



# Traits UI User Guide

## Traits 3.0

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# 1 Introduction

This guide is designed to act as a conceptual guide to Traits UI, an open-source package built and maintained by Enthought, Inc. The Traits UI package is a set of GUI (Graphical User Interface) tools designed to complement Traits, another Enthought open-source package that provides manifest typing, validation, and change notification for Python. This guide is intended for readers who are already moderately familiar with Traits; those who are not may wish to refer to the *Traits User Manual* for an introduction. This guide discusses many but not all features of Traits UI. For complete details of the Traits UI API, refer to the *Traits API Reference*.

## 1.1 The Model-View-Controller (MVC) Design Pattern

A common and well-tested approach to building end-user applications is the MVC (“Model-View-Controller”) design pattern. In essence, the MVC pattern the idea that an application should consist of three separate entities: a *model*, which manages the data, state, and internal (“business”) logic of the application; one or more *views*, which format the model data into a graphical display with which the end user can interact; and a *controller*, which manages the transfer of information between model and view so that neither needs to be directly linked to the other. In practice, particularly in simple applications, the view and controller are often so closely linked as to be almost indistinguishable, but it remains useful to think of them as distinct entities.

The three parts of the MVC pattern correspond roughly to three classes in the Traits and Traits UI packages.

- Model: HasTraits class (Traits package)
- View: View class (Traits UI package)
- Controller: Handler class (Traits UI package)

The remainder of this section gives an overview of these relationships.

## 1.1.1 The Model: HasTraits Subclasses and Objects

In the context of Traits, a model consists primarily of one or more subclasses or instances of the HasTraits class, whose trait attributes (typed attributes as defined in Traits) represent the model data. The specifics of building such a model are outside the scope of this manual; please see the *Traits User Manual* for further information.

## 1.1.2 The View: View Objects

A view for a Traits-based application is an instance of a class called, conveniently enough, View. A View object is essentially a display specification for a GUI window or panel. Its contents are defined in terms of instances of two other classes: Item and Group.<sup>1</sup> These three classes are described in detail in Chapter 2 of this manual; for the moment, it is important to note that they are all defined independently of the model they are used to display.

Note that the terms “view” and “View” are distinct for the purposes of this document. The former refers to the component of the MVC design pattern; the latter is a Traits UI construct.

## 1.1.3 The Controller: Handler Subclasses and Objects

The controller for a Traits-based application is defined in terms of the Handler class.<sup>2</sup> Specifically, the relationship between any given View instance and the underlying model is managed by an instance of the Handler class. For simple interfaces, the Handler can be implicit. For example, none of the examples in Chapters 2 through 4 includes or requires any specific Handler code; they are managed by a default Handler that performs the basic operations of window initialization, transfer of data between GUI and model, and window closing. Thus, a programmer new to Traits UI need not be

---

<sup>1</sup> A third type of content object, Include, is discussed briefly in Section 4.5, but presently is not commonly used.

<sup>2</sup> Not to be confused with the TraitHandler class of the Traits package, which enforces type validation.



concerned with Handlers at all. Nonetheless, custom handlers can be a powerful tool for building sophisticated application interfaces, as discussed in Chapter 5.

## 1.2 Toolkit Selection

The Traits UI package is designed to be toolkit-independent. Programs that use Traits UI do not need to explicitly import or call any particular GUI toolkit code unless they need some capability of the toolkit that is not provided by Traits UI. However, *some* particular toolkit be installed on the system in order to actually display GUI windows.

Traits UI uses a separate package, `enthought.etsconfig`, to determine which GUI toolkit to use. This package is also used by other Enthought packages that need GUI capabilities, so that all such packages “agree” on a single GUI toolkit per application. The `enthought.etsconfig` package contains a singleton object, **ETSConfig**, which has a string attribute, **toolkit**, that signifies the GUI toolkit.

The values of **ETSConfig.toolkit** that are supported by Traits UI version 3 are:

- ‘wx’ — [wxPython](#), which provides Python bindings for the [wxWidgets](#) toolkit.
- ‘qt4’ — [PyQt](#), which provides Python bindings for the [Qt](#) framework version 4.
- ‘null’ — A do-nothing toolkit, for situations where neither of the other toolkits is installed, but Traits is needed for non-UI purposes.

The default behavior of Traits UI is to search for available toolkit-specific packages in the order listed, and uses the first one it finds. The programmer or the user can override this behavior in any of several ways, in the following order of precedence:

1. The program can explicitly set **ETSConfig.toolkit**. It must do this before importing from any other Enthought Tool Suite component, including `enthought.traits`.
2. The user can specify a `-toolkit` flag on the command line of the program.

3. The user can define a value for the ETS\_TOOLKIT environment variable.

## 1.3 Structure of this Guide

The intent of this guide is to present the capabilities of the Traits UI package in usable increments, so that you can create and display gradually more sophisticated interfaces from one chapter to the next. Thus, Chapters 2 through 4 show how to construct and display views from the simple to the elaborate, while leaving such details as GUI logic and widget selection to system defaults. Chapter 5 explains how to use the Handler class to implement custom GUI behaviors, as well as menus and toolbars. Chapters 6 through 8 show how to control GUI widget selection by means of *trait editors*. Chapters 9 and 10 cover miscellaneous additional topics. Further reference materials, including a glossary of terms and an API summary for the Traits UI classes covered in this Guide, are located in the Appendices.

## 2 The View and Its Building Blocks

A simple way to edit (or simply observe) the attribute values of a `HasTraits` object in a GUI window is to call the object's `configure_traits()`<sup>3</sup> method. This method constructs and displays a window containing editable fields for each of the object's trait attributes. For example, the following sample code<sup>4</sup> defines the `SimpleEmployee` class, creates an object of that class, and constructs and displays a GUI for the object:

*Example 1: Using `configure_traits()`*

```
# configure_traits.py -- Sample code to demonstrate
#                           configure_traits()
from enthought.traits.api import HasTraits, Str, Int
import enthought.traits.ui

class SimpleEmployee(HasTraits):
    first_name = Str
    last_name = Str
    department = Str

    employee_number = Str
    salary = Int

sam = SimpleEmployee()
sam.configure_traits()
```

Unfortunately, the resulting form simply displays the attributes of the object **sam** in alphabetical order with little formatting, which is seldom what is wanted:

---

<sup>3</sup> If the code is being run from a program that already has a GUI defined, then use `edit_traits()` instead of `configure_traits()`. These methods are discussed in more detail in Section 4.3.

<sup>4</sup> All code examples in this guide that include a file name are also available as examples in the `tutorials/doc_examples/examples` subdirectory of the Traits docs directory. You can run them individually, or view them in a tutorial program by running:

```
python <Traits dir>/enthought/traits/tutor/tutor.py <Traits dir>/docs/tutorials/doc_examples
```

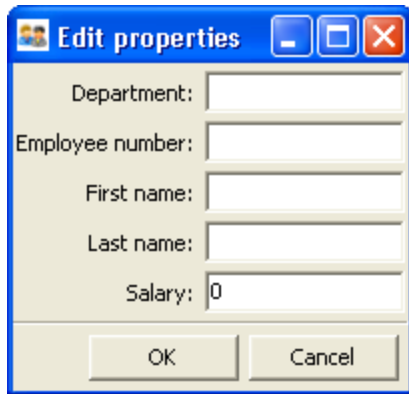


Figure 1: User interface for Example 1

## 2.1 The View Object

In order to control the layout of the interface, it is necessary to define a View object. A View object is a template for a GUI window or panel. In other words, a View specifies the content and appearance of a TraitsUI window or panel display.

For example, suppose you want to construct a GUI window that shows only the first three attributes of a SimpleEmployee (e.g., because salary is confidential and the employee number should not be edited). Furthermore, you would like to specify the order in which those fields appear. You can do this by defining a View object and passing it to the `configure_traits()` method:

*Example 2: Using `configure_traits()` with a View object*

```
# configure_traits_view.py -- Sample code to demonstrate
#                               configure_traits()

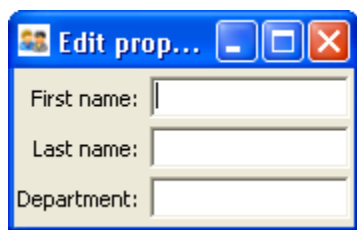
from enthought.traits.api import HasTraits, Str, Int
from enthought.traits.ui.api import View, Item
import enthought.traits.ui

class SimpleEmployee(HasTraits):
    first_name = Str
    last_name = Str
    department = Str
    employee_number = Str
    salary = Int

view1 = View(Item(name = 'first_name'),
             Item(name = 'last_name'),
             Item(name = 'department'))
```

```
sam = SimpleEmployee()
sam.configure_traits(view=view1)
```

The resulting window has the desired appearance:



*Figure 2: User interface for Example 2*

Chapters 2.2 through 4 explore the contents and capabilities of Views. Refer to the *Traits API Reference* for details of the View class.

Except as noted, all example code uses the `configure_traits()` method; a detailed description of this and other techniques for creating GUI displays from Views can be found in Section 4.34.3 on page 27.

## 2.2 Contents of a View

The contents of a View are specified primarily in terms of two basic building blocks: Item objects (which, as suggested by Example 2, correspond roughly to individual trait attributes), and Group objects. A given View definition can contain one or more objects of either of these types, which are specified as arguments to the View constructor, as in the case of the three Items in Example 2.

The remainder of this chapter describes the Item and Group classes.

### 2.2.1 The Item Object

The simplest building block of a View is the Item object. An Item specifies a single interface widget, usually the display for a single trait attribute of a HasTraits object. The content, appearance, and behavior of the widget are controlled by means of the Item object's attributes, which are usually specified as keyword arguments to the Item constructor, as in the case of *name* in Example 2.

The remainder of this section describes the attributes of the Item object, grouped by categories of functionality. It is not necessary to

understand all of these attributes in order to create useful Items; many of them can usually be left unspecified, as their default values are adequate for most purposes. Indeed, as demonstrated by earlier examples, simply specifying the name of the trait attribute to be displayed is often enough to produce a usable result.

Table 1 lists the attributes of the Item class, organized by functional categories. Refer to the *Traits API Reference* for details on the Item class.

Table 1: Attributes of Item, by category

Category	Attributes	Description
Content	<ul style="list-style-type: none"> <li>• <b>name</b></li> </ul>	These attributes specify the actual data to be displayed by an item. Because an Item is essentially a template for displaying a single trait, its <b>name</b> attribute is nearly always specified.
Display format	<ul style="list-style-type: none"> <li>• <b>label</b></li> <li>• <b>resizable</b></li> <li>• <b>emphasized</b></li> <li>• <b>padding</b></li> <li>• <b>height</b></li> <li>• <b>width</b></li> <li>• <b>dock</b></li> <li>• <b>image</b></li> <li>• <b>item_theme</b></li> <li>• <b>label_theme</b></li> <li>• <b>export</b></li> <li>• <b>show_label</b></li> <li>• <b>resizable</b></li> <li>• <b>springy</b></li> <li>• <b>emphasized</b></li> </ul>	<p>In addition to specifying which trait attributes are to be displayed, you might need to adjust the format of one or more of the resulting widgets.</p> <p>If an Item's <b>label</b> attribute is specified but not its name, the value of <b>label</b> is displayed as a simple, non-editable string. (This feature can be useful for displaying comments or instructions in a Traits UI window.)</p>

<i>Category</i>	<i>Attributes</i>	<i>Description</i>
Content format	<ul style="list-style-type: none"> <li>• <b>format_str</b></li> <li>• <b>format_func</b></li> </ul>	In some cases it can be desirable to apply special formatting to a widget's contents rather than to the widget itself. Examples of such formatting might include rounding a floating-point value to two decimal places, or capitalizing all letter characters in a license plate number.
Widget override	<ul style="list-style-type: none"> <li>• <b>editor</b></li> <li>• <b>style</b></li> </ul>	These attributes override the widget that is automatically selected by Traits UI. These options are discussed in Chapters 6 through 8.
Visibility and status	<ul style="list-style-type: none"> <li>• <b>enabled_when</b></li> <li>• <b>visible_when</b></li> <li>• <b>defined_when</b></li> <li>• <b>has_focus</b></li> </ul>	Use these attributes to create a simple form of a dynamic GUI, which alters the display in response to changes in the data it contains. More sophisticated dynamic behavior can be implemented using a custom Handler (see Chapter 5).
User help	<ul style="list-style-type: none"> <li>• <b>tooltip</b></li> <li>• <b>help</b></li> <li>• <b>help_id</b></li> </ul>	These attributes provide guidance to the user in using the user interface. If the <b>help</b> attribute is not defined for an Item, a system-generated message is used instead. The <b>help_id</b> attribute is ignored by the default help handler, but can be used by a custom help handler.
Unique identifier	<ul style="list-style-type: none"> <li>• <b>id</b></li> </ul>	The <b>id</b> attribute is used as a key for saving user preferences about the widget. If <b>id</b> is not specified, the value of the <b>name</b> attribute is used.

## 2.2.2 Subclasses of Item

The Traits UI package defines the following subclasses of Item:

- Label
- Heading
- Spring

These classes are intended to help with the layout of a Traits UI View, and need not have a trait attribute associated with them. See the *Traits API Reference* for details.

## 2.2.3 The Group Object

The preceding sections have shown how to construct windows that display a simple vertical sequence of widgets using instances of the View and Item classes. For more sophisticated interfaces, though, it is often desirable to treat a group of data elements as a unit for reasons that might be visual (e.g., placing the widgets within a labeled border) or logical (activating or deactivating the widgets in response to a single condition, defining group-level help text). In Traits UI, such grouping is accomplished by means of the Group object.

Consider the following enhancement to Example 2:

*Example 3: Using `configure_traits()` with a View and a Group object*

```
# configure_traits_view_group.py -- Sample code to demonstrate
#                                configure_traits()
from enthought.traits.api import HasTraits, Str, Int
from enthought.traits.ui.api import View, Item, Group
import enthought.traits.ui

class SimpleEmployee(HasTraits):
    first_name = Str
    last_name = Str
    department = Str

    employee_number = Str
    salary = Int

view1 = View(Group(Item(name = 'first_name'),
                  Item(name = 'last_name'),
                  Item(name = 'department'),
                  label = 'Personnel profile',
                  show_border = True))
```



```
sam = SimpleEmployee()
sam.configure_traits(view=view1)
```

The resulting window shows the same widgets as before, but they are now enclosed in a visible border with a text label:



Figure 3: User interface for Example 3

### 2.2.3.1 Content of a Group

The content of a Group object is specified exactly like that of a View object. In other words, one or more Item or Group objects are given as arguments to the Group constructor, e.g., the three Items in Example 3.<sup>5</sup> The objects contained in a Group are called the *elements* of that Group. Groups can be nested to any level.

### 2.2.3.2 Group Attributes

Table 2 lists the attributes of the Group class, organized by functional categories. As with Item attributes, many of these attributes can be left unspecified for any given Group, as the default values usually lead to acceptable displays and behavior.

See the *Traits API Reference* for details of the Group class.

<sup>5</sup> As with Views, it is possible for a Group to contain objects of more than one type, but not recommended.

Table 2: Attributes of Group, by category

Category	Attributes	Description
Content	<ul style="list-style-type: none"> <li>• <b>object</b></li> <li>• <b>content</b></li> </ul>	The <b>object</b> attribute references the object whose traits are being edited by members of the group; by default this is 'object', but could be another object in the current context. The <b>content</b> attribute is a list of elements in the group.
Display format	<ul style="list-style-type: none"> <li>• <b>label</b></li> <li>• <b>show_border</b></li> <li>• <b>show_labels</b></li> <li>• <b>show_left</b></li> <li>• <b>padding</b></li> <li>• <b>layout</b></li> <li>• <b>selected</b></li> <li>• <b>orientation</b></li> <li>• <b>style</b></li> <li>• <b>columns</b></li> <li>• <b>dock</b></li> <li>• <b>dock_theme</b></li> <li>• <b>group_theme</b></li> <li>• <b>item_theme</b></li> <li>• <b>label_theme</b></li> <li>• <b>image</b></li> <li>• <b>export</b></li> <li>• <b>springy</b></li> </ul>	These attributes define display options for the group as a whole.
Visibility and status	<ul style="list-style-type: none"> <li>• <b>enabled_when</b></li> <li>• <b>visible_when</b></li> <li>• <b>defined_when</b></li> </ul>	These attributes work similarly to the attributes of the same names on the Item class.

<i>Category</i>	<i>Attributes</i>	<i>Description</i>
User help	<ul style="list-style-type: none"> <li>• <b>help</b></li> <li>• <b>help_id</b></li> </ul>	<p>The help text is used by the default help handler only if the group is the only top-level group for the current View. For example, suppose help text is defined for a Group called <b>group1</b>. The following View shows this text in its help window: <code>View(group1)</code></p> <p>The following two do not:  <code>View(group1, group2)</code>  <code>View(Group(group1))</code></p> <p>The <b>help_id</b> attribute is ignored by the default help handler, but can be used by a custom help handler.</p>
Unique identifier	<ul style="list-style-type: none"> <li>• <b>id</b></li> </ul>	<p>The <b>id</b> attribute is used as a key for saving user preferences about the widget. If <b>id</b> is not specified, the <b>id</b> values of the elements of the group are concatenated and used as the group identifier.</p>

## 2.2.4 Subclasses of Group

The Traits UI package defines the following subclasses of Group, which are helpful shorthands for defining certain types of groups. Refer to the Traits API Reference for details.

*Table 3 Subclasses of Group*

<i>Subclass</i>	<i>Description</i>	<i>Equivalent To</i>
HGroup	A group whose items are laid out horizontally.	<code>Group(orientation='horizontal')</code>

<i>Subclass</i>	<i>Description</i>	<i>Equivalent To</i>
HFlow	A horizontal group whose items “wrap” when they exceed the available horizontal space.	Group(orientation='horizontal', layout='flow', show_labels=False)
HSplit	A horizontal group with splitter bars to separate it from other groups.	Group(orientation='horizontal', layout='split')
Tabbed	A group that is shown as a tab in a notebook.	Group(orientation='horizontal', layout='tabbed')
VGroup	A group whose items are laid out vertically.	Group(orientation='vertical')
VFlow	A vertical group whose items “wrap” when they exceed the available vertical space.	Group(orientation='vertical', layout='flow', show_labels=False)
VFold	A vertical group in which items can be collapsed (i.e., folded) by clicking their titles.	Group(orientation='vertical', layout='fold', show_labels=False)
VGrid	A vertical group whose items are laid out in 2 columns.	Group(orientation='vertical', columns=2)

<i>Subclass</i>	<i>Description</i>	<i>Equivalent To</i>
VSplit	A vertical group with splitter bars to separate it from other groups.	Group(orientation='vertical', layout='split')

## 3 Customizing a View

As shown in the preceding two chapters, it is possible to specify a window in Traits UI simply by creating a View object with the appropriate contents. In designing real-life applications, however, you usually need to be able to control the appearance and behavior of the windows themselves, not merely their content. This chapter covers a variety of options for tailoring the appearance of a window that is created using a View, including the type of window that a View appears in, the command buttons that appear in the window, and the physical properties of the window.

### 3.1 Specifying Window Type: the **kind** Attribute

Many types of windows can be used to display the same data content. A form can appear in a window, a wizard, or an embedded panel; windows can be *modal* (i.e., stop all other program processing until the box is dismissed) or not, and can interact with live data or with a buffered copy. In Traits UI, a single View can be used to implement any of these options simply by modifying its **kind** attribute. There are seven possible values of **kind**:

- 'modal'
- 'live'
- 'livemodal'
- 'nonmodal'
- 'wizard'
- 'panel'
- 'subpanel'

These alternatives are described below. If the **kind** attribute of a View object is not specified, the default value is 'modal'.

### 3.1.1 Windows: ‘modal’, ‘live’, ‘livemodal’, and ‘nonmodal’

As mentioned above, the behavior of a Traits UI window can vary over two significant degrees of freedom. First, it can be *modal*, meaning that when the window appears, all other GUI interaction is suspended until the window is closed; if it is not modal, then both the window and the rest of the GUI remain active and responsive. Second, it can be *live*, meaning that any changes that the user makes to data in the window is applied directly and immediately to the underlying model object or objects; otherwise the changes are made to a copy of the model data, and are only copied to the model when the user commits them (usually by clicking an **OK** or **Apply** button; see Section 3.23.2 on page 18). The four possible combinations of these behaviors correspond to four of the possible values of the ‘kind’ attribute of the View object, as shown Table 4.

Table 4: Matrix of Traits UI windows

	<i>not modal</i>	<i>modal</i>
<i>not live</i>	nonmodal	modal
<i>live</i>	live	livemodal

All of these window types are identical in appearance. Also, all types support the **buttons** attribute, which is described in Section 3.23.2. Usually, a window with command buttons is called a *dialog box*.

### 3.1.2 Wizards

Unlike a window, whose contents generally appear as a single page or a tabbed display, a wizard is presented as a series of pages that a user must navigate sequentially.

Traits UI Wizards are always modal and live. They always display a standard wizard button set; i.e., they ignore the **buttons** View attribute. In short, wizards are considerably less flexible than

windows, and are primarily suitable for highly controlled user interactions such as software installation.

### 3.1.3 Panels and Subpanels

Both dialog boxes and wizards are secondary windows that appear separately from the main program display, if any. Often, however, you might need to create a window element that is embedded in a larger display. For such cases, the **kind** of the corresponding View object should be 'panel' or 'subpanel'.

A *panel* is very similar to a window, except that it is embedded in a larger window, which need not be a Traits UI window. Like windows, panels support the **buttons** View attribute, as well as any menus and toolbars that are specified for the View (see Section 5.4.35.4.3 on page 41). Panels are always live and nonmodal.

A *subpanel* is almost identical to a panel. The only difference is that subpanels do not display command buttons even if the View specifies them.

## 3.2 Command Buttons: the buttons Attribute

A common feature of many windows is a row of command buttons along the bottom of the frame. These buttons have a fixed position outside any scrolled panels in the window, and are thus always visible while the window is displayed. They are usually used for window-level commands such as committing or cancelling the changes made to the form data, or displaying a help window.

