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ISBN	1-78398-739-1
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Descrizione fisica	1 online resource (246 p.)
Collana	Quick Answers to Common Problems
Disciplina	005.365
Soggetti	Application software - Programming Python (Computer program language)
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	<p> ""Cover ""; ""Copyright""; ""Credits""; ""About the Author""; ""About the Reviewers""; ""www.PacktPub.com""; ""Table of Contents""; ""Preface""; ""Chapter 1: Kivy and the Kv Language ""; ""Introduction""; ""Installing Kivy""; ""Building your interfaces""; ""Declaring properties within a class""; ""Relating Python code and the Kv language""; ""Referencing widgets""; ""Accessing widgets defined inside the Kv language in your Python code""; ""Reusing styles in multiple widgets""; ""Designing with the Kv language""; ""Running your code""; ""Using Kivy garden"" </p> <p> ""Chapter 2: Input, Motion, and Touch """"Introduction""; ""Using the mouse""; ""Evolving to the touchscreen""; ""Working with the accelerometer""; ""Using the gyroscope""; ""The differences between the touch and motion events""; ""Recognizing touch shapes""; ""Detecting multitapping""; ""Grabbing touch events""; ""Recording gestures""; </p> <p> ""Chapter 3: Events ""; ""Introduction""; ""Scheduling a one-time event""; ""Scheduling a repetitive event""; ""Triggering events""; ""Defining widget events""; ""Creating custom events""; ""Attaching callbacks""; ""Declaring a property"" </p> <p> ""Compounding properties""""Chapter 4: Widgets ""; ""Introduction""; ""Using the basics: buttons, labels, and text inputs""; ""Manipulating the widget tree""; ""Traversing the tree""; ""Using swappable widgets""; ""Organizing with layouts""; ""Using FloatLayout""; ""Using BoxLayout""; ""Using GridLayout""; ""Using StackLayout""; ""Using RelativeLayout""; </p>

""Using AnchorLayout""; ""Working with ActionBar""; ""Chapter 5: Graphics - Canvas and Instructions ""; ""Introduction""; ""Separating with the screen manager""; ""Using drawing instructions""; ""Using context instructions""
""Working with manipulating instructions""""Rotating, translating, and scaling the canvas""; ""Modifying with multitouching""; ""Storing and retrieving the coordinate space context""; ""Introducing animations""; ""Chapter 6: Advanced Graphics - Shaders and Rendering ""; ""Introduction""; ""Using Carousel""; ""Creating and using Atlas ""; ""Creating layouts""; ""Editing shaders""; ""Creating widgets""; ""Creating your own shader""; ""Rendering in a Framebuffer""; ""Optimizing graphics""; ""Chapter 7: The API in Detail ""; ""Introduction""; ""Getting to know the API""
""Using the asynchronous data loader""""Logging objects""; ""Parsing""; ""Applying utils""; ""Leveraging the factory object""; ""Working with audio""; ""Working with video""; ""Working with a camera""; ""Using spelling""; ""Adding effects""; ""Advanced text manipulation""; ""Chapter 8: Packaging our Apps for PC ""; ""Introduction""; ""Packaging for Windows""; ""Including multimedia for Windows""; ""Running apps in Windows""; ""Packaging for Mac OS""; ""Including multimedia for Mac OS""; ""Running apps in Mac OS""; ""Packaging for Linux""; ""Including multimedia for Linux""
""Running apps in Linux""

Sommario/riassunto

Enhance your skills in developing multi-touch applications with Kivy
About This Book Create most diverse apps and learn how to distribute them with the help of the Kivy framework Explore Kivy API to develop user interfaces and control multi-touch events Step-by-step recipes that provide deeper understanding of the Kivy 1.9.0 framework Build and use your own events, widgets and gestures using features and tools in Kivy Who This Book Is For This book is intended for developers who want to use features of the Kivy framework and develop multi-touch applications. Prior experience with Kivy is not required, although familiarity with Python is expected. What You Will Learn Access widgets defined inside Kv language in your Python code Handle Kivy events to control widgets, touches, the mouse, the keyboard, and animations Recognize touch shapes and detecting multi-tapping Create custom events and declare properties Organizing your layouts while working with the ActionBar Store and retrieve the coordinate space context Create your own shader and render in a framebuffer Leverage Factory objects, multi-touch in iOS and multi-touch in Android In Detail Kivy is an open-source Python library for rapid development of applications that make use of innovative user interfaces, such as multi-touch apps. It is a promising Python framework to develop UI and UX apps in a cross-platform environment, under the Python philosophy. Kivy Cookbook is a practical book that will guide you through the Kivy framework to develop apps and get your apps ready for distribution in App Store and Android devices. You will start off with installing Kivy and building your interfaces. You will learn how to work the accelerometer and create custom events. Then, you will understand how to use the basics, buttons, labels and text inputs and manipulate the widget tree. Next, you will be able to work with manipulating instructions, create an atlas and layouts. Moving on, you will learn packing for Windows and packing for iOS, and use TestDrive. By the end of the book, you will have learnt in detail the relevant features and tools in Kivy and how to create portable packages to distribute your apps in the most used platforms. Style and approach This is an easy-to-follow practical guide packed with graspable recipes that cover important tasks to be performed while developing multi-touch

applications with Kivy. All the code used in each recipe is explained in detail.
