



Illumination Software Creator

Tutorial : Building a Python Application

Illumination Software Creator allows you to build applications, for all available target platforms, with no changes to your project.

However, when building Python applications there are a few additional items you will need to setup (outside of Illumination).

Step 1) Installing Python and GTK requirements

Python applications built with Illumination Software Creator can run on Linux, Windows, MacOS X and Maemo (N900 phones). However, depending on your platform, setting up the required Python (and GTK) libraries can be a little tricky.

For Linux:

1. Most major versions of Linux fully support Illumination-created Python applications out of the box. If not, simply install Python and PyGTK (example: "sudo apt-get install pygtk").

For Windows:

On Windows you will need to install Python and GTK support files. These are available free of charge and can be downloaded and installed from the links below. Note: It is required that they be installed in the order listed here.

1. Python 2.5.4 - <http://www.radicalbreeze.com/illumination/support/python-2.5.4.msi>
2. GTK2 Runtime - <http://www.radicalbreeze.com/illumination/support/gtk2-runtime-2.16.0-2009-03-22-ash.exe>
3. PyCairo - <http://www.radicalbreeze.com/illumination/support/pycairo-1.4.12-2.win32-py2.5.exe>
4. PyGObject - <http://www.radicalbreeze.com/illumination/support/pygobject-2.14.2-2.win32-py2.5.exe>
5. PyGTK - <http://www.radicalbreeze.com/illumination/support/pygtk-2.12.1-3.win32-py2.5.exe>

For MacOS X:

MacOS X does not ship with support for Python/GTK applications by default. To add this you will need to download this package:

http://www.radicalbreeze.com/illumination/pygtkmac/MacPyGTK_SnowLeopard_091809.dmg

Follow the instructions included in the ReadMe file in that package to install MacPyGTK.

Step 2) Build your project for Python/GTK

Open your project Illumination and select “Build Project – Python/GTK - Desktop” or “Run Project – Python/GTK - Desktop” from the Run menu on the Project menu (this will run the Python application directly).

Once complete (this is typically a very fast process that takes only seconds) you will be presented with a folder which contains your application as a fully prepared “.py” file. This is all that is needed to run your application, which can be done from the command line (ex: “python myapp.py”).

Things To Know

Python applications are run via an interpreter. This means that the raw source code for your Python application is available to anyone you distribute your application to.

If you have difficulty setting up XCode or building iPhone/iPad applications feel free to ask any question in the Illumination Software Creator Support forum at : <http://radicalbreeze.com/forum>