In Traits UI, these command buttons are specified by means of the View object's **buttons** attribute, whose value is a list of buttons to display.<sup>6</sup> Consider the following variation on Example 3:

*Example 4: Using a View object with buttons*

---

```
# configure_traits_view_buttons.py -- Sample code to demonstrate
#                                     configure_traits()
```

---

<sup>6</sup> Actually, the value of the **buttons** attribute is really a list of Action objects, from which GUI buttons are generated by Traits UI. The Action class is described in Section 5.4.3.1.



```
from enthought.traits.api import HasTraits, Str, Int
from enthought.traits.ui.api import View, Item
from enthought.traits.ui.menu import OKButton, CancelButton

class SimpleEmployee(HasTraits):
    first_name = Str
    last_name = Str
    department = Str

    employee_number = Str
    salary = Int

view1 = View(Item(name = 'first_name'),
             Item(name = 'last_name'),
             Item(name = 'department'),
             buttons = [OKButton, CancelButton])

sam = SimpleEmployee()
sam.configure_traits(view=view1)
```

The resulting window has the same content as before, but now two buttons are displayed at the bottom: **OK** and **Cancel**:

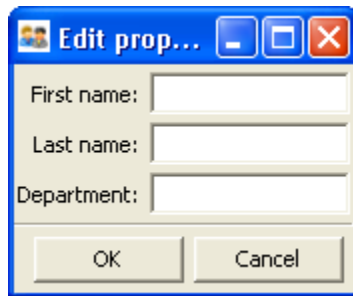


Figure 4: User interface for Example 4

There are six standard buttons defined by Traits UI. Each of the standard buttons has matching a string alias. You can either import and use the button names, or simply use their aliases:

Table 5 Command button aliases

<i>Button Name</i>	<i>Button Alias</i>
<b>UndoButton</b>	'Undo'
<b>ApplyButton</b>	'Apply'
<b>RevertButton</b>	'Revert'
<b>OKButton.</b>	'OK' (case sensitive!)
<b>CancelButton</b>	'Cancel'

Alternatively, there are several pre-defined button lists that can be imported from `enthought.traits.ui.menu` and assigned to the `buttons` attribute:

- **OKCancelButtons** = [OKButton, CancelButton ]
- **ModalButtons** = [ ApplyButton, RevertButton, OKButton, CancelButton, HelpButton ]
- **LiveButtons** = [ UndoButton, RevertButton, OKButton, CancelButton, HelpButton ]

Thus, one could rewrite the highlighted lines in Example 4 as follows, and the effect would be exactly the same:

```
from enthought.traits.ui.menu import OKCancelButtons

buttons = OKCancelButtons
```

The special constant **NoButtons** can be used to create a window or panel without command buttons. While this is the default behavior, **NoButtons** can be useful for overriding an explicit value for **buttons**. You can also specify `buttons = []` to achieve the same effect. Setting the **buttons** attribute to an empty list has the same effect as not defining it at all.

It is also possible to define custom buttons and add them to the **buttons** list; see Section 5.4.3.2 on page 42 for details.

### 3.3 Other View Attributes

Table 6: Attributes of View, by category

<i>Category</i>	<i>Attributes</i>	<i>Description</i>
Window display	<ul style="list-style-type: none"> <li>• <b>x</b></li> <li>• <b>y</b></li> <li>• <b>width</b></li> <li>• <b>height</b></li> <li>• <b>title</b></li> <li>• <b>resizable</b></li> <li>• <b>scrollable</b></li> <li>• <b>style</b></li> <li>• <b>dock</b></li> <li>• <b>icon</b></li> <li>• <b>image</b></li> <li>• <b>export</b></li> <li>• <b>item theme</b></li> <li>• <b>label_theme</b></li> </ul>	These attributes control the visual properties of the window itself, regardless of its content.
Command	<ul style="list-style-type: none"> <li>• <b>handler</b></li> <li>• <b>menubar</b></li> <li>• <b>toolbar</b></li> <li>• <b>key_bindings</b></li> <li>• <b>on_apply</b></li> <li>• <b>updated</b></li> <li>• <b>close_result</b></li> </ul>	Traits UI menus and toolbars are generally implemented in conjunction with custom Handlers; see Section 5.4.3 on page 42 for details. The <b>key_bindings</b> attribute references the set of global key bindings for the view.
Content	<ul style="list-style-type: none"> <li>• <b>content</b></li> <li>• <b>object</b></li> <li>• <b>imports</b></li> <li>• <b>drop_class</b></li> </ul>	The <b>content</b> attribute is the top-level Group object for the view. The <b>object</b> attribute is the object being edited. The <b>imports</b> and <b>drop_class</b> attributes control what objects can be dragged and dropped on the view.

<i>Category</i>	<i>Attributes</i>	<i>Description</i>
User help	<ul style="list-style-type: none"> <li>• <b>help</b></li> <li>• <b>help_id</b></li> </ul>	The <b>help</b> attribute is a deprecated way to specify that the View has a Help button. Use the buttons attribute instead (see Section 3.2 on page 18 for details). The <b>help_id</b> attribute is not used by Traits, but can be used by a custom help handler.
Unique identifier	<ul style="list-style-type: none"> <li>• <b>id</b></li> </ul>	The <b>id</b> attribute is used as a key to save user preferences about a view, such as customized size and position, so that they are restored the next time the view is opened. The value of <b>id</b> must be unique across all Traits-based applications on a system. If no value is specified, no user preferences are saved for the view.

## 4 Advanced View Concepts

The preceding chapters of this Guide give an overview of how to use the View class to quickly construct a simple window for a single HasTraits object. This chapter explores a number of more complex techniques that significantly increase the power and versatility of the View object.

- *Internal views:* Views can be defined as attributes of a HasTraits class; one class can have multiple views. View attributes can be inherited by subclasses.
- *External views:* A view can be defined as a module variable, inline as a function or method argument, or as an attribute of a Handler.
- *Ways of displaying views:* You can display a View by calling `configure_traits()` or `edit_traits()` on a HasTraits object, or by calling the `ui()` method on the View object.
- *View context:* You can pass a *context* to any of the methods for displaying views, which is a dictionary of labels and objects. In the default case, this dictionary contains only one object, referenced as 'object', but you can define contexts that contain multiple objects.
- *Include objects:* You can use an Include object as a placeholder for view items defined elsewhere.

### 4.1 Internal Views

In the examples thus far, the View objects have been external. That is to say, they have been defined outside the model (HasTraits object or objects) that they are used to display. This approach is in keeping with the separation of the two concepts prescribed by the MVC design pattern.

There are cases in which it is useful to define a View within a HasTraits class. In particular, it can be useful to associate one or more Views with a particular type of object so that they can be incorporated into other parts of the application with little or no additional programming. Further, a View that is defined within a model class is inherited by any subclasses of that class, a phenomenon called *visual inheritance*.

## 4.1.1 Defining a Default View

It is easy to define a default view for a HasTraits class: simply create a View attribute called **traits\_view** for that class. Consider the following variation on Example 3:

*Example 5: Using `configure_traits()` with a default View object*

```
# default_traits_view.py -- Sample code to demonstrate the use of
#                               'traits_view'
from enthought.traits.api import HasTraits, Str, Int
from enthought.traits.ui.api import View, Item, Group
import enthought.traits.ui

class SimpleEmployee2(HasTraits):
    first_name = Str
    last_name = Str
    department = Str

    employee_number = Str
    salary = Int

    traits_view = View(Group(Item(name = 'first_name'),
                             Item(name = 'last_name'),
                             Item(name = 'department'),
                             label = 'Personnel profile',
                             show_border = True))

sam = SimpleEmployee2()
sam.configure_traits()
```

In this example, `configure_traits()` no longer requires a *view* keyword argument; the **traits\_view** attribute is used by default, resulting in the same display as in Figure 3:



Figure 5: User interface for Example 5

It is not strictly necessary to call this View attribute **traits\_view**. If exactly one View attribute is defined for a HasTraits class, that View is always treated as the default display template for the class. However, if there are multiple View attributes for the class (as discussed in the next section), if one is named “`traits_view`”, it is always used as the default.

## 4.1.2 Defining Multiple Views Within the Model

Sometimes it is useful to have more than one pre-defined view for a model class. In the case of the SimpleEmployee class, one might want to have both a “public information” view like the one above and an “all information” view. One can do this by simply adding a second View attribute:

*Example 6: Defining multiple View objects in a HasTraits class*

```
# multiple_views.py -- Sample code to demonstrate the use of
#                       multiple views
from enthought.traits.api import HasTraits, Str, Int
from enthought.traits.ui.api import View, Item, Group
import enthought.traits.ui

class SimpleEmployee3(HasTraits):
    first_name = Str
    last_name = Str
    department = Str

    employee_number = Str
    salary = Int

    traits_view = View(Group(Item(name = 'first_name'),
                           Item(name = 'last_name'),
                           Item(name = 'department'),
                           label = 'Personnel profile',
                           show_border = True))

    all_view = View(Group(Item(name = 'first_name'),
                        Item(name = 'last_name'),
                        Item(name = 'department'),
                        Item(name = 'employee_number'),
                        Item(name = 'salary'),
                        label = 'Personnel database ' +
                            'entry',
                        show_border = True))

sam = SimpleEmployee3()
sam.configure_traits()
sam.configure_traits(view='all_view')
```

As before, a simple call to `configure_traits()` for an object of this class produces a window based on the default View (**traits\_view**). In order to use the alternate View, use the same syntax as for an external view, except that the View name is specified in single quotes to indicate that it is associated with the object rather than being a module-level variable:

```
configure_traits(view='all_view').
```

Note that if more than one View is defined for a model class, you must indicate which one is to be used as the default by naming it `traits_view`. Otherwise, Traits UI gives preference to none of them, and instead tries to construct a default View, resulting in a simple alphabetized display as described in Chapter 2. For this reason, it is usually preferable to name a model's default View `traits_view` even if there are no other Views; otherwise, simply defining additional Views—even if they are never used—can unexpectedly change the behavior of the GUI.

## 4.2 Separating Model and View: External Views

In all the preceding examples in this guide, the concepts of model and view have remained closely coupled. In some cases the view has been defined in the model class, as in Section 4.1 on page 23; in other cases the `configure_traits()` method that produces a window from a View has been called from a `HasTraits` object. However, these strategies are simply conveniences; they are not an intrinsic part of the relationship between model and view in Traits UI. This section begins to explore how the Traits UI package truly supports the separation of model and view prescribed by the MVC design pattern.

An *external* view is one that is defined outside the model classes. In Traits UI, you can define a named View wherever you can define a variable or class attribute.<sup>7</sup> A View can even be defined in-line as a function or method argument, for example:

```
object.configure_traits(view=View(Group(Item(name='a'),
                                         Item(name='b'),
                                         Item(name='c'))))
```

However, this approach is apt to obfuscate the code unless the View is very simple.

Example 2 through Example 4 demonstrate external Views defined as variables. One advantage of this convention is that the variable

---

<sup>7</sup> Note that although the definition of a View within a `HasTraits` class has the syntax of a trait attribute definition, the resulting View is not stored as an attribute of the class.



name provides an easily accessible “handle” for re-using the View. This technique does not, however, support visual inheritance.

A powerful alternative is to define a View within the controller (Handler) class that controls the window for that View.<sup>8</sup> This technique is described in Chapter 5.

## 4.3 Displaying a View

Traits UI provides three methods for creating a window or panel from a View object. The first two, `configure_traits()` and `edit_traits()`, are defined on the `HasTraits` class, which is a superclass of all Traits-based model classes, as well as of `Handler` and its subclasses. The third method, `ui()`, is defined on the `View` class itself.

### 4.3.1 `configure_traits()`

The `configure_traits()` method creates a standalone window for a given View object, i.e., it does not require an existing GUI to run in. It is therefore suitable for building command-line functions, as well as providing an accessible tool for the beginning Traits UI programmer.

The `configure_traits()` method also provides options for saving trait attribute values to and restoring them from a file. Refer to the *Traits API Reference* for details.

### 4.3.2 `edit_traits()`

The `edit_traits()` method is very similar to `configure_traits()`, with two major exceptions. First, it is designed to run from within a larger application whose GUI is already defined. Second, it does not provide options for saving data to and restoring data from a file, as it is assumed that these operations are handled elsewhere in the application.

---

<sup>8</sup> Assuming there is one; not all GUIs require an explicitly defined `Handler`.

### 4.3.3 `ui()`

The View object includes a method called `ui()`, which performs the actual generation of the window or panel from the View for both `edit_traits()` and `configure_traits()`. The `ui()` method is also available directly through the Traits UI API; however, using one of the other two methods is usually preferable.<sup>9</sup>

The `ui()` method has five keyword parameters:

- *kind*
- *context*
- *handler*
- *parent*
- *view\_elements*

The first four are identical in form and function to the corresponding arguments of `edit_traits()`, except that *context* is not optional; the following section explains why.

The fifth argument, *view\_elements*, is used only in the context of a call to `ui()` from a model object method, i.e., from `configure_traits()` or `edit_traits()`. Therefore it is irrelevant in the rare cases when `ui()` is used directly by client code. It contains a dictionary of the named ViewElement objects defined for the object whose `configure_traits()` (or `edit_traits()`) method was called..

## 4.4 The View Context

All three of the methods described in Section 4.34.3 have a *context* parameter. This parameter can be a single object or a dictionary of string/object pairs; the object or objects are the model objects whose traits attributes are to be edited. In general a “context” is a Python dictionary whose keys are strings; the key strings are used to look up the values. In the case of the *context* parameter to the `ui()` method, the dictionary values are objects. In the special case where only one object is relevant, it can be passed directly instead of wrapping it in a dictionary.

---

<sup>9</sup> One possible exception is the case where a View object is defined as a variable (i.e., outside any class) or within a custom Handler, and is associated more or less equally with multiple model objects; see Section 4.4.1.

When the `ui()` method is called from `configure_traits()` or `edit_traits()` on a `HasTraits` object, the relevant object is the `HasTraits` object whose method was called. For this reason, you do not need to specify the *context* argument in most calls to `configure_traits()` or `edit_traits()`. However, when you call the `ui()` method on a `View` object, you *must* specify the *context* parameter, so that the `ui()` method receives references to the objects whose trait attributes you want to modify.

So, if `configure_traits()` figures out the relevant context for you, why call `ui()` at all? One answer lies in *multi-object views*.

## 4.4.1 Multi-Object Views

A multi-object view is any view whose contents depend on multiple “independent” model objects, i.e., objects that are not attributes of one another. For example, suppose you are building a real estate listing application, and want to display a window that shows two properties side by side for a comparison of price and features. This is straightforward in Traits UI, as the following example shows:

*Example 7: Using a multi-object view with a context*

```
# multi_object_view.py -- Sample code to show multi-object view
#                               with context

from enthought.traits.api import HasTraits, Str, Int, Bool
from enthought.traits.ui.api import View, Group, Item

# Sample class
class House(HasTraits):
    address = Str
    bedrooms = Int
    pool = Bool
    price = Int

# View object designed to display two objects of class 'House'
comp_view = View(
    Group(
        Group(
            Item('h1.address', resizable=True),
            Item('h1.bedrooms'),
            Item('h1.pool'),
            Item('h1.price'),
            show_border=True
        ),
        Group(
```

```

        Item('h2.address', resizable=True),
        Item('h2.bedrooms'),
        Item('h2.pool'),
        Item('h2.price'),
        show_border=True
    ),
    orientation = 'horizontal'
),
title = 'House Comparison'
)
# A pair of houses to demonstrate the View
house1 = House(address='4743 Dudley Lane',
                bedrooms=3,
                pool=False,
                price=150000)
house2 = House(address='11604 Autumn Ridge',
                bedrooms=3,
                pool=True,
                price=200000)

# ...And the actual display command
house1.configure_traits(view=comp_view, context={'h1':house1,
                                                'h2':house2})

```

The resulting window has the desired appearance:<sup>10</sup>



Figure 6: User interface for Example 7

For the purposes of this particular example, it makes sense to create a separate Group for each model object, and to use two model objects of the same class. Note, however, that neither is a requirement.

Notice that the Item definitions in Example 7 use the same type of extended trait attribute syntax as is supported for the `on_trait_change()` dynamic trait change notification method. In fact, Item name attributes can reference any trait attribute that is

<sup>10</sup> If the script were designed to run within an existing GUI, it would make sense to replace the last line with `"comp_view.ui(context={'h1': house1, 'h2': house2})"`, since neither object particularly dominates the view. However, the examples in this Guide are designed to be fully executable from the Python command line, which is why `configure_traits()` was used instead.

reachable from an object in the context. This is true regardless of whether the context contains a single object or multiple objects. For example:

```
Item('object.axle.chassis.serial_number')
```

Because an Item can refer only to a single trait, do not use extended trait references that refer to multiple traits, since the behavior of such references is not defined. Also, avoid extended trait references where one of the intermediate objects could be None, because there is no way to obtain a valid reference from None.

Refer to the *Traits User Manual*, in the chapter on trait notification, for details of the extended trait name syntax.

## 4.5 Include Objects

In addition to the Item and Group class, a third building block class for Views exists in Traits UI: the Include class. For the sake of completeness, this section gives a brief description of Include objects and their purpose and usage. However, they are not commonly used as of this writing, and should be considered unsupported pending redesign.

In essence, an Include object is a placeholder for a named Group or Item object that is specified outside the Group or View in which it appears. For example, the following two definitions, taken together, are equivalent to the third:

*Example 8: Using an Include object*

```
# This fragment...
my_view = View(Group(Item('a'),
                     Item('b')),
               Include('my_group'))

# ...plus this fragment...
my_group = Group(Item('c'),
                 Item('d'),
                 Item('e'))

#...are equivalent to this:
my_view = View(Group(Item('a'),
                     Item('b')),
               Group(Item('c'),
                     Item('d'),
                     Item('e')))
```

This opens an interesting possibility when a View is part of a model class: any Include objects belonging to that View can be defined differently for different instances or subclasses of that class. This technique is called *view parameterization*.

## 5 Controlling the Interface: the Handler

Most of the material in the preceding chapters is concerned with the relationship between the model and view aspects of the MVC design pattern as supported by Traits UI. This chapter examines the third aspect: the *controller*, implemented in Traits UI as an instance of the Handler class.

A controller for an MVC-based application is essentially an event handler for GUI events, i.e., for events that are generated through or by the program interface. Such events can require changes to one or more model objects (e.g., because a data value has been updated) or manipulation of the interface itself (e.g., window closure, dynamic interface behavior). In Traits UI, such actions are performed by a Handler object.<sup>11</sup>

In the preceding examples in this guide, the Handler object has been implicit: Traits UI provides a default Handler that takes care of a common set of GUI events including window initialization and closure, data value updates, and button press events for the standard Traits UI window buttons (see Section 3.2 on page 18).

This chapter explains the features of the Traits UI Handler, and shows how to implement custom GUI behaviors by building and instantiating custom subclasses of the Handler class. The final section of the chapter describes several techniques for linking a custom Handler to the window or windows it is designed to control.

### 5.1 Backstage: Introducing the UIInfo Object

Traits UI supports the MVC design pattern by maintaining the model, view, and controller as separate entities. A single View object can be used to construct windows for multiple model objects; likewise a single Handler can handle GUI events for windows created using different Views. Thus there is no static link between a

---

<sup>11</sup> Except those implemented via the `enabled_when`, `visible_when`, and `defined_when` attributes of Items and Groups.

Handler and any particular window or model object. However, in order to be useful, a Handler must be able to observe and manipulate both its corresponding window and model objects. In Traits UI, this is accomplished by means of the UIInfo object.

Whenever Traits UI creates a window or panel from a View, a UIInfo object is created to act as the Handler's reference to that window and to the objects whose trait attributes are displayed in it. Each entry in the View's context (see Section 4.4 on page 28) becomes an attribute of the UIInfo object.<sup>12</sup> For example, the UIInfo object created in Example 7 (on page 29) has attributes **h1** and **h2** whose values are the objects **house1** and **house2** respectively. In Example 1 through Example 6, the created UIInfo object has an attribute **object** whose value is the object **sam**.

Whenever a window event causes a Handler method to be called, Traits UI passes the corresponding UIInfo object as one of the method arguments. This gives the Handler the information necessary to perform its tasks.

## 5.2 Assigning Handlers to Views

In accordance with the MVC design pattern, Handlers and Views are separate entities belonging to distinct classes. In order for a custom Handler to provide the control logic for a window, it must be explicitly associated with the View for that window. The Traits UI package provides three ways to accomplish this:

- Make the Handler an attribute of the View.
- Provide the Handler as an argument to a display method such as `edit_traits()`.
- Define the View as part of the Handler.

### 5.2.1 Binding a Singleton Handler to a View

To associate a given custom Handler with all windows produced from a given View, assign an instance of the custom Handler class to the View's **handler** attribute. The result of this technique

<sup>12</sup> Other attributes of the UIInfo object include a UI object and any *trait editors* contained in the window (see Chapters 6-8).



Example 9 is that the window created by the View object is automatically controlled by the specified handler instance.

## 5.2.2 Linking Handler and View at Edit Time

It is also possible to associate a custom Handler with a specific window without assigning it permanently to the View. Each of the three Traits UI window-building methods (the `configure_traits()` and `edit_traits()` methods of the `HasTraits` class and the `ui()` method of the `View` class) has a *handler* keyword argument. Assigning an instance of `Handler` to this argument gives that handler instance control *only of the specific window being created by the method call*. This assignment overrides the View's **handler** attribute.

## 5.2.3 Creating a Default View Within a Handler

You seldom need to associate a single custom Handler with several different Views or vice versa, although you can in theory and there are cases where it is useful to be able to do so. In most real-life scenarios, a custom Handler is tailored to a particular View with which it is always used. One way to reflect this usage in the program design is to define the View as part of the Handler. The same rules apply as for defining Views within `HasTraits` objects; for example, a view named `trait_view` is used as the default view.

The `Handler` class, which is a subclass of `HasTraits`, overrides the standard `configure_traits()` and `edit_traits()` methods; the subclass versions are identical to the originals except that the `Handler` object on which they are called becomes the default Handler for the resulting windows. Note that for these versions of the display methods, the *context* keyword parameter is not optional.

## 5.3 Handler Subclasses

Traits version 3.0 provides two Handler subclasses: `ModelView` and `Controller`. Both of these classes are designed to simplify the process of creating an MVC-based application.

Both `ModelView` and `Controller` extend the `Handler` class by adding the following trait attributes:

- **model**—The model object for which this handler defines a view and controller.
- **info**—The `UIInfo` object associated with the actual user interface window or panel for the model object.

The **model** attribute provides convenient access to the model object associated with either subclass. Normally, the **model** attribute is set in the constructor when an instance of `ModelView` or `Controller` is created.

The **info** attribute provides convenient access to the `UIInfo` object associated with the active user interface view for the handler object. The **info** attribute is automatically set when the handler object's view is created.

Both classes' constructors accept an optional *model* parameter, which is the model object. They also can accept metadata as keyword parameters.

```
ModelView( model = None, **metadata )
Controller( model = None, **metadata )
```

The difference between the `ModelView` and `Controller` classes lies in context dictionary that each one passes to its associated user interface, as described in the following sections.

### 5.3.1 Controller Class

The `Controller` class is normally used when implementing a standard MVC-based design, and plays the “controller” role in the MVC design pattern. The “model” role is played by the object referenced by the `Controller`'s **model** attribute; and the “view” role is played by the View object associated with the model object.

The context dictionary that a `Controller` object passes to the View's `ui()` method contains the following entries:

- `object`—The Controller’s model object.
- `controller`—The Controller object itself.

Using a Controller as the handler class assumes that the model object contains most, if not all, of the data to be viewed. Therefore, the model object is used for the `object` key in the context dictionary, so that its attributes can be easily referenced with unqualified names (such as `Item('name')`).

## 5.3.2 ModelView Class

The ModelView class is useful when creating a variant of the standard MVC design pattern. In this variant, the ModelView subclass reformulates a number of trait attributes on its model object as properties on the ModelView, usually to convert the model’s data into a format that is more suited to a user interface.

The context dictionary that a ModelView object passes to the View’s `ui()` method contains the following entries:

- `object`—The ModelView object itself.
- `model`—The ModelView’s model object.

In effect, the ModelView object substitutes itself for the model object in relation to the View object, serving both the “controller” role and the “model” role (as a set of properties wrapped around the original model). Because the ModelView object is passed as the context’s `object`, its attributes can be referenced by unqualified names in the View definition.

## 5.4 Writing Handler Methods

If you create a custom Handler subclass, depending on the behavior you want to implement, you might override the standard methods of Handler, or you might create methods that respond to changes to specific trait attributes.

### 5.4.1 Overriding Standard Methods

The Handler class provides methods that are automatically executed at certain points in the lifespan of the window controlled

by a given Handler. By overriding these methods, you can implement a variety of custom window behaviors. The following sequence shows the points at which the Handler methods are called.

