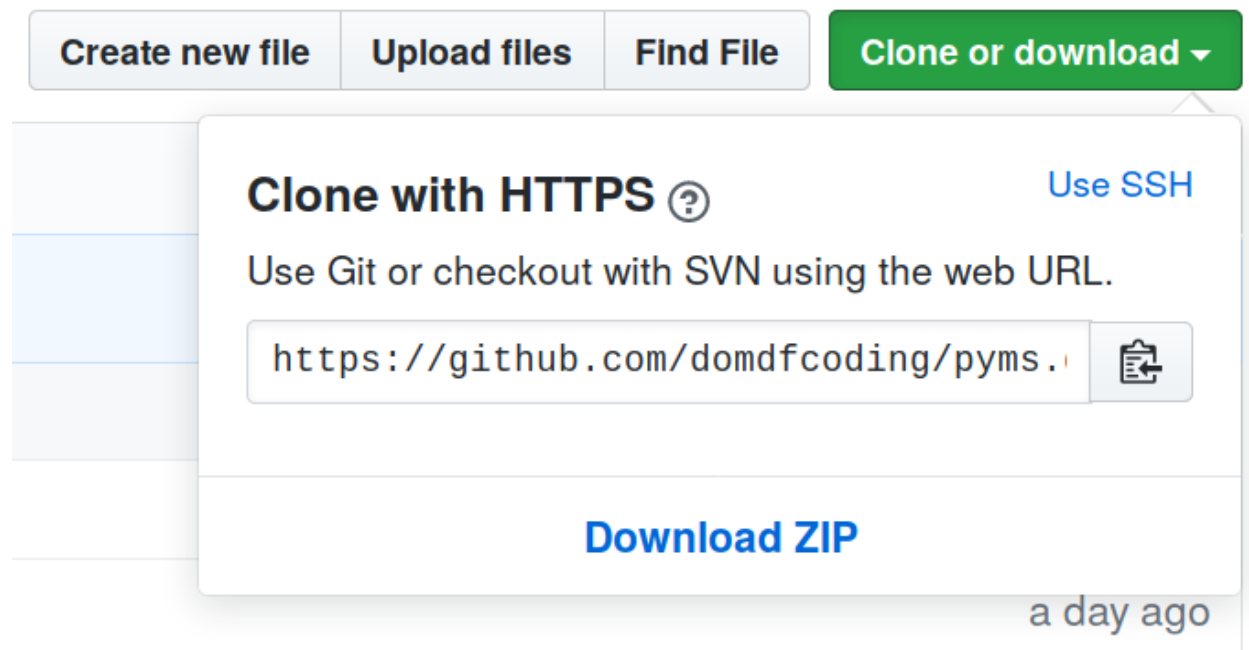


Fig. 3: Downloading a ‘zip’ file of the source code

2.4.1 Building from source

The recommended way to build `wxIconSaver` 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.

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