1. A UIInfo object is created
2. The Handler's `init_info()` method is called. Override this method if the handler needs access to viewable traits on the UIInfo object whose values are properties that depend on items in the context being edited.
3. The UI object is created, and generates the actual window.
4. The `init()` method is called. Override this method if you need to initialize or customize the window.
5. The `position()` method is called. Override this method to modify the position of the window (if setting the `x` and `y` attributes of the View is insufficient).
6. The window is displayed.

Table 7: When Handler methods are called, and when to override them

<i>Method</i>	<i>Called When</i>	<i>Override When?</i>
<code>apply(self, info)</code>	The user clicks the <b>Apply</b> button, and after the changes have been applied to the context objects.	To perform additional processing at this point.
<code>close(self, info, is_ok)</code>	The user requests to close the window, clicking <b>OK</b> , <b>Cancel</b> , or the window close button, menu, or icon.	To perform additional checks before destroying the window.
<code>closed(self, info, is_ok)</code>	The window has been destroyed	To perform additional clean-up tasks.

<i>Method</i>	<i>Called When</i>	<i>Override When?</i>
<code>revert(self, info)</code>	The user clicks the <b>Revert</b> button, or clicks <b>Cancel</b> in a live window.	To perform additional processing.
<code>setattr(self, info, object, name, value)</code>	The user changes a trait attribute value through the user interface.	To perform additional processing, such as keeping a change history. Make sure that the overriding method actually sets the attribute.
<code>show_help(self, info, control=None)</code>	The user clicks the <b>Help</b> button.	To call a custom help handler in addition to or instead of the global help handler, for this window.

## 5.4.2 Reacting to Trait Changes

The `setattr()` method described above is called whenever any trait value is changed in the UI. However, Traits UI also provides a mechanism for calling methods that are automatically executed whenever the user edits a *particular* trait. While you can use static notification handler methods on the `HasTraits` object, you might want to implement behavior that concerns only the user interface. In that case, following the MVC pattern dictates that such behavior should not be implemented in the “model” part of the code. In keeping with this pattern, Traits UI supports “user interface notification” methods, which must have a signature with the following format:

```
extended_traitname_changed(self, info)
```

This method is called whenever a change is made to the attribute specified by *extended\_traitname* in the **context** of the View used to

create the window (see Section 4.4 on page 28), where the dots in the extended trait reference have been replaced by underscores. For example, for a method to handle changes on the **salary** attribute of the object whose context key is 'object' (the default object), the method name should be `object_salary_changed()`.

By contrast, a subclass of `Handler` for Example 8 (on page 31) might include a method called `h2_price_changed()` to be called whenever the price of the second house is edited.

**Important: These methods are called on window creation.**

User interface notification methods are called when the window is first created.

To differentiate between code that should be executed when the window is first initialized and code that should be executed when the trait actually changes, use the **initialized** attribute of the `UIInfo` object (i.e., of the *info* argument):

```
def object_foo_changed(self, info):

    if not info.initialized:
        #code to be executed only when the window is
        #created
    else:
        #code to be executed only when 'foo' changes after
        #window initialization}

    #code to be executed in either case
```

The following script, which annotates its window's title with an asterisk (\*) the first time a data element is updated, demonstrates a simple use of both an overridden `setattr()` method and user interface notification method.

*Example 9: Using a Handler that reacts to trait changes*

```
# handler_override.py -- Example of a Handler that overrides
#                          setattr(), and that has a user interface
#                          notification method

from enthought.traits.api import HasTraits, Bool
from enthought.traits.ui.api import View, Handler

class TC_Handler(Handler):

    def setattr(self, info, object, name, value):
        Handler.setattr(self, info, object, name, value)
        info.object._updated = True
```

```
def object__updated_changed(self, info):
    if info.initialized:
        info.ui.title += "*"

class TestClass(HasTraits):
    b1 = Bool
    b2 = Bool
    b3 = Bool
    _updated = Bool(False)

view1 = View('b1', 'b2', 'b3',
             title="Alter Title",
             handler=TC_Handler(),
             buttons = ['OK', 'Cancel'])

tc = TestClass()
tc.configure_traits(view=view1)
```

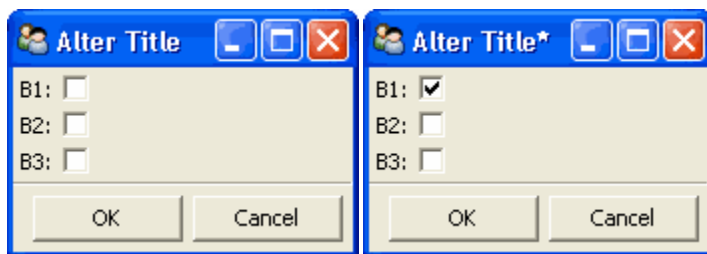


Figure 7 Before and after views of Example 9

## 5.4.3 Implementing Custom Window Commands

Another purpose that you can use a Handler for is to define custom window actions, which can be presented as buttons, menu items, or toolbar buttons.

### 5.4.3.1 Actions

In Traits UI, window commands are implemented as instances of the Action class. Actions can be used in command buttons, menus, and toolbars.

Suppose you want to build a window with a custom **Recalculate** action. Suppose further that you have defined a subclass of Handler called MyHandler to provide the logic for the window. To create the action:

1. Add a method to MyHandler that implements the command logic. This method can have any name (e.g., `do_recalc()`), but must accept exactly one argument: a `UIInfo` object.
2. Create an Action instance using the name of the new method, e.g.:

```
recalc = Action(name = "Recalculate",
               action = "do_recalc")
```

### 5.4.3.2 Custom Command Buttons

The simplest way to turn an Action into a window command is to add it to the **buttons** attribute for the View. It appears in the button area of the window, along with any standard buttons you specify.

1. Define the handler method and action, as described in Section 5.4.3.1.
2. Include the new Action in the **buttons** attribute for the View:

```
View ( #view contents,
      # ...,
      buttons = [ OKButton, CancelButton, recalc ])
```

### 5.4.3.3 Menus and Menu Bars

Another way to install an Action such as **recalc** as a window command is to make it into a menu option.

1. Define the handler method and action, as described in Section 5.4.3.1.
2. If the View does not already include a MenuBar, create one and assign it to the View's **menubar** attribute.
3. If the appropriate Menu does not yet exist, create it and add it to the MenuBar.
4. Add the Action to the Menu.

These steps can be executed all at once when the View is created, as in the following code:

```
View ( #view contents,
      # ...,
      menubar = MenuBar(
        Menu( my_action,
              name = 'My Special Menu')))
```



#### 5.4.3.4 Toolbars

A third way to add an action to a Traits View is to make it a button on a toolbar. Adding a toolbar to a Traits View is similar to adding a menu bar, except that toolbars do not contain menus; they directly contain actions.

1. Define the handler method and the action, as in Section 5.4.3.1 on page 41, including a tooltip and an image to display on the toolbar. The image must be a Pyface ImageResource instance; if a path to the image file is not specified, it is assumed to be in an `images` subdirectory of the directory where ImageResource is used.

```
from enthought.pyface.api import ImageResource

recalc = Action(name = "Recalculate",
                action = "do_recalc",
                tooltip = "Recalculate the results",
                image = ImageResource("recalc.png"))
```

2. If the View does not already include a ToolBar, create one and assign it to the View's **toolbar** attribute.
3. Add the Action to the ToolBar.

As with a MenuBar, these steps can be executed all at once when the View is created, as in the following code:

```
View ( #view contents,
      # ...,
      toolbar = ToolBar( my_action))
```

## 6 Introduction to Trait Editor Factories

The preceding code samples in this User Guide have been surprisingly simple considering the sophistication of the interfaces that they produce. In particular, no code at all has been required to produce appropriate widgets for the Traits to be viewed or edited in a given window. This is one of the strengths of Traits UI: usable interfaces can be produced simply and with a relatively low level of UI programming expertise.

An even greater strength lies in the fact that this simplicity does not have to be paid for in lack of flexibility. Where a novice Traits UI programmer can ignore the question of widgets altogether, a more advanced one can select from a variety of predefined interface components for displaying any given Trait. Furthermore, a programmer who is comfortable both with Traits UI and with UI programming in general can harness the full power and flexibility of the underlying GUI toolkit from within Traits UI.

The secret behind this combination of simplicity and flexibility is a Traits UI construct called a *trait editor factory*. A trait editor factory encapsulates a set of display instructions for a given trait type, hiding GUI-toolkit-specific code inside an abstraction with a relatively straightforward interface. Furthermore, every predefined trait type in the Traits package has a predefined trait editor factory that is automatically used whenever the trait is displayed, unless you specify otherwise.

Consider the following script and the window it creates:

### *Example 10: Using default trait editors*

```
# default_trait_editors.py -- Example of using default
#                               trait editors

from enthought.traits.api import HasTraits, Str, Range, Bool
from enthought.traits.ui.api import View, Item

class Adult(HasTraits):
    first_name = Str
    last_name = Str
    age = Range(21, 99)
    registered_voter = Bool
```

```
traits_view = View(Item(name='first_name'),
                   Item(name='last_name'),
                   Item(name='age'),
                   Item(name='registered_voter'))

alice = Adult(first_name='Alice',
              last_name='Smith',
              age=42,
              registered_voter=True)

alice.configure_traits()
```



Figure 8: User interface for Example 10

Notice that each trait is displayed in an appropriate widget, even though the code does not explicitly specify any widgets at all. The two Str traits appear in text boxes, the Range is displayed using a combination of a text box and a slider, and the Bool is represented by a checkbox. Each implementation is generated by the default trait editor factory (TextEditor, RangeEditor and BooleanEditor respectively) associated with the trait type.

Traits UI is by no means limited to these defaults. There are two ways to override the default representation of a trait attribute in a Traits UI window:

- Explicitly specifying an alternate trait editor factory
- Specifying an alternate style for the editor generated by the factory

The remainder of this chapter examines these alternatives more closely.

## 6.1 Specifying an Alternate Trait Editor Factory

As of this writing the Traits UI package includes the following predefined trait editor factories:

- , page 54
- BooleanEditor(), page 56
- ButtonEditor(), page 57
- CheckListEditor(), page 58
- CodeEditor(), page 59
- ColorEditor(), page 60
- CompoundEditor(), p. 63
- CustomEditor(), page 87
- DNDEditor(), page 88
- DirectoryEditor(), page 63
- DropEditor(), page 88
- EnumEditor(), page 64
- FileEditor(), page 66
- FontEditor(), page 68
- HTMLEditor(), page 69
- ImageEnumEditor(), p. 71
- InstanceEditor(), page 73
- ListEditor(), page 77
- NullEditor(), page 79
- RangeEditor(), page 79
- RGBColorEditor(), page 81
- SetEditor(), page 81
- ShellEditor(), page 82
- TableEditor(), page 91
- TextEditor(), page 83
- TitleEditor(), page 85
- TreeEditor(), page 98
- TupleEditor(), page 85
- ValueEditor(), page 86

Some additional editor factories are specific to the wxWidgets toolkit and are defined in one of the following packages:

- enthought.traits.ui.wx
- enthought.traits.ui.wx.extra
- enthought.traits.ui.wx.extra.windows (specific to Microsoft Windows)

These editor factories include the following:

- , page 109
- ArrayViewEditor, p. 109
- FlashEditor, page 109
- HistoryEditor(), page 110
- IEHTMLEditor(), page 110
- LEDEditor(), page 111
- ListCanvasEditor(), p. 112
- ListStrEditor(), page 114
- , p.
- TabularEditor(), page 115
- ThemedButtonEditor(), page 119
- ThemedCheckboxEditor(), page 119
- ThemedTextEditor(), p. 119
- ThemedVerticalNotebookEditor(), page 120
- UIDebugEditor(), page 120
- VETEditor(), page 120

For a current complete list of editor factories, refer to the *Traits API Reference*. These editor factories are described in detail in Chapter 7.

Other packages can define their own editor factories for their own traits. For example, enthought.kiva.api.KivaFont uses a KivaFontEditor() and enthought.enable2.traits.api.RGBAColor uses an RGBAColorEditor().

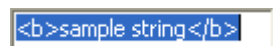
For most predefined traits (see *Traits User Manual*), there is exactly one predefined trait editor factory suitable for displaying it: the editor factory that is assigned as its default.<sup>13</sup> There are exceptions, however; for example, a `Str` trait defaults to using a `TextEditor`, but can also use a `CodeEditor` or an `HTMLEditor`. A `List` trait can be edited by means of `ListEditor`, `TableEditor` (if the `List` elements are `HasTraits` objects), `CheckListEditor` or `SetEditor`. Furthermore, the Traits UI package includes tools for building additional trait editors and factories for them as needed; these tools are described in Chapter 8.

To use an alternate editor factory for a trait in a Traits UI window, you must specify it in the View for that window. This is done at the Item level, using the *editor* keyword parameter. The syntax of the specification is `editor = editor_name()`. (Use the same syntax for specifying that the default editor should be used, but with certain keyword parameters explicitly specified; see Section 6.1.1 on page 48).

For example, to display a `Str` trait called **my\_string** using the default editor factory (`TextEditor()`), the View might contain the following Item:

```
Item(name='my_string')
```

The resulting widget would have the following appearance:



*Figure 9: Default editor for an Str trait*

To use the `HTMLEditor` factory instead, add the appropriate specification to the Item:

```
Item( name='my_string', editor=HTMLEditor() )
```

The resulting widget appears as in Figure 10:

---

<sup>13</sup> Appendix II contains a table of the predefined trait types in the Traits package and their default trait editor types.

sample string

Figure 10: Editor generated by `HTMLEditor()`

**NOTE: Traits UI does not check editors for appropriateness.**

Traits UI does not police the *editor* argument to ensure that the specified editor is appropriate for the trait being displayed. Thus there is nothing to prevent you from trying to, say, display a Float trait using `ColorEditor()`. The results of such a mismatch are unlikely to be helpful, and can even crash the application; it is up to the programmer to choose an editor sensibly. Chapter 7 is a useful reference for selecting an appropriate editor for a given task.

It is possible to specify the trait editor for a trait in other ways:

- You can specify a trait editor when you define a trait, by passing the result of a trait editor factory as the *editor* keyword parameter of the callable that creates the trait. However, this approach commingles the “view” of a trait with its “model”.
- You can specify the **editor** attribute of a `TraitHandler` object. This approach commingles the “view” of a trait with its “controller”.

Use these approaches very carefully, if at all, as they muddle the MVC design pattern.

## 6.1.1 Initializing Editors

Many of the Traits UI trait editors can be used “straight from the box” as in the example above. There are some editors, however, that must be initialized in order to be useful. For example, a checklist editor (from `CheckListEditor()`) and a set editor (from `SetEditor()`) both enable the user to edit a List attribute by selecting elements from a specified set; the contents of this set must, of course, be known to the editor. This sort of initialization is usually performed by means of one or more keyword arguments to the editor factory, for example:

```
Item(name='my_list', editor=CheckListEditor(values=["opt1", "opt2", "opt3"]))
```

The descriptions of trait editor factories in Chapter 7 include a list of required and optional initialization keywords for each editor.

## 6.2 Specifying an Editor Style

In Traits UI, any given trait editor can be generated in one or more of four different styles: *simple*, *custom*, *text* or *readonly*. These styles, which are described in general terms below, represent different “flavors” of data display, so that a given trait editor can look completely different in one style than in another. However, different trait editors displayed in the same style (usually) have noticeable characteristics in common. This is useful because editor style, unlike individual editors, can be set at the Group or View level, not just at the Item level. This point is discussed further in Section 6.2.5 on page 52.

### 6.2.1 The ‘simple’ Style

The *simple* editor style is designed to be as functional as possible while requiring minimal space within the window. In simple style, most of the Traits UI editors take up only a single line of space in the window in which they are embedded.

In some cases, such as the text editor and Boolean editor (see Section 7.1 on page 54), the single line is fully sufficient. In others, such as the (plain) color editor and the enumeration editor, a more detailed interface is required; pop-up panels, drop-down lists, or dialog boxes are often used in such cases. For example, the simple version of the enumeration editor for the wxWidgets toolkit looks like this:



Figure 11: Simple style of enumeration editor

However, when the user clicks on the widget, a drop-down list appears:

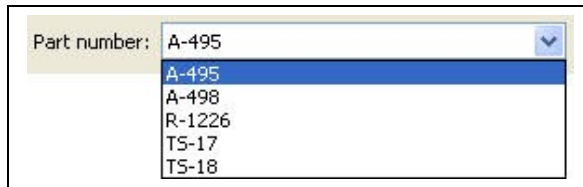


Figure 12: Simple enumeration editor with expanded list

The simple editor style is most suitable for windows that must be kept small and concise.

## 6.2.2 The ‘custom’ Style

The *custom* editor style generally generates the most detailed version of any given editor. It is intended to provide maximal functionality and information without regard to the amount of window space used. For example, in the wxWindows toolkit, the custom style the enumeration editor appears as a set of radio buttons rather than a drop-down list:

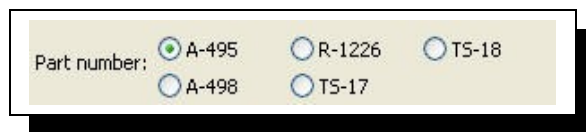


Figure 13: Custom style of enumeration editor

In general, the custom editor style can be very useful when there is no need to conserve window space, as it enables the user to see as much information as possible without having to interact with the widget. It also usually provides the most intuitive interface of the four.

Note that this style is not defined explicitly for all trait editor implementations. If the custom style is requested for an editor for which it is not defined, the simple style is generated instead.

## 6.2.3 The ‘text’ Style

The *text* editor style is the simplest of the editor styles. When applied to a given trait attribute, it generates a text representation of the trait value in an editable box. Thus the enumeration editor in text style looks like the following:



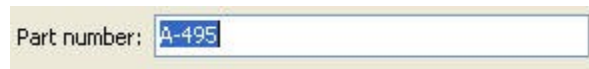


Figure 14: Text style of enumeration editor

For this type of editor, the end user must type in a valid value for the attribute. If the user types an invalid value, the validation method for the attribute (see *Traits User Manual*) notifies the user of the error (for example, by shading the background of the text box red).

The text representation of an attribute to be edited in a text style editor is created in one of the following ways, listed in order of priority:

1. The function specified in the `format_func` attribute of the `Item` (see Section 2.2.1 on page 7), if any, is called on the attribute value.
2. Otherwise, the function specified in the `format_func` parameter of the trait editor factory, if any, is called on the attribute value.
3. Otherwise, the Python-style formatting string specified in the `format_str` attribute of the `Item` (see Section 2.2.1 on page 7), if any, is used to format the attribute value.
4. Otherwise, the Python-style formatting string specified in the `format_str` parameter of the trait editor factory, if any, is used to format the attribute value.
5. Otherwise, the Python `str()` function is called on the attribute value.

## 6.2.4 The ‘readonly’ style

The *readonly* editor style is usually identical in appearance to the text style, except that the value appears as static text rather than in an editable box:



Figure 15: Read-only style of enumeration editor

This editor style is used to display data values without allowing the user to change them.

## 6.2.5 Using Editor Styles

As discussed in Chapters 2.2 and 3, the Item, Group and View objects of Traits UI all have a **style** attribute. The style of editor used to display the Items in a View is determined as follows:

1. The editor style used to display a given Item is the value of its **style** attribute if specifically assigned. Otherwise the editor style of the Group or View that contains the Item is used.
2. The editor style of a Group is the value of its **style** attribute if assigned. Otherwise, it is the editor style of the Group or View that contains the Group.
3. The editor style of a View is the value of its **style** attribute if specified, and 'simple' otherwise.

In other words, editor style can be specified at the Item, Group or View level, and in case of conflicts the style of the smaller scope takes precedence. For example, consider the following script:

*Example 11: Using editors styles at various levels*

```
# mixed_styles.py -- Example of using editor styles at
#                      various levels

from enthought.traits.api import HasTraits, Str, Enum
from enthought.traits.ui.api import View, Group, Item

class MixedStyles(HasTraits):
    first_name = Str
    last_name = Str

    department = Enum("Business", "Research", "Admin")
    position_type = Enum("Full-Time",
                        "Part-Time",
                        "Contract")

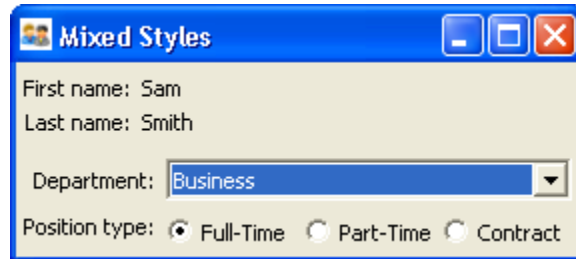
    traits_view = View(Group(Item(name='first_name'),
                            Item(name='last_name'),
                            Group(Item(name='department'),
                                Item(name='position_type',
                                    style='custom'),
                                style='simple'))),
                      title='Mixed Styles',
                      style='readonly')

ms = MixedStyles(first_name='Sam', last_name='Smith')
ms.configure_traits()
```

Notice how the editor styles are set for each attribute:

- **position\_type** at the Item level
- **department** at the Group level
- **first\_name** and **last\_name** at the View level

The resulting window demonstrates these precedence rules:



*Figure 16: User interface for Example 11*

## 7 The Predefined Trait Editor Factories

This chapter contains individual descriptions of the predefined trait editor factories provided by Traits UI. Most of these editor factories are straightforward and can be used easily with little or no expertise on the part of the programmer or end user; these are described in Section 7.1. Section 7.2 (on page 87) covers a smaller set of specialized editors that have more complex interfaces or that are designed to be used along with complex editors.

**NOTE:** *Examples are toolkit-specific.*

The exact appearance of the editors depends on the underlying GUI toolkit. The screenshots and descriptions in this chapter are based on wxWindows. Another supported GUI toolkit is Qt, from TrollTech.

Rather than trying to memorize all the information in this chapter, you might skim it to get a general idea of the available trait editors and their capabilities, and to use it as a reference thereafter.

### 7.1 Basic Trait Editor Factories

The editor factories described in the following sections are straightforward to use. You can pass the editor object returned by the editor factory as the value of the *editor* keyword parameter when defining a trait.

#### 7.1.1 ArrayEditor()

**Suitable for** 2-D Array, 2-D CArray

**Default for** Array, CArray (if 2-D)

**Required parameters** (none)

**Optional parameters** *width*

The editors generated by `ArrayEditor()` provide text fields (or static text for the read-only style) for each cell of a two-dimensional Numeric array. Only the simple and read-only styles are supported

by the wxWidgets implementation. You can specify the width of the text fields with the *width* parameter.

Figure 17: Array editors

The following code generates the editors shown in Figure 17.

*Example 12: Demonstration of array editors*

```
# array_editor.py -- Example of using array editors

from enthought.util.numerix import Int, Float
from enthought.traits.api import HasPrivateTraits, Array
from enthought.traits.ui.api \
    import View, ArrayEditor, Item
from enthought.traits.ui.menu import NoButtons

class ArrayEditorTest ( HasPrivateTraits ):

    three = Array(Int, (3,3))
    four  = Array(Float,
                  (4,4),
                  editor = ArrayEditor(width = -50))
```

```
view = View( Item('three', label='3x3 Integer'),
             '_ ',
             Item('three',
                  label='Integer Read-only',
                  style='readonly'),
             '_ ',
             Item('four', label='4x4 Float'),
             '_ ',
             Item('four',
                  label='Float Read-only',
                  style='readonly'),
             buttons = NoButtons,
             resizable = True )

if __name__ == '__main__':
    ArrayEditorTest().configure_traits()
```

## 7.1.2 BooleanEditor()

**Suitable for** Bool, CBool

**Default for** Bool, CBool

**Required parameters** (none)

**Optional parameters** *mapping*

BooleanEditor is one of the simplest of the built-in editor factories in the Traits UI package. It is used exclusively to edit and display Boolean (i.e, True/False) traits. In the simple and custom styles, it generates a checkbox. In the text style, the editor displays the trait value (as one would expect) as the strings True or False.

However, several variations are accepted as input:

- |        |         |
|--------|---------|
| • True | • False |
| • True | • False |
| • T    | • F     |
| • Yes  | • No    |
| • y    | • n     |

The set of acceptable text inputs can be changed by setting the BooleanEditor() parameter *mapping* to a dictionary whose entries are of the form *str*: *val*, where *val* is either True or False and *str* is a string that is acceptable as text input in place of that value. For example, to create a Boolean editor that accepts only yes and no as appropriate text values, you might use the following expression:

```
editor=BooleanEditor(mapping={"yes":True, "no":False})
```

Note that in this case, the strings `True` and `False` would *not* be acceptable as text input.

Figure 18 shows the four styles generated by `BooleanEditor()`.

Figure 18: Boolean editor styles

### 7.1.3 ButtonEditor()

**Suitable for** Button, Event, ToolbarButton

**Default for** Button, ToolbarButton

**Required parameters** (none)

**Optional parameters** *image, label, orientation, style, value, view, width\_padding*

The `ButtonEditor()` factory is designed to be used with an `Event` or `Button`<sup>14</sup> trait. When a user clicks a button editor, the associated event is fired. Because events are not printable objects, the text and read-only styles are not implemented for this editor. The simple and custom styles of this editor are identical.

Figure 19: Button editor styles

By default, the label of the button is the name of the `Button` or `Event` trait to which it is linked.<sup>15</sup> However, this label can be set to

<sup>14</sup> In Traits, a `Button` and an `Event` are essentially the same thing, except that `Buttons` are automatically associated with button editors.

<sup>15</sup> Traits UI makes minor modifications to the name, capitalizing the first letter and replacing underscores with spaces, as in the case of a default `Item` label (see Section 2.2.1).

any string by specifying the *label* parameter of `ButtonEditor()` as that string.

You can specify a value for the trait to be set to, using the *value* parameter. If the trait is an Event, then the value is not stored, but might be useful to an event listener.

## 7.1.4 CheckListEditor()

**Suitable for** List

**Default for** (none)

**Required parameters**

**Optional parameters** *cols, names, values*

The editors generated by the `CheckListEditor()` factory are designed to enable the user to edit a List trait by selecting elements from a “master list”, i.e., a list of possible values. The list of values can be supplied by the trait being edited, or by the *values* parameter.

The *values* parameter can take either of two forms:

- A list of strings
- A list of tuples of the form (*element, label*), where *element* can be of any type and *label* is a string.

In the latter case, the user selects from the labels, but the underlying trait is a List of the corresponding *element* values.

Alternatively, you can use the *names* parameter to specify the label strings for the values.

The custom style of editor from this factory is displayed as a set of checkboxes. By default, these checkboxes are displayed in a single column; however, you can initialize the *cols* parameter of the editor factory to any value between 1 and 20, in which case the corresponding number of columns is used.

The simple style generated by `CheckListEditor()` appears as a drop-down list; in this style, only one list element can be selected, so it returns a list with a single item. The text and read-only styles represent the current contents of the attribute in Python-style text format; in these cases the user cannot see the master list values that have not been selected.



The four styles generated by `CheckListEditor()` are shown in Figure 20. Note that in this case the `cols` parameter has been set to 4.

Figure 20: Checklist editor styles

## 7.1.5 CodeEditor()

**Suitable for** Code, Str, String

**Default for** Code

**Required parameters** (none)

**Optional parameters** *auto\_set*

The purpose of a code editor is to display and edit Code traits, though it can be used with the Str and String trait types as well. In the simple and custom styles (which are identical for this editor), the text is displayed in numbered, non-wrapping lines with a horizontal scrollbar. The text style displays the trait value using a single scrolling line with special characters to represent line breaks. The read-only style is similar to the simple and custom styles except that the text is not editable.

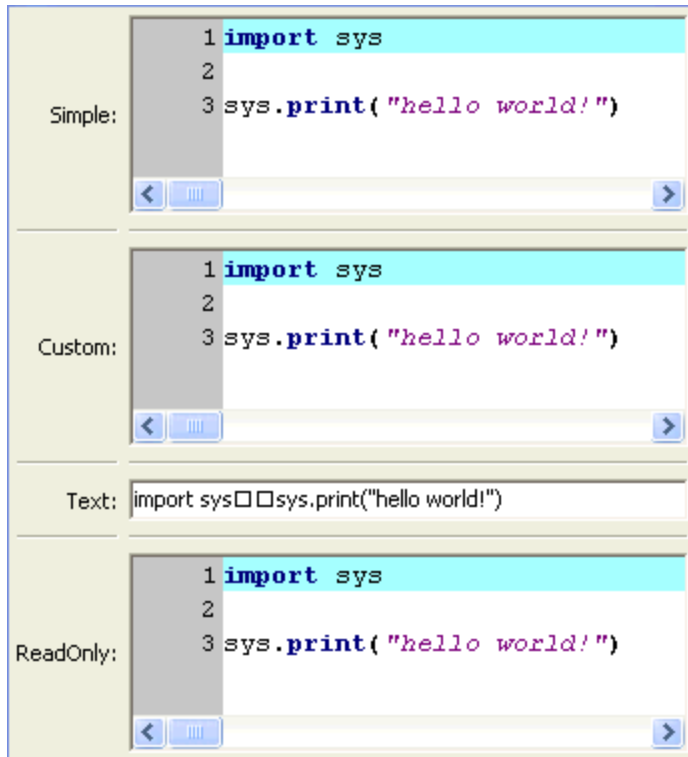


Figure 21: Code editor styles

The `auto_set` keyword parameter is a Boolean value indicating whether the trait being edited should be updated with every keystroke (True) or only when the editor loses focus, i.e., when the user tabs away from it or closes the window (False). The default value of this parameter is True.

## 7.1.6 ColorEditor()

**Suitable for** Color

**Default for** Color

**Required parameters** (none)

**Optional parameters** *mapped*

The editors generated by `ColorEditor()` are designed to enable the user to display a Color trait or edit it by selecting a color from the palette available in the underlying GUI toolkit. The four styles of color editor are shown in Figure 22.

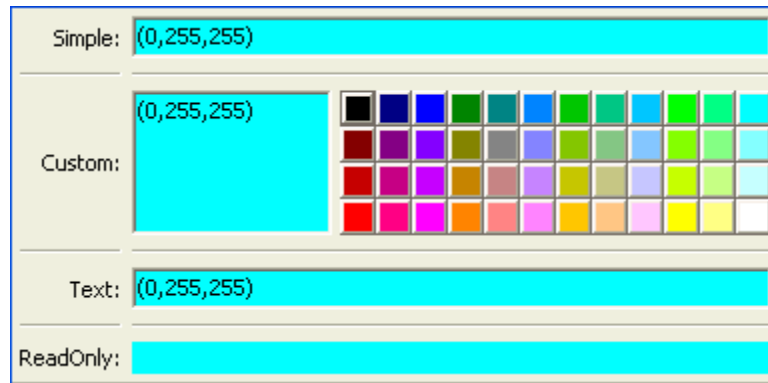


Figure 22: Color editor styles

In the simple style, the editor appears as a text box whose background is a sample of the currently selected color. The text in the box is either a color name or a tuple of the form  $(r,g,b)$  where  $r$ ,  $g$ , and  $b$  are the numeric values of the red, green and blue color components respectively. (Which representation is used depends on how the value was entered.) The text value is not directly editable in this style of editor; instead, clicking on the text box displays a pop-up panel similar in appearance and function to the custom style.

The custom style includes a labeled color swatch on the left, representing the current value of the Color trait, and a palette of common color choices on the right. Clicking on any tile of the palette changes the color selection, causing the swatch to update accordingly. Clicking on the swatch itself causes a more detailed, platform-specific interface to appear in a dialog box, such as is shown in Figure 23.

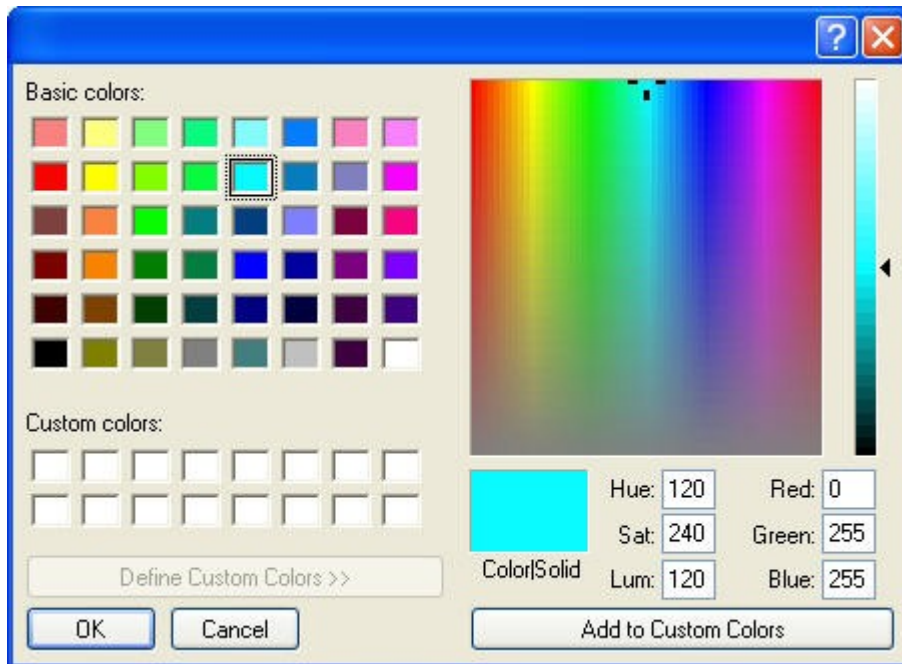


Figure 23: Custom color selection dialog box for Microsoft Windows XP

The text style of editor looks exactly like the simple style, but the text box is editable (and clicking on it does not open a pop-up panel). The user must enter a recognized color name or a properly formatted  $(r,g,b)$  tuple.

The read-only style displays the text representation of the currently selected Color value (name or tuple) on a minimally-sized background of the corresponding color.

**For advanced users:** The *mapped* keyword parameter of `ColorEditor()` is a Boolean value indicating whether the trait being edited has a built-in mapping of user-oriented representations (e.g., strings) to internal representations. Since `ColorEditor()` is generally used only for Color traits, which are mapped (e.g., `cyan` to `wx.Colour(0,255,255)`), this parameter defaults to `True` and is not of interest to most programmers. However, it is possible to define a custom color Trait that uses `ColorEditor()` but is not mapped (i.e., uses only one representation), which is why the attribute is available.

## 7.1.7 CompoundEditor()

<b>Suitable for</b>	special
<b>Default for</b>	“compound” traits
<b>Required parameters</b>	(none)
<b>Optional parameters</b>	<i>auto_set</i>

An editor generated by CompoundEditor() consists of a combination of the editors for trait types that compose the compound trait. The widgets for the compound editor are of the style specified for the compound editor (simple, custom, etc.). The editors shown in Figure 24 are for the following trait, whose value can be an integer between 1 and 6, or any of the letters ‘a’ through ‘f’:

```
compound_trait = Trait( 1, Range( 1, 6 ), 'a', 'b', 'c',
                        'd', 'e', 'f')
```

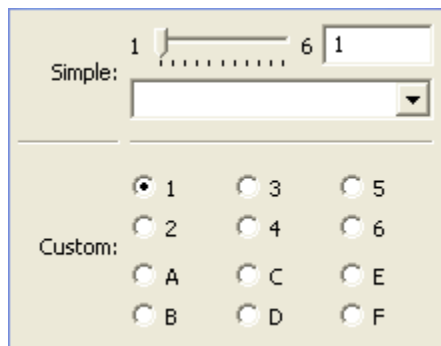


Figure 24: Example compound editor styles

The *auto\_set* keyword parameter is a Boolean value indicating whether the trait being edited should be updated with every keystroke (True) or only when the editor loses focus, i.e., when the user tabs away from it or closes the window (False). The default value of this parameter is True.

## 7.1.8 DirectoryEditor()

<b>Suitable for</b>	Directory
<b>Default for</b>	Directory
<b>Required parameters</b>	(none)
<b>Optional parameters</b>	(none)

A directory editor enables the user to display a Directory trait or set it to some directory in the local system hierarchy. The four styles of this editor are shown in Figure 25.

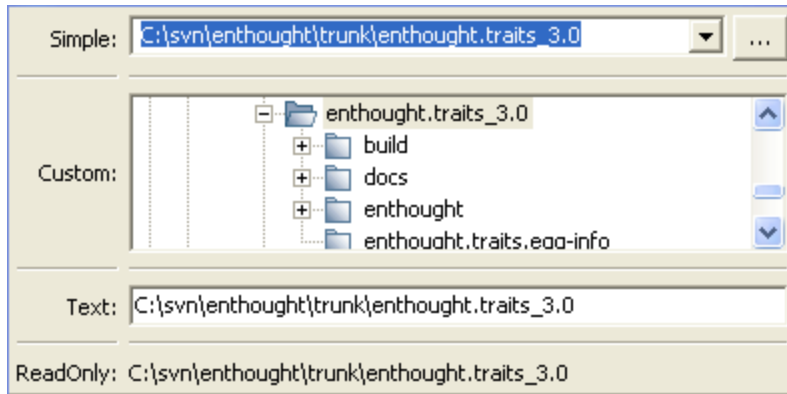


Figure 25: Directory editor styles

In the simple style, the current value of the trait is displayed in a combo box to the left of a button labeled '...'. The user can type a new path directly into the text box, select a previous value from the droplist of the combo box, or use the button to bring up a directory browser panel similar to the custom style of editor.

When the user selects a directory in this browser, the panel collapses, and control is returned to the original editor widget, which is automatically populated with the new path string.

The user can also drag and drop a directory object onto the simple style editor.

The custom style displays a directory browser panel, in which the user can expand or collapse directory structures, and click a folder icon to select a directory.

The text style of editor is simply a text box into which the user can type a directory path. The 'readonly' style is identical to the text style, except that the text box is not editable.

No validation is performed on Directory traits; the user must ensure that a typed-in value is in fact an actual directory on the system.

## 7.1.9 EnumEditor()

**Suitable for** Enum, Any

**Default for** Enum

**Required parameters** for non-Enum traits:  
*values* or *name*

**Optional parameters** *cols, evaluate, mode*

The editors generated by `EnumEditor()` enable the user to pick a single value from a closed set of values.

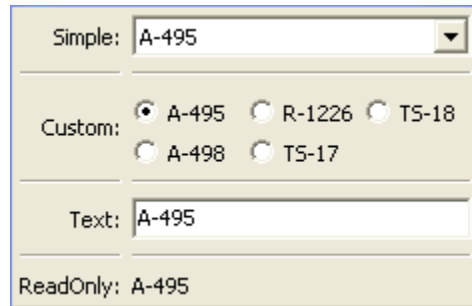


Figure 26: Enumeration editor styles

The simple style of editor is a drop-down list box.

The custom style is a set of radio buttons. Use the `cols` parameter to specify the number of columns of radio buttons.

The text style is an editable text field; if the user enters a value that is not in enumerated set, the background of the field turns red, to indicate an error. You can specify a function to evaluate text input, using the `evaluate` parameter.

The read-only style is the value of the trait as static text.

If the trait attribute that is being edited is not an enumeration, you must specify either the trait attribute (with the `name` parameter), or the set of values to display (with the `values` parameter). The `name` parameter can be an extended trait name. The `values` parameter can be a list, tuple, or dictionary, or a “mapped” trait.

By default, an enumeration editor sorts its values alphabetically. To specify a different order for the items, give it a mapping from the normal values to ones with a numeric tag. The enumeration editor sorts the values based on the numeric tags, and then strips out the tags. For example:

*Example 13: Enumeration editor with mapped values*

```
# enum_editor.py -- Example of using an enumeration editor
from enthought.traits.api import HasTraits, Enum
from enthought.traits.ui.api import EnumEditor

class EnumExample(HasTraits):
    priority = Enum('Medium', 'Highest',
                  'High',
                  'Medium',
                  'Low',
                  'Lowest')
```

```
view = View( Item(name='priority',
                  editor=EnumEditor(values={
                      'Highest' : '1:Highest',
                      'High'    : '2:High',
                      'Medium'  : '3:Medium',
                      'Low'     : '4:Low',
                      'Lowest'  : '5:Lowest', })))
```

The enumeration editor strips the characters up to and including the colon. It assumes that all the items have the colon in the same position; therefore, if some of your tags have multiple digits, you should use zeros to pad the items that have fewer digits.

### 7.1.10 FileEditor()

**Suitable for** File

**Default for** File

**Required parameters** (none)

**Optional parameters** *entries, filter, filter\_name, reload\_name, truncate\_ext*

A file editor enables the user to display a File trait or set it to some file in the local system hierarchy. The styles of this editor are shown in Figure 27.



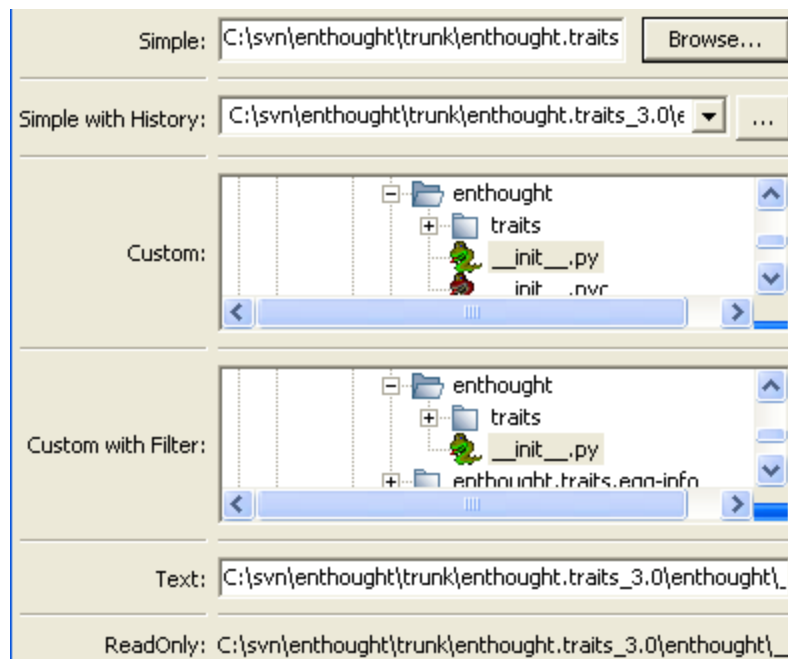


Figure 27: File editor styles

The default version of the simple style displays a text box and a **Browse** button. Clicking **Browse** opens a platform-specific file selection dialog box. If you specify the *entries* keyword parameter with an integer value to the factory function, the simple style is a combo box and a button labeled '...'. The user can type a file path in the combo box, or select one of *entries* previous values. Clicking the '...' button opens a browser panel similar to the custom style of editor. When the user selects a file in this browser, the panel collapses, and control is returned to the original editor widget, which is automatically populated with the new path string.

For either version of the simple style, the user can drag and drop a file object onto the control.

The custom style displays a file system browser panel, in which the user can expand or collapse directory structures, and click an icon to select a file.

You can specify a list of filters to apply to the file names displayed, using the *filter* keyword parameter of the factory function. In Figure 27, the "Custom with Filter" editor uses a *filter* value of [ '\*.py' ] to display only Python source files. You can also specify this parameter for the simple style, and it will be used in the file selection dialog box or pop-up file system browser panel. Alternatively, you can specify *filter\_name*, whose value is an

extended trait name of a trait attribute that contains the list of filters.

The *reload\_name* parameter is an extended trait name of a trait attribute that is used to notify the editor when the view of the file system needs to be reloaded.

The *truncate\_ext* parameter is a Boolean that indicates whether the file extension is removed from the returned filename. It is False by default, meaning that the filename is not modified before it is returned.

### 7.1.11 FontEditor()

**Suitable for** Font

**Default for** Font

**Required parameters** (none)

**Optional parameters** (none)

A font editor enables the user to display a Font trait or edit it by selecting one of the fonts provided by the underlying GUI toolkit. The four styles of this editor are shown in Figure 28.

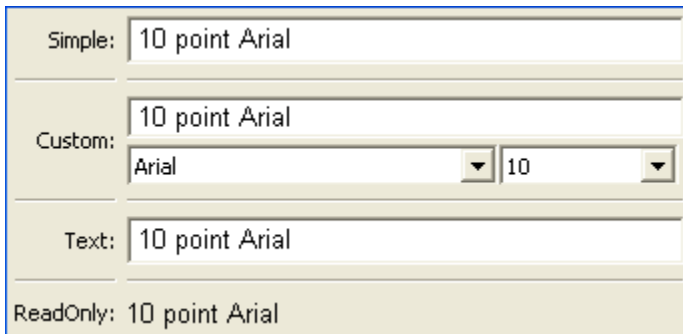


Figure 28: Font editor styles

In the simple style, the currently selected font appears in a display similar to a text box, except that when the user clicks on it, a platform-specific dialog box appears with a detailed interface, such as is shown in Figure 29. When the user clicks **OK**, control returns to the editor, which then displays the newly selected font.

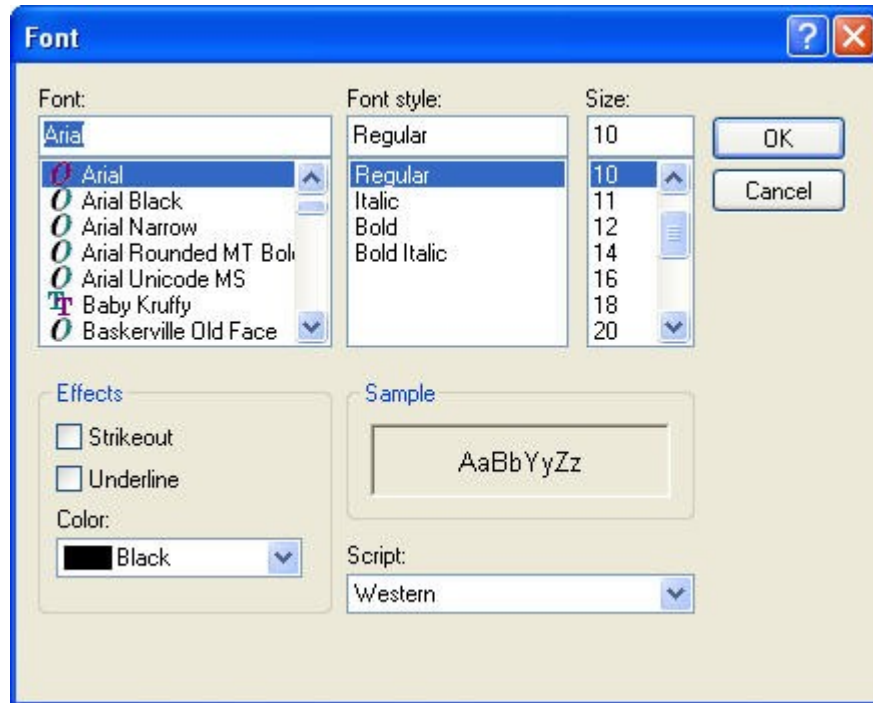


Figure 29: Example font dialog box for Microsoft Windows

In the simple style, an abbreviated version of the font dialog box is displayed in-line. The user can either type the name of the font in the text box or use the two drop-down lists to select a typeface and size.

In the text style, the user *must* type the name of a font in the text box provided. No validation is performed; the user must enter the correct name of an available font. The read-only style is identical except that the text is not editable.

## 7.1.12 HTMLEditor()

**Suitable for** HTML, string traits

**Default for** HTML

**Required parameters** (none)

**Optional parameters** *format\_text*

The “editor” generated by HTMLEditor() interprets and displays text as HTML. It does not support the user editing the text that it displays. It generates the same type of editor, regardless of the style specified. Figure 30 shows an HTML editor in the upper pane, with a code editor in the lower pane, displaying the uninterpreted text.

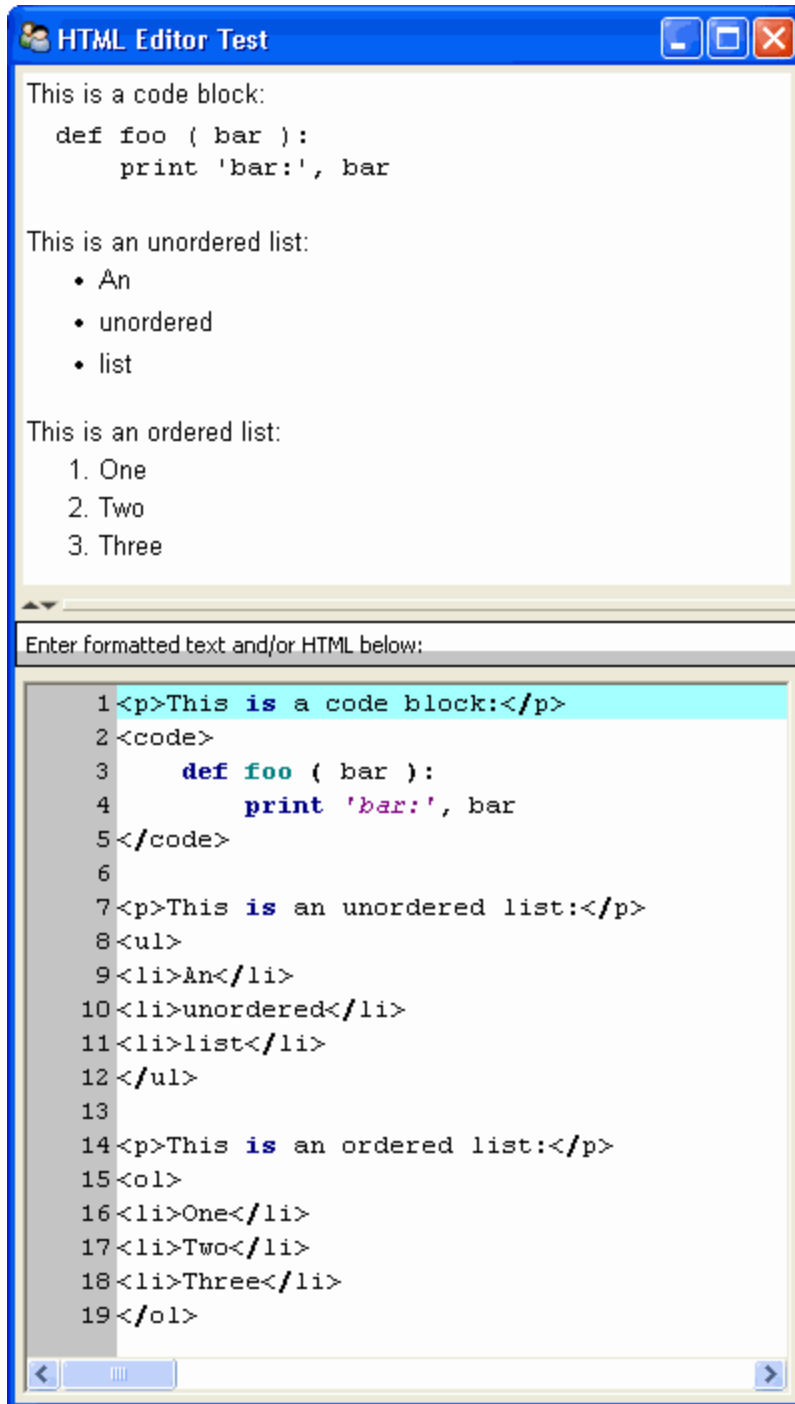


Figure 30: Example HTML editor, with code editor showing original text

**NOTE: HTML support is limited in the wxWidgets toolkit.**

The set of tags supported by the wxWidgets implementation of the HTML editor is a subset of the HTML 3.2 standard. It does not support style sheets or complex formatting. Refer to the [wxWidgets documentation](#) for details.

If the *format\_text* argument is True, then the HTML editor supports basic implicit formatting, which it converts to HTML before passing the text to the HTML interpreter. The implicit formatting follows these rules:

- Indented lines that start with a dash ('-') are converted to unordered lists.
- Indented lines that start with an asterisk (\*) are converted to ordered lists.
- Indented lines that start with any other character are converted to code blocks.
- Blank lines are converted to paragraph separators.

The following text produces the same displayed HTML as in Figure 30, when *format\_text* is True:

This is a code block:

```
def foo ( bar ) :
    print 'bar:', bar
```

This is an unordered list:

```
- An
- unordered
- list
```

This is an ordered list:

```
* One
* Two
* Three
```

## 7.1.13 ImageEnumEditor()

**Suitable for** Enum, Any

**Default for** (none)

**Required parameters** for non-Enum traits:  
*values* or *name*

**Optional parameters** *path*, *klass*, or *module*; *cols*, *evaluate*, *suffix*

The editors generated by `ImageEnumEditor()` enable the user to select an item in an enumeration by selecting an image that represents the item.

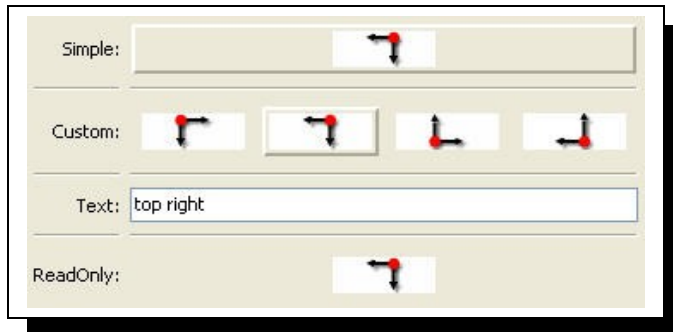


Figure 31: Editor styles for image enumeration

The custom style of editor displays a set of images; the user selects one by clicking it, and it becomes highlighted to indicate that it is selected.

The simple style displays a button with an image for the currently selected item. When the user clicks the button, a pop-up panel displays a set of images, similar to the custom style. The user clicks an image, which becomes the new image on the button.

The text style does not display images; it displays the text representation of the currently selected item. The user must type the text representation of another item to select it.

The read-only style displays the image for the currently selected item, which the user cannot change.

The `ImageEnumEditor()` function accepts the same parameters as the `EnumEditor()` function (see Section 7.1.9 on page 64), as well as some additional parameters.

**NOTE: Image enumeration editors do not use `ImageResource`.**

Unlike most other images in the Traits and Traits UI packages, images in the wxWindows implementation of image enumeration editors do not use the PyFace `ImageResource` class.

In the wxWidgets implementation, image enumeration editors use the following rules to locate images to use:

1. Only GIF (.gif) images are currently supported.
2. The base file name of the image is the string representation of the value, with spaces replaced by underscores and the suffix argument, if any, appended. Note that suffix is not a file extension, but rather a string appended to the base file name. For example, if *suffix* is *'\_origin'* and the *value* is *'top left'*, the image file name is *top\_left\_origin.gif*.
3. If the *path* parameter is defined, it is used to locate the file. It can be absolute or relative to the file where the image enumeration editor is defined.
4. If *path* is not defined and the *klass* parameter is defined, it is used to locate the file. The *klass* parameter must be a reference to a class. The editor searches for an *images* subdirectory in the following locations:
  - a. The directory that contains the module that defines the class.
  - b. If the class was executed directly, the current working directory.
  - c. If *path* and *klass* are not defined, and the *module* parameter is defined, it is used to locate the file. The *module* parameter must be a reference to a module. The editor searches for an *images* subdirectory of the directory that contains the module.
  - d. If *path*, *klass*, and *module* are not defined, the editor searches for an *images* subdirectory of the *enthought.traits.ui.wx* package.
  - e. If none of the above paths are defined, the editor searches for an *images* directory that is a sibling of the directory from which the application was run.

### 7.1.14 InstanceEditor()

<b>Suitable for</b>	Instance, Property, self, ThisClass, This
<b>Default for</b>	Instance, self, ThisClass, This
<b>Required parameters</b>	(none)
<b>Optional parameters</b>	<i>cachable, editable, id, kind, label, name, object, orientation, values, view</i>

The editors generated by `InstanceEditor()` enable the user to select an instance, or edit an instance, or both.

### 7.1.14.1 Editing a Single Instance

In the simplest case, the user can modify the trait attributes of an instance assigned to a trait attribute, but cannot modify which instance is assigned.

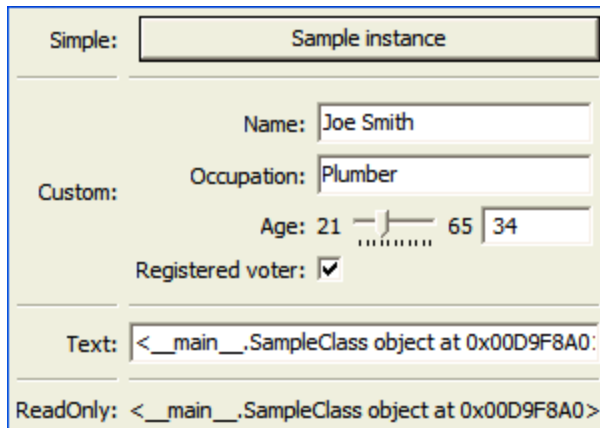


Figure 32: Editor styles for instances

The custom style displays a user interface panel for editing the trait attributes of the instance. The simple style displays a button, which when clicked, opens a window containing a user interface for the instance. The *kind* parameter specifies the kind of window to open (see Section 3.1.1 on page 16). The *label* parameter specifies a label for the button in the simple interface. The *view* parameter specifies a view to use for the referenced instance's user interface; if this is not specified, the default view for the instance is used (see Section 4.1.1 on page 24).

The text and read-only styles display the string representation of the instance. They therefore cannot be used to modify the attributes of the instance. A user could modify the assigned instance if they happened to know the memory address of another instance of the same type, which is unlikely. These styles can be useful for prototyping and debugging, but not for real applications.

### 7.1.14.2 Selecting Instances

You can add an option to select a different instance to edit. Use the *name* parameter to specify the extended name of a trait attribute in



the context that contains a list of instances that can be selected or edited. (See Section 4.4 on page 28 for an explanation of contexts.) Using these parameters results in a drop-down list box containing a list of text representations of the available instances. If the instances have a **name** trait attribute, it is used for the string in the list; otherwise, a user-friendly version of the class name is used.

For example, the following code defines a Team class and a Person class. A Team has a roster of Persons, and a captain. In the view for a team, the user can pick a captain and edit that person's information.

*Example 14: Instance editor with instance selection*

```
# instance_editor_selection.py -- Example of an instance editor
#                               with instance selection

from enthought.traits.api    \
    import HasStrictTraits, Int, Instance, List, Regex, Str
from enthought.traits.ui.api \
    import View, Item, InstanceEditor

class Person ( HasStrictTraits ):
    name  = Str
    age   = Int
    phone = Regex( value = '000-0000',
                   regex = '\d\d\d[-]\d\d\d\d' )

    traits_view = View( 'name', 'age', 'phone' )

people = [
    Person( name = 'Dave',    age = 39, phone = '555-1212' ),
    Person( name = 'Mike',    age = 28, phone = '555-3526' ),
    Person( name = 'Joe',     age = 34, phone = '555-6943' ),
    Person( name = 'Tom',     age = 22, phone = '555-7586' ),
    Person( name = 'Dick',    age = 63, phone = '555-3895' ),
    Person( name = 'Harry',   age = 46, phone = '555-3285' ),
    Person( name = 'Sally',   age = 43, phone = '555-8797' ),
    Person( name = 'Fields',  age = 31, phone = '555-3547' )
]

class Team ( HasStrictTraits ):

    name      = Str
    captain = Instance( Person )
    roster   = List( Person )

    traits_view = View( Item('name'),
                       Item('_'),
                       Item( 'captain',
                             label='Team Captain',
                             editor =
```

```

InstanceEditor( name = 'roster',
                editable =
True),
                style = 'custom',
            ),
            buttons = ['OK'])

if __name__ == '__main__':
    Team( name = 'Vultures',
          captain = people[0],
          roster = people ).configure_traits()

```

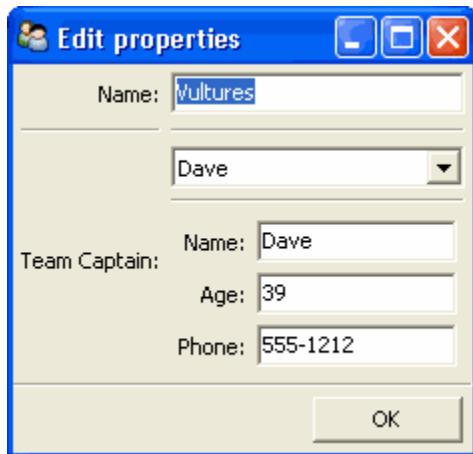


Figure 33: User interface for Example 14

If you want the user to be able to select instances, but not modify their contents, set the *editable* parameter to False. In that case, only the selection list for the instances appears, without the user interface for modifying instances.

### 7.1.14.3 Allowing Instances

You can specify what types of instances can be edited in an instance editor, using the *values* parameter. This parameter is a list of items describing the type of selectable or editable instances. These items must be instances of subclasses of **enthought.traits.ui.api.InstanceChoiceItem**. If you want to generate new instances, put an **InstanceFactoryChoice** instance in the *values* list that describes the instance to create. If you want certain types of instances to be dropped on the editor, use an **InstanceDropChoice** instance in the values list.

## 7.1.15 ListEditor()

<b>Suitable for</b>	List
<b>Default for</b>	List <sup>16</sup>
<b>Required parameters</b>	(none)
<b>Optional parameters</b>	<i>editor, rows, style, trait_handler, use_notebook</i>
	The following parameters are used only if <i>use_notebook</i> is True: <i>deletable, dock_style, export, page_name, select, view</i>

The editors generated by ListEditor() enable the user to modify the contents of a list, both by editing the individual items and by adding, deleting, and reordering items within the list.

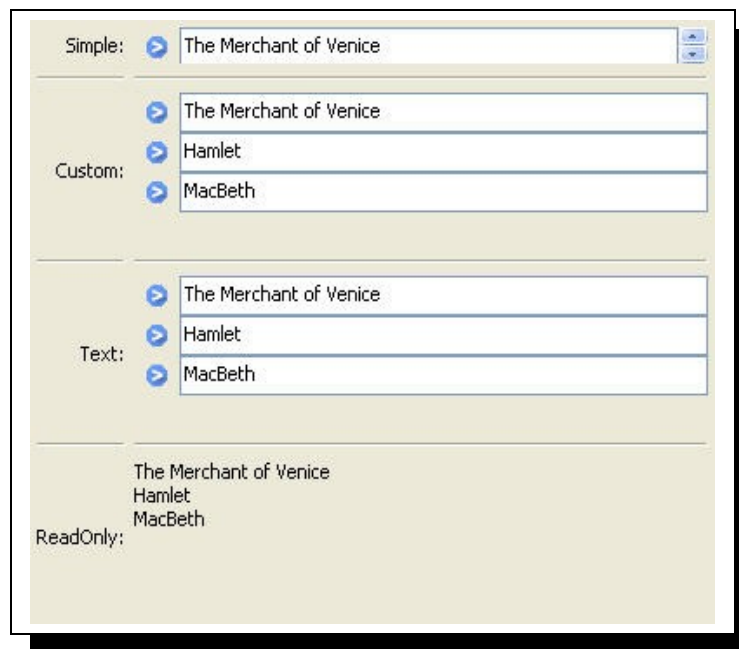


Figure 34: List editor styles

The simple style displays a single item at a time, with small arrows on the right side to scroll the display. The custom style shows multiple items. The number of items displayed is controlled by the *rows* parameter; if the number of items in the list exceeds this value, then the list display scrolls. The editor used for each item in the list is determined by the *editor* and *style* parameters. The text style of list editor is identical to the custom style, except that the editors for

<sup>16</sup> If a List is made up of HasTraits objects, a table editor is used instead; see Section 7.2.5 on page 91.

the items are text editors. The read-only style displays the contents of the list as static text.

By default, the items use the trait handler appropriate to the type of items in the list. You can specify a different handler to use for the items using the *trait\_handler* parameter.

For the simple, custom, and text list editors, a button appears to the left of each item editor; clicking this button opens a context menu for modifying the list, as shown in Figure 35.

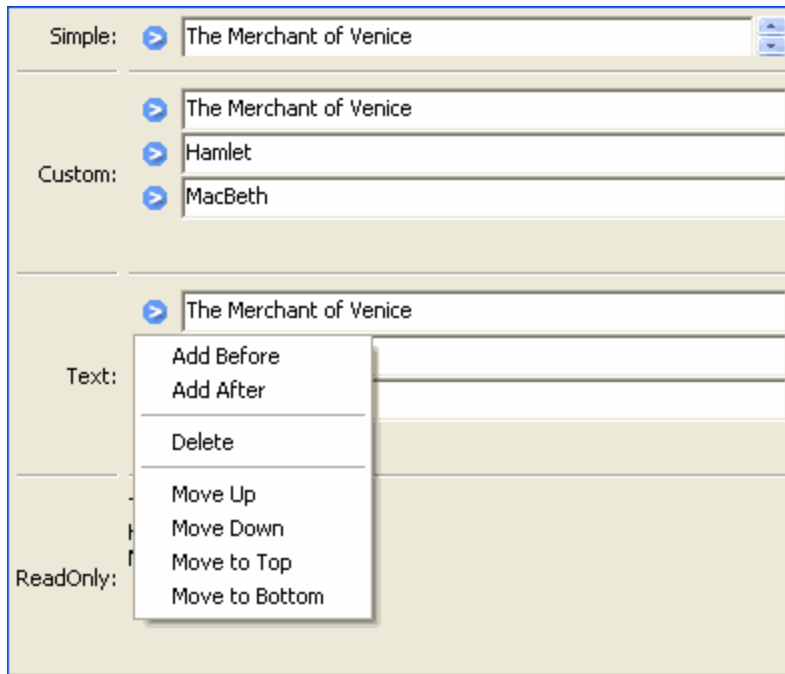


Figure 35: List editor showing context menu

In addition to the four standard styles for list editors, fifth list editor user interface option is available. If *use\_notebook* is True, then the list editor displays the list as a “notebook” of tabbed pages, one for each item in the list, as shown in Figure 36. This style can be useful in cases where the list items are instances with their own views. If the *deletable* parameter is True, a close box appears on each tab, allowing the user to delete the item; the user cannot add items interactively through this style of editor.

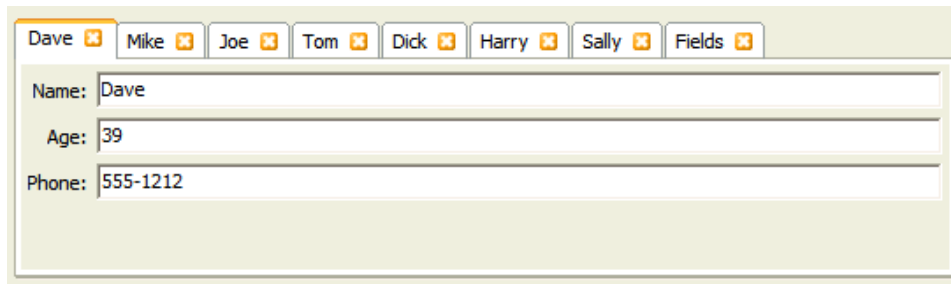


Figure 36: Notebook list editor

## 7.1.16 NullEditor()

**Suitable for** controlling layout

**Default for** (none)

**Required parameters** (none)

**Optional parameters** (none)

The NullEditor() factory generates a completely empty panel. It is used by the Spring subclass of Item, to generate a blank space that uses all available extra space along its layout orientation. You can also use it to create a blank area of a fixed height and width.

## 7.1.17 RangeEditor()

**Suitable for** Range

**Default for** Range

**Required parameters** (none)

**Optional parameters** *auto\_set, cols, enter\_set, format, high\_label, high\_name, label\_width, low\_label, low\_name, mode*

The editors generated by RangeEditor() enable the user to specify numeric values within a range. The widgets used to display the range vary depending on both the numeric type and the size of the range, as described in Table 8 and shown in Figure 37. If one limit of the range is unspecified, then a text editor is used.

Table 8: Range editor widgets

	<i>Simple</i>	<i>Custom</i>	<i>Text</i>	<i>Read-only</i>
Integer: Small Range (Size 0-16)	Slider with text field	Radio buttons	Text field	Static text

	<i>Simple</i>	<i>Custom</i>	<i>Text</i>	<i>Read-only</i>
Integer: Medium Range (Size 17-101)	Slider with text field	Slider with text field	Text field	Static text
Integer: Large Range (Size > 101)	Spin box	Spin box	Text field	Static text
Floating Point: Small Range (Size <= 100.0)	Slider with text field	Slider with text field	Text field	Static text
Floating Point: Large Range (Size > 100.0)	Large-range slider	Large-range slider	Text field	Static text

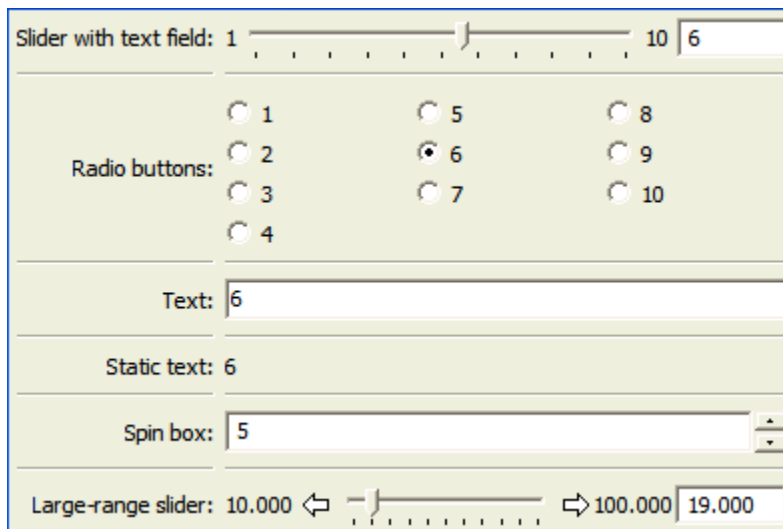


Figure 37: Range editor widgets

In the large-range slider, the arrows on either side of the slider move the editable range, so that the user can move the slider more precisely to the desired value.

You can override the default widget for each type of editor using the *mode* parameter, which can have the following values:

- 'auto' — The default widget, as described in Table 8
- 'slider' — Simple slider with text field
- 'xslider' — Large-range slider with text field
- 'spinner' — Spin box
- 'enum' — Radio buttons
- 'text' — Text field

You can set the limits of the range dynamically, using the *low\_name* and *high\_name* parameters to specify trait attributes that contain the low and high limit values; use *low\_label*, *high\_label* and *label\_width* to specify labels for the limits.

## 7.1.18 RGBColorEditor()

**Suitable for** RGBColor  
**Default for** RGBColor  
**Required parameters** (none)  
**Optional parameters** *mapped*

Editors generated by RGBColorEditor() are identical in appearance to those generated by ColorEditor(), but they are used for RGBColor traits. See Section 7.1.6 on page 60 for details.

## 7.1.19 SetEditor()

**Suitable for** List  
**Default for** none  
**Required parameters** Either *values* or *name*  
**Optional parameters** *can\_move\_all*, *left\_column\_title*, *object*, *ordered*, *right\_column\_title*,

In the editors generated by SetEditor(), the user can select a subset of items from a larger set. The two lists are displayed in list boxes, with the candidate set on the left and the selected set on the right. The user moves an item from one set to the other by selecting the item and clicking a direction button (> for left-to-right and < for right-to-left).

Additional buttons can be displayed, depending on two Boolean parameters:

- If *can\_move\_all* is True, additional buttons appear, whose function is to move all items from one side to the other (>> for left-to-right and << for right-to-left).
- If *ordered* is True, additional buttons appear, labeled **Move up** and **Move down**, which affect the position of the selected item within the set in the right list box.

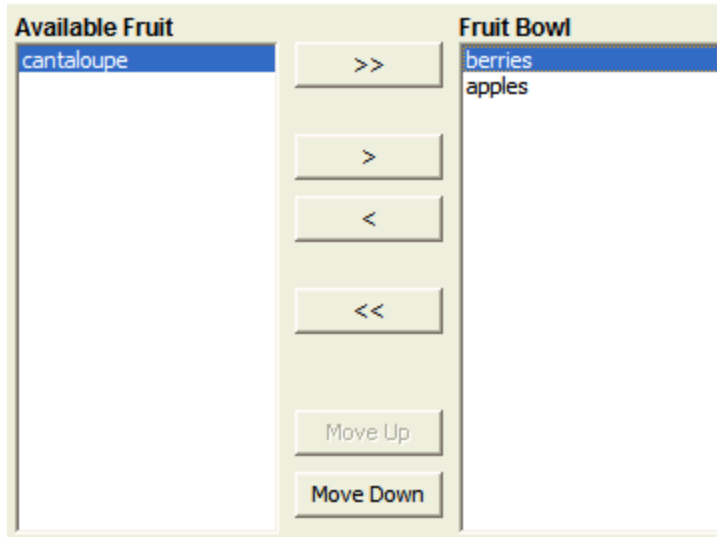


Figure 38: Set editor showing all possible buttons

You can specify the set of candidate items in either of two ways:

- Set the *values* parameter to a list, tuple, dictionary, or mapped trait.
- Set the *name* parameter to the extended name of a trait attribute that contains the list.

## 7.1.20 ShellEditor()

**Suitable for** special

**Default for** PythonValue

**Required parameters** (none)

**Optional parameters** (none)

The editor generated by ShellEditor() displays an interactive Python shell.



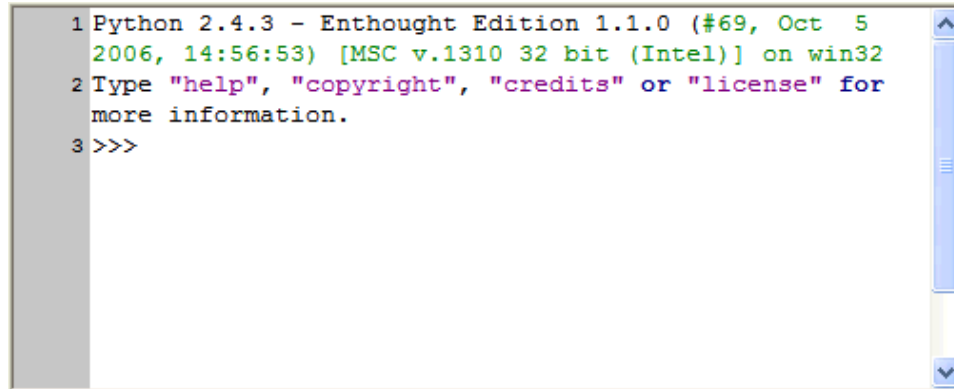


Figure 39: Python shell editor

## 7.1.21 TextEditor()

**Suitable for** all

**Default for** Str, String, Password, Unicode, Int, Float, Dict, CStr, CUnicode, and any trait that does not have a specialized TraitHandler

**Required parameters** (none)

**Optional parameters** *auto\_set, enter\_set, evaluate, evaluate\_name, mapping, multi\_line, password*

The editor generated by TextEditor() displays a text box. For the custom style, it is a multi-line field; for the read-only style, it is static text. If *password* is True, the text that the user types in the text box is obscured.

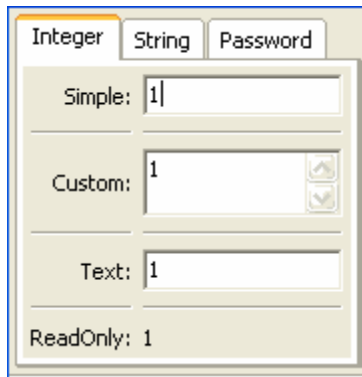


Figure 40: Text editor styles for integers

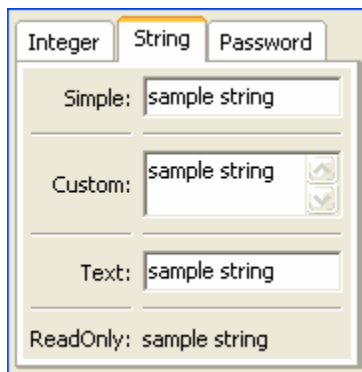


Figure 41: Text editor styles for strings



Figure 42: Text editor styles for passwords

You can specify whether the trait being edited is updated on every keystroke (`auto_set=True`) or when the user presses the Enter key (`enter_set=True`). If `auto_set` and `enter_set` are False, the trait is updated when the user shifts the input focus to another widget.

You can specify a mapping from user input values to other values with the `mapping` parameter. You can specify a function to evaluate user input, either by passing a reference to it in the `evaluate`

parameter, or by passing the extended name of a trait that references it in the *evaluate\_name* parameter.

## 7.1.22 TitleEditor()

**Suitable for** string traits

**Default for** (none)

**Required parameters** (none)

**Optional parameters** (none)

TitleEditor() generates a read-only display of a string value, formatted as a heading. All styles of the editor are identical. Visually, it is similar to a Heading item, but because it is an editor, you can change the text of the heading by modifying the underlying attribute.

## 7.1.23 TupleEditor()

**Suitable for** Tuple

**Default for** Tuple

**Required parameters** (none)

**Optional parameters** *cols, editors, labels, traits*

The simple and custom editors generated by TupleEditor() provide a widget for each slot of the tuple being edited, based on the type of data in the slot. The text and read-only editors edit or display the text representation of the tuple.

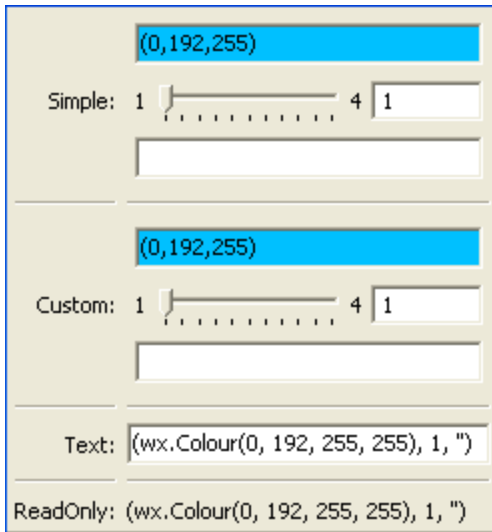


Figure 43: Tuple editor styles

You can specify the number of columns to use to lay out the widgets with the *cols* parameter. You can specify labels for the widgets with the *labels* parameter. You can also specify trait definitions for the slots of the tuple; however, this is usually implicit in the tuple being edited.

You can supply a list of editors to be used for each corresponding tuple slot. If the *editors* list is missing, or is shorter than the length of the tuple, default editors are used for any tuple slots not defined in the list. This feature allows you to substitute editors, or to supply non-default parameters for editors.

## 7.1.24 ValueEditor()

**Suitable for** (any)

**Default for** (none)

**Required parameters** (none)

**Optional parameters** *auto\_open*

ValueEditor() generates a tree editor that displays Python values and objects, including all the objects' members. For example, Figure 44 shows a value editor that is displayed by the "pickle viewer" utility in **enthought.debug**.

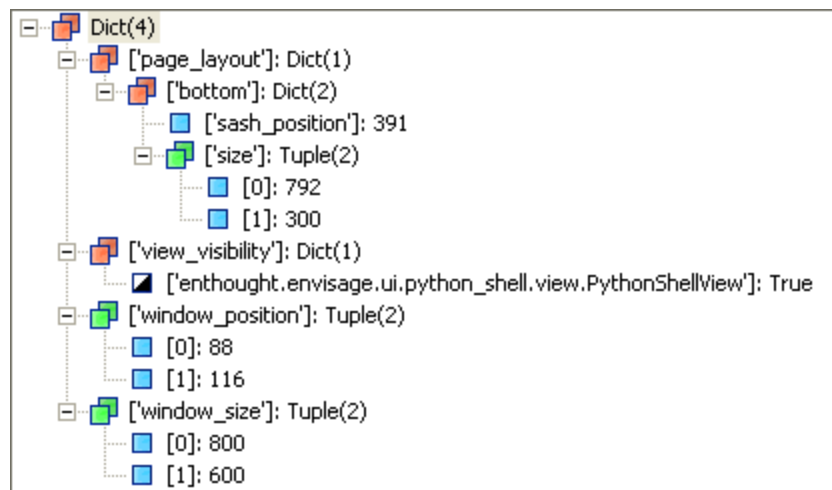


Figure 44: Value editor from Pickle Viewer

## 7.2 Advanced Trait Editors

The editor factories described in the following sections are more advanced than those in the previous section. In some cases, they require writing additional code; in others, the editors they generate are intended for use in complex user interfaces, in conjunction with other editors.

### 7.2.1 CustomEditor()

**Suitable for** Special cases

**Default for** (none)

**Required parameters** *factory*

**Optional parameters** *args*

Use CustomEditor() to create an “editor” that is a non-Traits-based custom control. The *factory* parameter must be a function that generates the custom control. The function must have the following signature:

```
factory_function(window_parent, editor, *args,
                  **kwargs)
```

- *window\_parent*—The parent window for the control
- *editor*—The editor object created by CustomEditor()

Additional arguments, if any, can be passed as a tuple in the *args* parameter of CustomEditor().

For an example of using `CustomEditor()`, examine the implementation of the `NumericModelExplorer` class in the **enthought.model.numeric\_model\_explorer** module; `CustomEditor()` is used to generate the plots in the user interface.

## 7.2.2 DropEditor()

**Suitable for** Instance traits  
**Default for** (none)  
**Required parameters** (none)  
**Optional parameters** *binding, klass, readonly*

`DropEditor()` generates an editor that is a text field containing a string representation of the trait attribute's value. The user can change the value assigned to the attribute by dragging and dropping an object on the text field, for example, a node from a tree editor (See Section 7.2.6). If the *readonly* parameter is `True` (the default), the user cannot modify the value by typing in the text field.

You can restrict the class of objects that can be dropped on the editor by specifying the *klass* parameter.

You can specify that the dropped object must be a binding (**enthought.naming.api.Binding**) by setting the *binding* parameter to `True`. If so, the bound object is retrieved and checked to see if it can be assigned to the trait attribute.

If the dropped object (or the bound object associated with it) has a method named `drop_editor_value()`, it is called to obtain the value to assign to the trait attribute. Similarly, if the object has a method named `drop_editor_update()`, it is called to update the value displayed in the text editor. This method requires one parameter, which is the GUI control for the text editor.

## 7.2.3 DNDEditor()

**Suitable for** Instance traits  
**Default for** (none)  
**Required parameters** (none)  
**Optional parameters** *drag\_target, drop\_target, image*

DNDEditor() generates an editor that represents a file or a HasTraits instance as an image that supports dragging and dropping. Depending on the editor style, the editor can be a *drag source* (the user can set the value of the trait attribute by dragging a file or object onto the editor, for example, from a tree editor), or *drop target* (the user can drag from the editor onto another target).

Table 9: Drag-and-drop editor style variations

<i>Editor Style</i>	<i>Drag Source?</i>	<i>Drop Target?</i>
Simple	Yes	Yes
Custom	No	Yes
Read-only	Yes	No

## 7.2.4 KeyBindingEditor()

The KeyBindingEditor() factory differs from other trait editor factories because it generates an editor, not for a single attribute, but for an object of a particular class, **enthought.traits.ui.key\_bindings.KeyBindings**. A KeyBindings object is a list of bindings between key codes and handler methods. You can specify a KeyBindings object as an attribute of a View. When the user presses a key while a View has input focus, the user interface searches the View for a KeyBindings that contains a binding that corresponds to the key press; if such a binding does not exist on the View, it searches enclosing Views in order, and uses the first matching binding, if any. If it does not find any matching bindings, it ignores the key press.

A key binding editor is a separate dialog box that displays the string representation of each key code and a description of the corresponding method. The user can click a text box, and then press a key or key combination to associate that key press with a method.

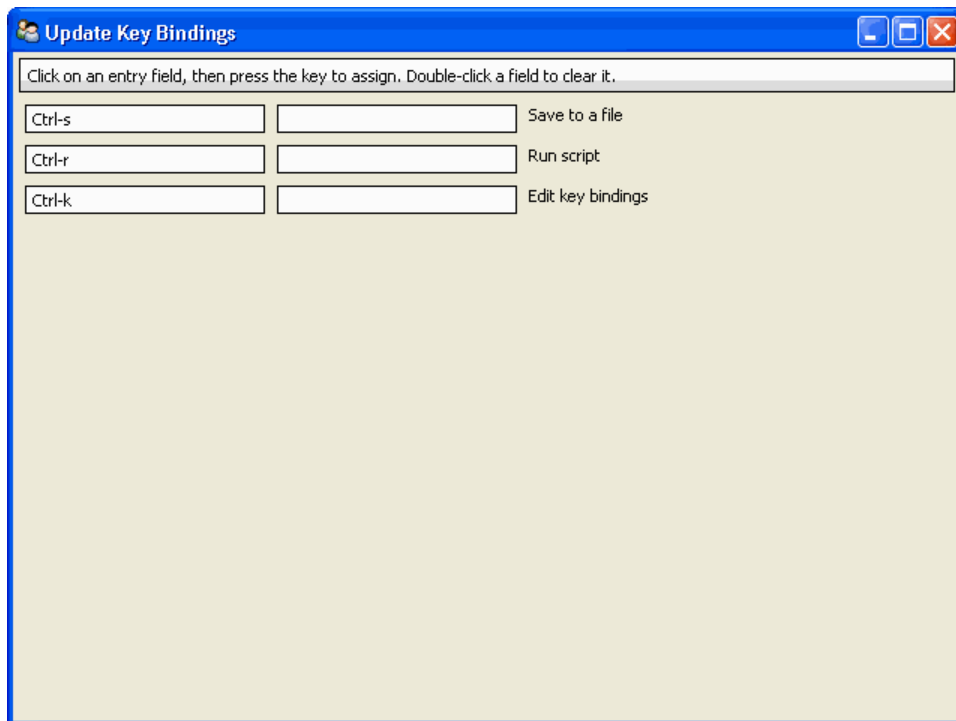


Figure 45: Key binding editor dialog box

The following code example creates a user interface containing a code editor with associated key bindings, and a button that invokes the key binding editor.

*Example 15: Code editor with key binding editor*

```
# key_bindings.py -- Example of a code editor with a
#                      key bindings editor

from enthought.traits.api \
    import Button, Code, HasPrivateTraits, Str
from enthought.traits.ui.api \
    import View, Item, Group, Handler, CodeEditor
from enthought.traits.ui.key_bindings \
    import KeyBinding, KeyBindings

key_bindings = KeyBindings(
    KeyBinding( binding1    = 'Ctrl-s',
                 description = 'Save to a file',
                 method_name = 'save_file' ),
    KeyBinding( binding1    = 'Ctrl-r',
                 description = 'Run script',
                 method_name = 'run_script' ),
    KeyBinding( binding1    = 'Ctrl-k',
                 description = 'Edit key bindings',
                 method_name = 'edit_bindings' )
)
```



```
# Traits UI Handler class for bound methods
class CodeHandler ( Handler ) :

    def save_file ( self, info ) :
        info.object.status = "save file"

    def run_script ( self, info ) :
        info.object.status = "run script"

    def edit_bindings ( self, info ) :
        info.object.status = "edit bindings"
        key_bindings.edit_traits()

class KBCodeExample ( HasPrivateTraits ) :

    code    = Code
    status = Str
    kb      = Button(label='Edit Key Bindings')

    view = View( Group (
        Item( 'code',
            style      = 'custom',
            resizable = True ),
        Item('status', style='readonly'),
        'kb',
        orientation = 'vertical',
        show_labels = False,
    ),
        id = 'KBCodeExample',
        key_bindings = key_bindings,
        title = 'Code Editor With Key Bindings',
        resizable = True,

        handler      = CodeHandler() )

    def _kb_fired( self, event ) :
        key_bindings.edit_traits()

if __name__ == '__main__':
    KBCodeExample().configure_traits()
```

## 7.2.5 TableEditor()

**Suitable for** List(*InstanceType*)

**Default for** (none)

**Required parameters** *columns* or *columns\_name*

**Optional parameters** See *Traits API Reference*,  
**`enthought.traits.ui.wx.table_editor`**  
**`.ToolkitEditorFactory`** attributes.

`TableEditor()` generates a editor that displays instances in a list as rows in a table, with attributes of the instances as values in columns. You must specify the columns in the table. Optionally, you can provide filters for filtering the set of displayed items, and you can specify a wide variety of options for interacting with and formatting the table.

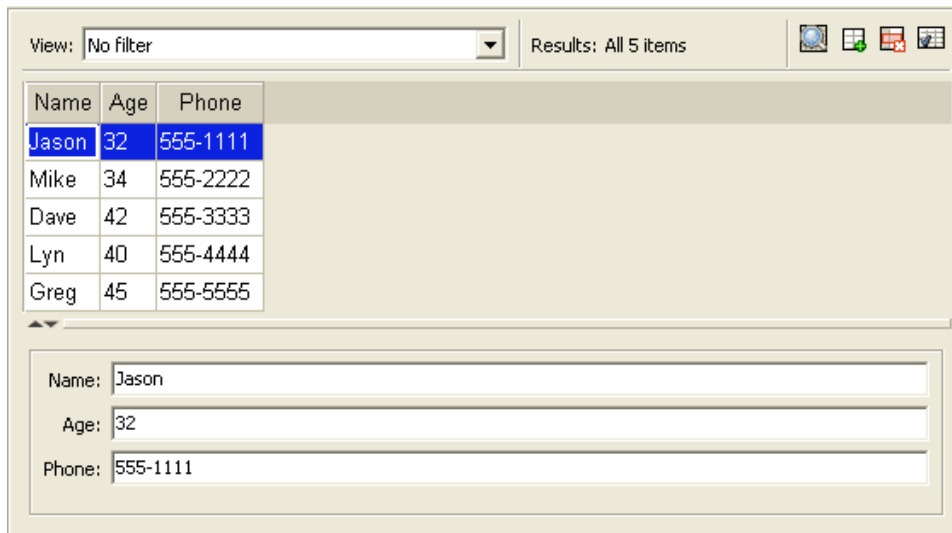


Figure 46: Table editor

To see the code that results in Figure 46, refer to `TableEditor_demo.py` in the `demos/Traits UI Demo/Standard Editors` subdirectory of the Traits UI package. This example demonstrates object columns, expression columns, filters, searching, and adding and deleting rows.


The parameters for `TableEditor()` can be grouped in several broad categories, described in the following sections.

- Specifying columns
- Managing items
- Editing the table or items
- Controlling the table display
- Controlling table formatting

### 7.2.5.1 Specifying Columns

You must provide the `TableEditor()` factory with a list of columns for the table. You can specify this list directly, as the value of the *columns* parameter, or indirectly, in an extended context attribute referenced by the *columns\_name* parameter.

The items in the list must be instances of **enthought.traits.ui.api.TableColumn**, or of a subclass of `TableColumn`. Some subclasses of `TableColumn` that are provided by the Traits UI package include `ObjectColumn`, `ListColumn`, `NumericColumn`, and `ExpressionColumn`. (See the *Traits API Reference* for details about these classes.) In practice, most columns are derived from one of these subclasses, rather than from `TableColumn`. For the usual case of editing trait attributes on objects in the list, use `ObjectColumn`. You must specify the *name* parameter to the `ObjectColumn()` constructor, referencing the name of the trait attribute to be edited.

You can specify additional columns that are not initially displayed using the *other\_columns* parameter. If the *configurable* parameter is `True` (the default), a **Set user preferences for table** icon () appears on the table's toolbar. When the user clicks this icon, a dialog box opens that enables the user to select and order the columns displayed in the table, as shown in Figure 47. (The dialog box is implemented using a set editor; see Section 7.1.19 on page 81.) Any columns that were specified in the *other\_columns* parameter are listed in the left list box of this dialog box, and can be displayed by moving them into the right list box.

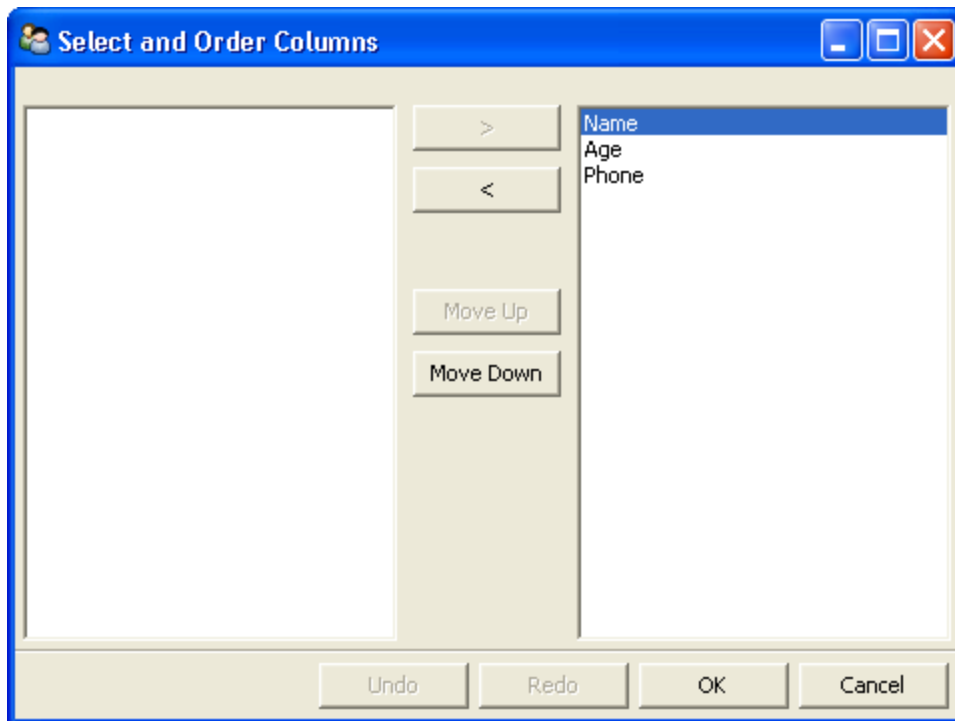




Figure 47: Column selection dialog box for a table editor

## 7.2.5.2 Managing Items

Table editors support several mechanisms to help users locate items of interest.

### 7.2.5.2.1 Organizing Items


Table editors provide two mechanisms for the user to organize the contents of a table: sorting and reordering. The user can sort the items based on the values in a column, or the user can manually order the items. Usually, only one of these mechanisms is used in any particular table, although the Traits UI package does not enforce a separation. If the user has manually ordered the items, sorting them would throw away that effort.

If the *reorderable* parameter is True, **Move up** () and **Move down** () icons appear in the table toolbar. Clicking one of these icons changes the position of the selected item.

If the *sortable* parameter is True (the default), then the user can sort the items in the table based on the values in a column by clicking the header of that column.

- On the first click, the items are sorted in ascending order. The characters ">>" appear in the column header to indicate that the table is sorted ascending on this column's values.
- On the second click, the items are sorted descending order. The characters "<<" appear in the column header to indicate that the table is sorted descending on this column's values.
- On the third click, the items are restored to their original order, and the column header is undecorated.

If the *sort\_model* parameter is true, the items in the list being edited are sorted when the table is sorted. The default value is False, in which case, the list order is not affected by sorting the table.

If *sortable* is True and *sort\_model* is False, then a **Do not sort columns** icon () appears in the table toolbar. Clicking this icon restores the original sort order.


If the *reverse* parameter is True, then the items in the underlying list are maintained in the reverse order of the items in the table (regardless of whether the table is sortable or reorderable).

#### 7.2.5.2.2 Filtering and Searching

You can provide an option for the user to apply a filter to a table, so that only items that pass the filter are displayed. This feature can be very useful when dealing with lengthy lists. To add the filtering feature, use the *filters* parameter to specify a list of table filters, which must be instances of **enthought.traits.ui.api.TableFilter**, or of a subclass of TableFilter. Some subclasses of TableFilter that are provided by the Traits UI package include EvalTableFilter, RuleTableFilter, and MenuTableFilter. (See the *Traits API Reference* for details about these classes.) The Traits UI package also provides instances of these filter classes as "templates", which cannot be edited or deleted, but which can be used as models for creating new filters.

When *filters* is specified, a drop-down list box appears in the table toolbar, containing the filters that are available for the user to apply. When the user selects a filter, it is automatically applied to the table. A status message to the right of the filters list indicates what subset of the items in the table is currently displayed. A special item in the filter list, named **Customize**, is always provided; clicking this item opens a dialog box that enables the user to create new filters, or to edit or delete existing filters (except templates).

If you want a particular filter to be applied to the table when it is first displayed, use the *filter* parameter to specify it. If this parameter is `None` or unspecified, all items are displayed in the table, and an item named **No filter** is selected in the filter list.

You can also provide an option for the user to use filters to search the table. If you set the *search* parameter to an instance of `TableFilter` (or of a subclass), a **Search table** icon () appears on the table toolbar. Clicking this icon opens a **Search for** dialog box, which enables the user to specify filter criteria, to browse through matching items, or select all matching items.

### 7.2.5.2.3 Interacting with Items

As the user clicks in the table, you may wish to enable certain program behavior.

You can use the *selected* parameter to specify the name of a trait attribute on the current context object to synchronize with the user's current selection. For example, you can enable or disable menu items or toolbar icons depending on which item is selected. The synchronization is two-way; you can set the attribute referenced by *selected* to force the table to select a particular item.

The *on\_select* and *on\_dclick* parameters are callables to invoke when the user selects or double-clicks an item, respectively.


You can define a shortcut menu that opens when the user right-clicks an item. Use the *menu* parameter to specify a Traits UI or PyFace Menu, containing Action objects for the menu commands.

## 7.2.5.3 Editing the Table

The Boolean *editable* parameter controls whether the table or its items can be modified in any way. This parameter defaults to `True`, except when the style is 'readonly'. Even when the table as a whole is editable, you can control whether individual columns are editable through the **editable** attribute of `TableColumn`.


### 7.2.5.3.1 Adding Items

To enable users to add items to the table, specify as the *row\_factory* parameter a callable that generates an object that can be added to the list in the table; for example, the class of the objects in the table.

When `row_factory` is specified, an **Insert new item** icon () appears in the table toolbar, which generates a new row in the table. Optionally, you can use `row_factory_args` and `row_factory_kw` to specify positional and keyword arguments to the row factory callable.

To save users the trouble of mousing to the toolbar, you can enable them to add an item by selecting the last row in the table. To do this, set `auto_add` to True. In this case, the last row is blank until the user sets values. Pressing Enter creates the new item and generates a new, blank last row.

#### 7.2.5.3.2 Deleting Items

The `deletable` parameter controls whether items can be deleted from the table. This parameter can be a Boolean (defaulting to False) or a callable; the callable must take an item as an argument and handle deleting it. If `deletable` is not False, a **Delete current item** icon () appears on the table toolbar; clicking it deletes the item corresponding to the row that is selected in the table.

#### 7.2.5.3.3 Modifying Items

The user can modify items in two ways.

- For columns that are editable, the user can change an item's value directly in the table. The editor used for each attribute in the table is the simple style of editor for the corresponding trait.
- Alternatively, you can specify a View for editing instances, using the `edit_view` parameter. The resulting user interface appears in a sub-panel to the right or below the table (depending on the `orientation` parameter). You can specify a handler to use with the view, using `edit_view_handler`. You can also specify the subpanel's height and width, with `edit_view_height` and `edit_view_width`.

### 7.2.5.4 Defining the Layout

Some of the parameters for the `TableEditor()` factory affect global aspects of the display of the table.

- `auto_size`—If True, the cells of the table automatically adjust to the optimal size based on their contents.

- *orientation*—The layout of the table relative to its associated editor pane. Can be ‘horizontal’ or ‘vertical’.
- *rows*—The number of visible rows in the table.
- *show\_column\_labels*—If True (the default), displays labels for the columns. You can specify the labels to use in the column definitions; otherwise, a “user friendly” version of the trait attribute name is used.

### 7.2.5.5 Defining the Format

The `TableEditor()` factory supports a variety of parameters to control the visual formatting of the table, such as colors, fonts, and sizes for lines, cells, and labels. For details, refer to the *Traits API Reference*, `enthought.traits.ui.wx.table_editor.ToolkitEditorFactory` attributes.

You can also specify formatting options for individual table columns when you define them.

### 7.2.6 TreeEditor()

<b>Suitable for</b>	Instance
<b>Default for</b>	(none)
<b>Required parameters</b>	<i>nodes</i> (required except for shared editors; see Section 7.2.6.2.57.2.6.2.5)
<b>Optional parameters</b>	<i>auto_open</i> , <i>editable</i> , <i>editor</i> , <i>hide_root</i> , <i>icon_size</i> , <i>lines_mode</i> , <i>on_dclick</i> , <i>on_select</i> , <i>orientation</i> , <i>selected</i> , <i>shared_editor</i> , <i>show_icons</i>

`TreeEditor()` generates a hierarchical tree control, consisting of nodes. It is useful for cases where objects contain lists of other objects.

The tree control is displayed in one pane of the editor, and a user interface for the selected object is displayed in the other pane. The layout orientation of the tree and the object editor is determined by the *orientation* parameter of `TreeEditor()`, which can be ‘horizontal’ or ‘vertical’.

You must specify the types of nodes that can appear in the tree using the *nodes* parameter, which must be a list of instances of `TreeNode` (or of subclasses of `TreeNode`).



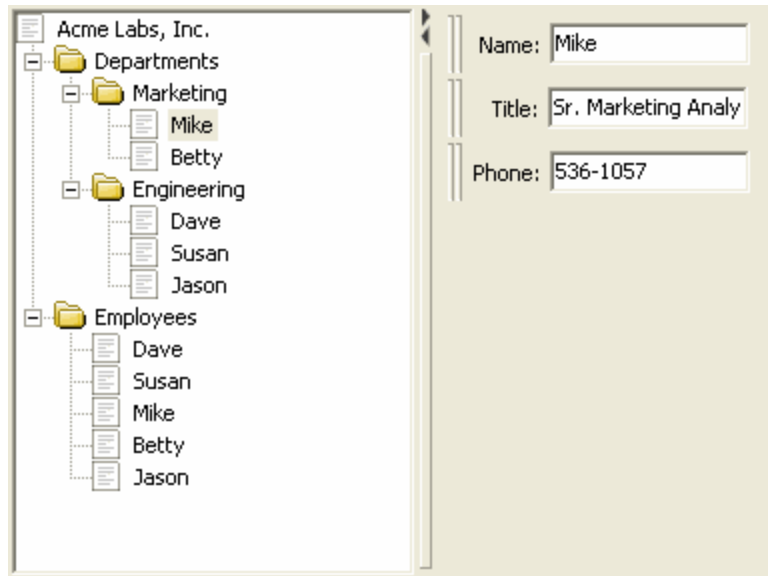


Figure 48: Tree editor

The following example shows the code that produces the editor shown in Figure 48.

*Example 16: Code for example tree editor*

```
# tree_editor.py -- Example of a tree editor

from enthought.traits.api \
    import HasTraits, Str, Regex, List, Instance
from enthought.traits.ui.api \
    import TreeEditor, TreeNode, View, Item, VSplit, \
        HGroup, Handler, Group
from enthought.traits.ui.menu \
    import Menu, Action, Separator
from enthought.traits.ui.wx.tree_editor \
    import NewAction, CopyAction, CutAction, \
        PasteAction, DeleteAction, RenameAction

# DATA CLASSES

class Employee ( HasTraits ):
    name = Str( '<unknown>' )
    title = Str
    phone = Regex( regex = r'\d\d\d-\d\d\d' )

    def default_title ( self ):
        self.title = 'Senior Engineer'

class Department ( HasTraits ):
    name = Str( '<unknown>' )
    employees = List( Employee )
```

```
class Company ( HasTraits ):
    name      = Str( '<unknown>' )
    departments = List( Department )
    employees  = List( Employee )

class Owner ( HasTraits ):
    name      = Str( '<unknown>' )
    company = Instance( Company )

# INSTANCES

jason = Employee(
    name = 'Jason',
    title = 'Engineer',
    phone = '536-1057' )

mike = Employee(
    name = 'Mike',
    title = 'Sr. Marketing Analyst',
    phone = '536-1057' )

dave = Employee(
    name = 'Dave',
    title = 'Sr. Engineer',
    phone = '536-1057' )

susan = Employee(
    name = 'Susan',
    title = 'Engineer',
    phone = '536-1057' )

betty = Employee(
    name = 'Betty',
    title = 'Marketing Analyst' )

owner = Owner(
    name      = 'wile',
    company = Company(
        name = 'Acme Labs, Inc.',
        departments = [
            Department(
                name = 'Marketing',
                employees = [ mike, betty ]
            ),
            Department(
                name = 'Engineering',
                employees = [ dave, susan, jason ]
            )
        ],
        employees = [ dave, susan, mike, betty, jason ]
    )
)
```

```
# View for objects that aren't edited
no_view = View()

# Actions used by tree editor context menu

def_title_action = Action(name='Default title',
                           action = 'object.default')

dept_action = Action(
    name='Department',
    action='handler.employee_department(editor,object)')

# View used by tree editor
employee_view = View(
    VSplit(
        HGroup( '3', 'name' ),
        HGroup( '9', 'title' ),
        HGroup( 'phone' ),
        id = 'vsplit' ),
    id = 'enthought.traits.doc.example.treeeditor',
    dock = 'vertical' )

class TreeHandler ( Handler ):

    def employee_department ( self, editor, object ):
        dept = editor.get_parent( object )
        print '%s works in the %s department.' %\
            ( object.name, dept.name )

# Tree editor
tree_editor = TreeEditor(
    nodes = [
        TreeNode( node_for = [ Company ],
                   auto_open = True,
                   children = '',
                   label = 'name',
                   view = View( Group('name',
                                     orientation='vertical',
                                     show_left=True ) ) ),
        TreeNode( node_for = [ Company ],
                   auto_open = True,
                   children = 'departments',
                   label = '=Departments',
                   view = no_view,
                   add = [ Department ] ),
        TreeNode( node_for = [ Company ],
                   auto_open = True,
                   children = 'employees',
                   label = '=Employees',
                   view = no_view,
                   add = [ Employee ] ),
        TreeNode( node_for = [ Department ],
                   auto_open = True,
```

```

        children = 'employees',
        label     = 'name',
        menu      = Menu( NewAction,
                          Separator(),
                          DeleteAction,
                          Separator(),
                          RenameAction,
                          Separator(),
                          CopyAction,
                          CutAction,
                          PasteAction ),
        view      = View( Group ( 'name',
                                orientation='vertical',
                                show_left=True ),
        add        = [ Employee ] ),
TreeNode( node_for = [ Employee ],
auto_open = True,
label     = 'name',
menu=Menu( NewAction,
            Separator(),
            def_title_action,
            dept_action,
            Separator(),
            CopyAction,
            CutAction,
            PasteAction,
            Separator(),
            DeleteAction,
            Separator(),
            RenameAction ),
view = employee_view )

]
)

# The main view
view = View(
    Group(
        Item(
            name = 'company',
            id = 'company',
            editor = tree_editor,
            resizable = True ),
        orientation = 'vertical',
        show_labels = True,
        show_left = True, ),
    title = 'Company Structure',
    id = \
        'entthought.traits.ui.tests.tree_editor_test',
    dock = 'horizontal',
    drop_class = HasTraits,
    handler = TreeHandler(),
    buttons = [ 'Undo', 'OK', 'Cancel' ],
    resizable = True,

```

```

        width = .3,
        height = .3 )

if __name__ == '__main__':
    owner.configure_traits( view = view )

```

## 7.2.6.1 Defining Nodes

For details on the attributes of the `TreeNode` class, refer to the *Traits API Reference*.

You must specify the classes whose instances the node type applies to. Use the **node\_for** attribute of `TreeNode` to specify a list of classes; often, this list contains only one class. You can have more than one node type that applies to a particular class; in this case, each object of that class is represented by multiple nodes, one for each applicable node type. In Figure 48, one `Company` object is represented by the nodes labeled “Acme Labs, Inc.”, “Departments”, and “Employees”.

### 7.2.6.1.1 A Node Type without Children

To define a node type without children, set the **children** attribute of `TreeNode` to the empty string. In Example 16, the following lines define the node type for the node that displays the company name, with no children:

```

TreeNode( node_for = [ Company ],
          auto_open = True,
          children = '',
          label     = 'name',
          view      = View( Group('name',
                                orientation='vertical',
                                show_left=True ) ) ),

```

### 7.2.6.1.2 A Node Type with Children

To define a node type that has children, set the **children** attribute of `TreeNode` to the (extended) name of a trait on the object that it is a node for; the named trait contains a list of the node’s children. In Example 16, the following lines define the node type for the node that contains the departments of a company. The node type is for instances of `Company`, and ‘departments’ is a trait attribute of `Company`.

```

TreeNode( node_for = [ Company ],
          auto_open = True,

```

```
children = 'departments',
label    = '=Departments',
view     = no_view,
add      = [ Department ] ),
```

### 7.2.6.1.3 Setting the Label of a Tree Node

The **label** attribute of Tree Node can work in either of two ways: as a trait attribute name, or as a literal string.

If the value is a simple string, it is interpreted as the extended trait name of an attribute on the object that the node is for, whose value is used as the label. This approach is used in the code snippet in Section 7.2.6.1.1.

If the value is a string that begins with an equals sign ('='), the rest of the string is used as the literal label. This approach is used in the code snippet in Section 7.2.6.1.2.

You can also specify a callable to format the label of the node, using the **formatter** attribute of TreeNode.

## 7.2.6.2 Defining Operations on Nodes

You can use various attributes of TreeNode to define operations or behavior of nodes.

### 7.2.6.2.1 Shortcut Menus on Nodes

Use the **menu** attribute of TreeNode to define a shortcut menu that opens when the user right-clicks on a node. The value is a Traits UI or PyFace menu containing Action objects for the menu commands. In Example 16, the following lines define the node type for employees, including a shortcut menu for employee nodes:

```
TreeNode( node_for = [ Department ],
          auto_open = True,
          children  = 'employees',
          label     = 'name',
          menu      = Menu( NewAction,
                           Separator(),
                           DeleteAction,
                           Separator(),
                           RenameAction,
                           Separator(),
                           CopyAction,
                           CutAction,
                           PasteAction ),
```

```
view      = View( Group ( 'name',
                          orientation='vertical',
                          show_left=True ) ),
add       = [ Employee ] ),
```

### 7.2.6.2.2 Allowing the Hierarchy to Be Modified

If a node contains children, you can allow objects to be added to its set of children, through operations such as dragging and dropping, copying and pasting, or creating new objects. Two attributes control these operations: **add** and **move**. Both are lists of classes. The **add** attribute contains classes that can be added by any means, including creation. The code snippet in the preceding section (7.2.6.2.1) includes an example of the **add** attribute. The **move** attribute contains classes that can be dragged and dropped, but not created. The **move** attribute need not be specified if all classes that can be moved can also be created (and therefore are specified in the **add** value).

**NOTE:** *The ‘add’ attribute alone is not enough to create objects.*

Specifying the **add** attribute makes it possible for objects of the specified classes to be created, but by itself, it does not provide a way for the user to do so. In the code snippet in the preceding section (7.2.6.2.1), ‘NewAction’ in the Menu constructor call defines a **New > Employee** menu item that creates Employee objects.

In the example tree editor, users can create new employees using the **New > Employee** shortcut menu item, and they can drag an employee node and drop it on a department node. The corresponding object becomes a member of the appropriate list.

You can specify the label that appears on the **New** submenu when adding a particular type of object, using the **name** attribute of `TreeNode`. Note that you set this attribute on the tree node type that will be *added* by the menu item, not the node type that *contains* the menu item. For example, to change **New > Employee** to **New > Worker**, set `name = 'Worker'` on the tree node whose **node\_for** value contains Employee. If this attribute is not set, the class name is used.

You can determine whether a node or its children can be copied, renamed, or deleted, by setting the following attributes on `TreeNode`:

- **copy**: If True, the object's children can be copied.
- **delete**: If True, the object's children can be deleted.
- **delete\_me**: If True, the object can be deleted.
- **rename**: If True, the object's children can be renamed.
- **rename\_me**: If True, the object can be renamed.

All of these attributes default to True. As with **add**, you must also define actions to perform these operations.

#### 7.2.6.2.3 Behavior on Nodes

As the user clicks in the tree, you may wish to enable certain program behavior.

You can use the *selected* parameter to specify the name of a trait attribute on the current context object to synchronize with the user's current selection. For example, you can enable or disable menu items or toolbar icons depending on which node is selected. The synchronization is two-way; you can set the attribute referenced by *selected* to force the tree to select a particular node.

The *on\_select* and *on\_dclick* parameters are callables to invoke when the user selects or double-clicks a node, respectively.

#### 7.2.6.2.4 Expanding and Collapsing Nodes

You can control some aspects of expanding and collapsing of nodes in the tree.

The integer *auto\_open* parameter of `TreeEditor()` determines how many levels are expanded below the root node, when the tree is first displayed. For example, if *auto\_open* is 2, then two levels below the root node are displayed (whether or not the root node itself is displayed, which is determined by *hide\_root*).

The Boolean **auto\_open** attribute of `TreeNode` determines whether nodes of that type are expanded when they are displayed (at any time, not just on initial display of the tree). For example, suppose that a tree editor has *auto\_open* setting of 2, and contains a tree node at level 3 whose **auto\_open** attribute is True. The nodes at level 3 are not displayed initially, but when the user expands a level 2 node, displaying the level 3 node, that's nodes children are automatically displayed also. Similarly, the number of levels of nodes initially displayed can be greater than specified by the tree



editor's *auto\_open* setting, if some of the nodes have **auto\_open** set to True.

If the **auto\_close** attribute of `TreeNode` is set to True, then when a node is expanded, any siblings of that node are automatically closed. In other words, only one node of this type can be expanded at a time.

#### 7.2.6.2.5 Editing Objects

One pane of the tree editor displays a user interface for editing the object that is selected in the tree. You can specify a View to use for each node type using the **view** attribute of `TreeNode`. If you do not specify a view, then the default view for the object is displayed. To suppress the editor pane, set the *editable* parameter of `TreeEditor()` to False; in this case, the objects represented by the nodes can still be modified by other means, such as shortcut menu commands.

You can define multiple tree editors that share a single editor pane. Each tree editor has its own tree pane. Each time the user selects a different node in any of the sharing tree controls, the editor pane updates to display the user interface for the selected object. To establish this relationship, do the following:

1. Call `TreeEditor()` with the *shared\_editor* parameter set to True, without defining any tree nodes. The object this call returns defines the shared editor pane. For example:

```
my_shared_editor_pane = TreeEditor(shared_editor=True)
```

2. For each editor that uses the shared editor pane:

- Set the *shared\_editor* parameter of `TreeEditor()` to True.
- Set the *editor* parameter of `TreeEditor()` to the object returned in Step 1.

For example:

```
shared_tree_1 = TreeEditor(shared_editor = True,
                           editor = my_shared_editor_pane,
                           nodes = [ TreeNode( # ...
                                           )
                                   ]
                           )
shared_tree_2 = TreeEditor(shared_editor = True,
                           editor = my_shared_editor_pane,
                           nodes = [ TreeNode( # ...
                                           )
                                   ]
                           )
```

### 7.2.6.3 Defining the Format

Several parameters to `TreeEditor()` affect the formatting of the tree control:

- *show\_icons*: If True (the default), icons are displayed for the nodes in the tree.
- *icon\_size*: A two-integer tuple indicating the size of the icons for the nodes.
- *lines\_mode*: Determines whether lines are displayed between related nodes. The valid values are 'on', 'off', and 'appearance' (the default). When set to 'appearance', lines are displayed except on Posix-based platforms.
- *hide\_root*: If True, the root node in the hierarchy is not displayed. If this parameter were specified as True in Example 16, the node in Figure 48 that is labeled "Acme Labs, Inc." would not appear.

Additionally, several attributes of `TreeNode` also affect the display of the tree:

- **icon\_path**: A directory path to search for icon files. This path can be relative to the module it is used in.
- **icon\_item**: The icon for a leaf node.
- **icon\_open**: The icon for a node with children whose children are displayed.
- **icon\_group**: The icon for a node with children whose children are not displayed.

The `wxWidgets` implementation automatically detects the bitmap format of the icon.

## 7.3 “Extra” Trait Editor Factories

The `enthought.traits.ui.wx` package defines a few editor factories that are specific to the `wxWidgets` toolkit, some of which are also specific to the Microsoft Windows platform. These editor factories are not necessarily implemented for other GUI toolkits or other operating system platforms.

### 7.3.1 AnimatedGIFEditor()

**Suitable for** File  
**Default for** (none)  
**Required parameters** (none)  
**Optional parameters** *playing*

AnimatedGIFEditor() generates a display of the contents of an animated GIF image file. The *playing* parameter determines whether the image is animated or static.

### 7.3.2 ArrayViewEditor()

**Suitable for** 2-D Array, 2-D CArray  
**Default for** (none)  
**Required parameters** (none)  
**Optional parameters** *format, show\_index, titles, transpose*

ArrayViewEditor() generates a tabular display for an array. It is suitable for use with large arrays, which do not work well with the editors generated by ArrayEditor(). All styles of the editor have the same appearance.

Index	x	y	z
0	0.6415	0.1716	0.3135
1	0.9506	0.9574	0.3325
2	0.9696	0.4612	0.9167
3	0.0874	0.8570	0.4527
4	0.9208	0.3019	0.4016
5	0.4965	0.0899	0.0584
6	0.3133	0.7694	0.7709
7	0.3529	0.4122	0.4434
8	0.2343	0.0653	0.4604
9	0.3321	0.3810	0.7016
10	0.6647	0.1653	0.0380
11	0.5732	0.4490	0.4782
12	0.2916	0.7809	0.5600
13	0.8068	0.7893	0.1528
14	0.7558	0.7232	0.3891
15	0.7359	0.9720	0.6558

Figure 49 Array view editor

### 7.3.3 FlashEditor()

**Suitable for** string traits, Enum(string values)  
**Default for** (none)

**Required parameters** (none)

**Optional parameters** (none)

FlashEditor() generates a display of an Adobe Flash Video file, using an ActiveX control (if one is installed on the system). This factory is available only on Microsoft Windows platforms. The attribute being edited must have a value whose text representation is the name or URL of a Flash video file. If the is a Unicode string, it must contain only characters that are valid for filenames or URLs.

### 7.3.4 HistoryEditor()

**Suitable for** string traits

**Default for** (none)

**Required parameters** (none)

**Optional parameters** *entries*

HistoryEditor() generates a combo box, which allows the user to either enter a text string or select a value from a list of previously-entered values. The same control is used for all editor styles. The *entries* parameter determines how many entries are preserved in the history list. This type of control is used as part of the simple style of file editor; see Section 7.1.10.

### 7.3.5 IEHTMLEditor()

**Suitable for** string traits, Enum(string values)

**Default for** (none)

**Required parameters** (none)

**Optional parameters** *back, forward, home, html, page\_loaded, refresh, search, status, stop, title*

IEHTMLEditor() generates a display of a web page, using Microsoft Internet Explorer (IE) via ActiveX to render the page. This factory is available only on Microsoft Windows platforms. The attribute being edited must have value whose text representation is a URL. If the value is a Unicode string, it must contain only characters that are valid for URLs.

The *back, forward, home, refresh, search* and *stop* parameters are extended names of event attributes that represent the user clicking on the corresponding buttons in the standard IE interface. The IE buttons are not displayed by the editor; you must create buttons

separately in the View, if you want the user to be able to actually click buttons.

The *html*, *page\_loaded*, *status*, and *title* parameters are the extended names of string attributes, which the editor updates with values based on its own state. You can display these attributes elsewhere in the View.

- *html*—The current page content as HTML (as would be displayed by the **View > Source** command in IE).
- *page\_loaded*—The URL of the currently displayed page; this may be different from the URL represented by the attribute being edited.
- *status*—The text that would appear in the IE status bar.
- *title*—The title of the currently displayed page.

### 7.3.6 ImageEditor()

**Suitable for** (any)

**Default for** (none)

**Required parameters** (none)

**Optional parameters** *image*

ImageEditor() generates a read-only display of an image. The image to be displayed is determined by the *image* parameter, or by the value of the trait attribute being edited, if *image* is not specified. In either case, the value must be a PyFace ImageResource (**enthought.pyface.api.ImageResource**), or a string that can be converted to one. If *image* is specified, then the type and value of the trait attribute being edited are irrelevant and are ignored.

### 7.3.7 LEDEditor()

**Suitable for** numeric traits

**Default for** (none)

**Required parameters** (none)

**Optional parameters** *alignment*, *format\_str*

LEDEditor() generates a display that resembles a “digital” display using light-emitting diodes. All styles of this editor are the same, and are read-only.

The *alignment* parameter can be 'left', 'center', or 'right' to indicate how the value should be aligned within the display. The default is right-alignment.



Figure 50 LED Editor with right alignment

## 7.3.8 ListCanvasEditor()

<b>Suitable for</b>	List of instances
<b>Default for</b>	(none)
<b>Required parameters</b>	<i>adapter</i>
<b>Optional parameters</b>	<i>add, features, grid_info, guide_info, operations, scrollable, snap_info, theme</i>

The ListCanvasEditor() factory generates a graphical canvas that displays views for elements in a list object. All styles of the editor are the same.

A list canvas editor works in conjunction with instances of several other classes.

- ListCanvasAdapter—Controls operations on the list canvas.
- SnapInfo—Defines how items “snap” when moved or resized on a canvas.
- GuideInfo—Defines guide lines for the items on the canvas, to assist in aligning items.
- GridInfo—Defines gridlines for the canvas.
- Theme—Defines a visual theme to apply to items on the canvas.

In implementing a user interface with a list canvas editor, you may need to use some of the following classes and interfaces:

- IListCanvasItemAware—A list element that implements this interface is aware that it is being visualized on a list canvas, and has a reference to the object that represents it on the canvas (an instance of ListCanvasItem).
- ListCanvasItemMonitor—A subclass of this class contains trait notification handlers for traits of a model object’s list canvas item. An adapter can have references to monitors for the objects it displays.
- IListCanvasAdapter—An adapter can delegate functionality to sub-adapters, which must implement this interface.

- `IListCanvasItem`—Model objects can implement this interface to supply information that would normally be supplied by a list canvas adapter. The object does not need to implement the entire interface; the list canvas adapter satisfies requests for any interface elements that are not provided by the model object.

### 7.3.8.1 ListCanvasAdapter

A list canvas editor requires an instance of adapter class derived from `ListCanvasAdapter`. The adapter interfaces between the editor and the data being displayed.

Attributes on `ListCanvasAdapter` control the appearance of items on the canvas, and aspects of interaction with items, such as whether they can be modified, and how they respond to dragging and dropping. Setting any of these attributes on the adapter subclass sets the global behavior for the editor. Refer to the *Traits API Reference* for details of the available attributes.

You can also specify these attributes for a specific class. When the `ListCanvasAdapter` needs to look up the value of one of its attributes for a specific model object on the canvas, it looks for attributes with the following naming conventions in the following order:

1. *classname\_attribute*
2. *attribute*

For example, to find the **size** value for an object whose model class is `Person`, the `get_size()` method looks for the following attributes in sequence, and returns the first value it finds:

1. **Person\_size**
2. **size**

Note that the *classname* can be the name of a base class, searched in the method resolution order (MRO) for the object's class. So for example, if the object were a direct instance of `Employee`, which is a subclass of `Person`, then the **Person\_size** attribute would apply to that object (as long as there were no **Employee\_size** attribute).

### 7.3.8.2 Info Classes

The SnapInfo, GridInfo, and GuideInfo classes control the behavior of the canvas regarding “snapping” moved items to specific positions, and displaying lines on the canvas. Grid lines are at specified intervals, which guide lines align with existing items on the canvas. You can enable snapping to either type of line, or both. Both types of lines can be displayed either permanently, or only when the user is moving or resizing items.

### 7.3.9 ListStrEditor()

<b>Suitable for</b>	ListStr or List of values mapped to strings
<b>Default for</b>	(none)
<b>Required parameters</b>	(none)
<b>Optional parameters</b>	<i>activated, activated_index, adapter, adapter_name, auto_add, drag_move, editable, horizontal_lines, images, multi_select, operations, right_clicked, right_clicked_index, selected, selected_index, title, title_name</i>

ListStrEditor() generates a list of selectable items corresponding to items in the underlying trait attribute. All styles of the editor are the same. The parameters to ListStrEditor() control aspects of the behavior of the editor, such as what operations it allows on list items, whether items are editable, and whether more than one can be selected at a time. You can also specify extended references for trait attributes to synchronize with user actions, such as the item that is currently selected, activated for editing, or right-clicked.





Figure 51 List string editor

### 7.3.10 TabularEditor()

<b>Suitable for</b>	lists, arrays, and other large sequences of objects
<b>Default for</b>	(none)
<b>Required parameters</b>	<i>adapter</i>
<b>Optional parameters</b>	<i>activated, clicked, column_clicked, dclicked, drag_move, editable, horizontal_lines, images, multi_select, operations, right_clicked, right_dclicked, selected, selected_row, show_titles, vertical_lines</i>

The TabularEditor() factory can be used for many of the same purposes as the TableEditor() factory, that is, for displaying a table of attributes of lists or arrays of objects. While similar in function, each editor has its own advantages and disadvantages.

Some of the advantages of the tabular editor are:

- **Very fast:** The tabular editor uses a virtual model, which accesses data from the underlying model only as needed. For example, if you have a million-element array, but can display only 50 rows at a time, the editor requests only 50 elements of data at a time.
- **Very flexible data model:** The editor uses an adapter model to interface with the underlying data. This strategy allows it to easily deal with many types of data representation, from list of objects, to arrays of numbers, to tuples of tuples, and many other formats.
- **Supports useful data operations,** including:

- Moving the selection up and down using the keyboard arrow keys.
- Moving rows up and down using the keyboard.
- Inserting and deleting items using the keyboard.
- Initiating editing of items using the keyboard.
- Dragging and dropping of table items to and from the editor, including support for both copy and move operations for single and multiple items.
- **Visually appealing:** The tabular editor, in general, uses the underlying operating system's native table or grid control, and as a result often looks better than the control used by the table editor.
- **Supports displaying text and images in any cell.** However, the images displayed must be all the same size for optimal results.

Some of the disadvantages of the tabular editor relative to the table editor are:

- **Not as full-featured.** The table editor includes support for arbitrary data filters, searches, and different types of sorting. These differences may narrow as features are added to the tabular editor.
- **Limited data editing capabilities.** The tabular editor supports editing only textual values, whereas the table editor supports a wide variety of column editors, and can be extended with more as needed. This is due to limitations of the underlying native control used by the tabular editor.

### 7.3.10.1 TabularAdapter

The tabular editor works in conjunction with an adapter class, derived from `TabularAdapter`. The tabular adapter interfaces between the tabular editor and the data being displayed. The tabular adapter is the reason for the flexibility and power of the tabular editor to display a wide variety of data.

The most important attribute of `TabularAdapter` is **columns**, which is list of columns to be displayed. Each entry in the **columns** list can be either a string, or a tuple consisting of a string and another value, which can be of any type. The string is used as the label for the column. The second value in the tuple, called the *column ID*, identifies the column to the adapter. It is typically a trait attribute name or an integer index, but it can be any value appropriate to the

adapter. If only a string is specified for an entry, then the index of the entry within the **columns** list is used as that entry's column ID.

Attributes on `TabularAdapter` control the appearance of items, and aspects of interaction with items, such as whether they can be edited, and how they respond to dragging and dropping. Setting any of these attributes on the adapter subclass sets the global behavior for the editor. Refer to the *Traits API Reference* for details of the available attributes.

You can also specify these attributes for a specific class or column ID, or combination of class and column ID. When the `TabularAdapter` needs to look up the value of one of its attributes for a specific item in the table, it looks for attributes with the following naming conventions in the following order:

- *classname\_columnid\_attribute*
- *classname\_attribute*
- *columnid\_attribute*
- *attribute*

For example, to find the **text\_color** value for an item whose class is `Person` and whose column ID is 'age', the `get_text_color()` method looks for the following attributes in sequence, and returns the first value it finds:

- **Person\_age\_text\_color**
- **Person\_text\_color**
- **age\_text\_color**
- **text\_color**

Note that the *classname* can be the name of a base class, searched in the method resolution order (MRO) for the item's class. So for example, if the item were a direct instance of `Employee`, which is a subclass of `Person`, then the **Person\_age\_text\_color** attribute would apply to that item (as long as there were no **Employee\_age\_text\_color** attribute).

### 7.3.10.2 The Tabular Editor User Interface

Figure 52 shows an example of a tabular editor on Microsoft Windows, displaying information about source files in the Traits package. This example includes a column that contains an image for files that meet certain conditions.







File Name	Size		Time	Date
adapter.py	7830		04:08:06 PM	08/13/2007
api.py	5794		05:37:52 PM	11/16/2007
category.py	4757		04:08:06 PM	08/13/2007
core_traits.py	3758		04:08:06 PM	08/13/2007
has_dynamic_views.py	15556		04:08:06 PM	08/13/2007
has_traits.py	146863		03:29:33 PM	11/28/2007
standard.py	13715		04:08:06 PM	08/13/2007
traits.py	55643		05:37:52 PM	11/16/2007
traits_listener.py	39379		03:29:33 PM	11/28/2007
trait_base.py	15628		12:10:01 PM	11/09/2007
trait_db.py	22879		04:08:06 PM	08/13/2007
trait_errors.py	4058		12:11:35 PM	09/11/2007
trait_handlers.py	112372		12:10:01 PM	11/09/2007
trait_notifiers.py	27635		01:28:49 PM	10/03/2007
trait_numeric.py	14070		12:10:01 PM	11/09/2007

Figure 52 Tabular editor on MS Windows

Depending on how the tabular editor is configured, certain keyboard interactions may be available. For some interactions, you must specify that the corresponding operation is allowed by including the operation name in the *operations* list parameter of `TabularEditor()`.

- **Up arrow:** Selects the row above the currently selected row.
- **Down arrow:** Selects the row below the currently selected row.
- **Page down:** Appends a new item to the end of the list (append operation).
- **Left arrow:** Moves the currently selected row up one line (move operation).
- **Right arrow:** Moves the currently selected row down one line (move operation).
- **Backspace, Delete:** Deletes from the list all items in the current selection (delete operation).
- **Enter, Escape:** Initiates editing on the current selection (edit operation).
- **Insert:** Inserts a new item before the current selection (insert operation).

The append, move, edit, and insert operations can occur only when a single item is selected. The delete operation works for one or more items selected.

Depending on how the editor and adapter are specified, drag and drop operations may be available. If the user selects multiple items and drags one of them, all selected items are included in the drag operation. If the user drags a non-selected item, only that item is dragged.

The editor supports both “drag-move” and “drag-copy” semantics. A drag-move operation means that the dragged items are sent to the target and are removed from the list displayed in the editor. A drag-copy operation means that the dragged items are sent to the target, but are not deleted from the list data. In a drag-copy operation, if you do not want the target to receive the same data contained in the list, then

### 7.3.11 ThemedButtonEditor()

<b>Suitable for</b>	Event
<b>Default for</b>	(none)
<b>Required parameters</b>	(none)
<b>Optional parameters</b>	<i>label, theme, down_theme, hover_theme, disabled_theme, image, position, spacing, view</i>

The ThemedButtonEditor() factory generates a button that is formatted according to specified or default themes. All editor styles have the same appearance.



Figure 53 Themed buttons in various states

The theme-related parameters determine the appearance of the button in various states. Figure 53 shows the default theme.

### 7.3.12 ThemedCheckboxEditor()

### 7.3.13 ThemedTextEditor()

### **7.3.14 ThemedVerticalNotebookEditor()**

### **7.3.15 UIDebugEditor()**

### **7.3.16 VETEditor()**

## 8 Advanced Editor Concepts

### 8.1 Interacting with an Editor Through the UI Object

#### 8.1.1 Accessing Trait Editors Using Item IDs

#### 8.1.2 Controlling Editor Status Using 'enabled' and 'disabled'

### 8.2 Defining a Custom Editor

#### 8.2.1 Defining the Editor Factory

##### 8.2.1.1 Standard Traits: `format_str`, `format_func`, `is_grid_cell`

**8.2.1.2 Standard methods: `init()`, `simple_editor()`, `custom_editor()`, `text_editor()`, `readonly_editor()`, `format_func()`**

## **8.2.2 Defining the Editor**

**8.2.2.1 Standard Traits: `ui`, `object`, `name`, `old_value`, `description`, `control`, `enabled`, `factory`, `updating`, `value`, `str_value`**

**8.2.2.2 Standard methods: `init()`, `dispose()`, `update_editor()`, `error()`, `string_value()`, `save_prefs()`, `restore_prefs()`, `get_undo_item()`**



## 9 Miscellaneous Advanced Topics

### 9.1 The UI Object

### 9.2 The UIInfo Object Revisited

### 9.3 Defining a Custom Help Handler

### 9.4 Saving and Restoring User Preferences

(which preferences can be saved, how to save and restore preferences)

#### 9.4.1 Enabling User Preferences for a View

##### 9.4.1.1 The View id

#### **9.4.1.2 The Item ID**

## **9.5 Key Bindings**

# 10 Tips, Tricks and Gotchas

## 10.1 Getting and Setting Model View Elements

For some applications, it can be necessary to retrieve or manipulate the View objects associated with a given model object. The `HasTraits` class defines two methods for this purpose: `trait_views()` and `trait_view()`.

### 10.1.1 `trait_views()`

The `trait_views()` method, when called without arguments, returns a list containing the names of all Views defined in the object's class. For example, if `sam` is an object of type `SimpleEmployee3` (from Example 6 on page 25), the method call `sam.trait_views()` returns the list `['all_view', 'traits_view']`.

Alternatively, a call to `trait_views(view_element_type)` returns a list of all named instances of class `view_element_type` defined in the object's class. The possible values of `view_element_type` are:

- `View`
- `Group`
- `Item`,
- `ViewElement`
- `ViewSubElement`

Thus calling `trait_views(View)` is identical to calling `trait_views()`. Note that the call `sam.trait_views(Group)` returns an empty list, even though both of the Views defined in `SimpleEmployee` contain Groups. This is because only *named* elements are returned by the method.

`Group` and `Item` are both subclasses of `ViewSubElement`, while `ViewSubElement` and `View` are both subclasses of `ViewElement`. Thus, a call to `trait_views(ViewSubElement)` returns a list of

named Items and Groups, while `trait_views(ViewElement)` returns a list of named Items, Groups and Views.

## 10.1.2 `trait_view()`

The `trait_view()` method is used for three distinct purposes:

- To retrieve the default View associated with an object
- To retrieve a particular named ViewElement (i.e., Item, Group or View)
- To define a new named ViewElement

For example:

- `obj.trait_view()` returns the default View associated with object *obj*. For example, `sam.trait_view()` returns the View object called `traits_view`. Note that unlike `trait_views()`, `trait_view()` returns the View itself, not its name.
- `obj.trait_view('my_view')` returns the view element named `my_view` (or `None` if `'my_view'` is not defined).
- `obj.trait_view('my_group', Group('a', 'b'))` defines a Group with the name `my_group`. Note that although this Group can be retrieved using `trait_view()`, its name does not appear in the list returned by `traits_view(Group)`. This is because `my_group` is associated with *obj* itself, rather than with its class.

## Appendix I: Glossary of Terms

**attribute:** An element of data that is associated with all instances of a given class, and is named at the class level.<sup>17</sup> In most cases, attributes are stored and assigned separately for each instance (for the exception, see *class attribute*). Synonyms include “data member” and “instance variable”.

**Bool:** The trait type of a *Boolean* attribute.

**Boolean:** Having only True or False as possible values.

**command button:** A button on a window that globally controls the window. Examples include **OK**, **Cancel**, **Apply**, **Revert**, and **Help**.

**controller:** The element of the MVC (“model-view-controller”) design pattern that manages the transfer of information between the data *model* and the *view* used to observe and edit it.

**data member:** Synonym for *attribute*.

**dialog box:** A secondary window whose purpose is for a user to specify additional information when entering a command.

**dictionary:** A lookup table of the form:

```
{key1: value1, key2: value2, ... key_n: value_n},
```

Dictionaries are a built-in type in the Python language. Values are inserted and retrieved by key rather than by offset (as they would be in Python lists or in C-style arrays).

**editor:** A user interface component for editing the value of a trait attribute. Each type of trait has a default editor, but you can override this selection with one of a number of editor factories provided by the Traits UI package. In some cases an editor can include multiple widgets, e.g., a slider and a text box for a Range trait attribute.

**editor factory:** An instance of the Traits class `EditorFactory`. Editor factories generate the actual widgets used in a user interface. You

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<sup>17</sup> This is not always the case in Python, where attributes can be added to individual objects.

can use an editor factory without knowing what the underlying GUI toolkit is.

**factory:** An object used to produce other objects at run time without necessarily assigning them to named variables or attributes. A single factory is often parameterized to produce instances of different classes as needed.

**Group:** An object that specifies an ordered set of Items and other Groups for display in a Traits UI View. Various display options can be specified by means of attributes of this class, including a border, a group label, and the orientation of elements within the Group. An instance of the Traits UI class Group.

**Handler:** A Traits UI object that implements GUI logic (data manipulation and dynamic window behavior) for one or more user interface windows. A Handler instance fills the role of *controller* in the MVC design pattern. An instance of the Traits UI class *Handler*.

**HasTraits:** A class defined in the Traits package to specify objects whose attributes are typed (i.e., whose attributes are “trait attributes”).

**instance:** A concrete entity belonging to an abstract category such as a class. In object-oriented programming terminology, an entity with allocated memory storage whose structure and behavior are defined by the class to which it belongs. Often called an “object”.

**instance method:** A method that is performed on (and called through) a specific instance, usually using a syntax like `object1.do_this()`.<sup>18</sup>

**instance variable:** Synonym for *attribute*.

**Item:** A non-subdividable element of a Traits user interface specification (View), usually specifying the display options to be used for a single trait attribute. An instance of the Traits UI class Item.

**live:** A term used to describe a window that is linked directly to the underlying model data, so that changes to data in the interface are reflected immediately in the model. A window that is not live displays and manipulates a copy of the model data until the user confirms any changes.

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<sup>18</sup> A method can, of course, have arguments. They are omitted from the sample syntax for simplicity.

**livemodal:** A term used to describe a window that is both *live* and *modal*.

**MVC:** A design pattern for interactive software applications. The initials stand for “Model-View-Controller”, the three distinct entities prescribed for designing such applications. (See the glossary entries for *model*, *view*, and *controller*.)

**modal:** A term used to describe a window that causes the remainder of the application to be suspended, so that the user can interact only with the window until it is closed.

**model:** A component of the MVC design pattern for interactive software applications. The model consists of the set of classes and objects that define the underlying data of the application, as well as any internal (i.e., non-GUI-related) methods or functions on that data.

**nonmodal:** A term used to describe a window that is neither *live* nor *modal*.

**object:** Synonym for *instance*.

**object method:** Synonym for *instance method*.

**panel:** A user interface region similar to a window except that it is embedded in a larger window rather than existing independently.

**predefined trait:** Any trait type that is built into the Traits package.

**regular expression:** A way of specifying a set of strings by encoding its syntax requirements as a single string rather than by enumerating all its members.

**subpanel:** A variation on a *panel* that ignores (i.e., does not display) any command buttons.

**trait:** A term used loosely to refer to either a *trait type* or a *trait attribute*.

**trait attribute:** An attribute whose type is specified and checked by means of the Traits package.

**trait type:** A type-checked data type, either built into or implemented by means of the Traits package.

**Traits:** An open source package engineered by Enthought, Inc. to perform manifest typing in Python.

**Traits UI:** A high-level user interface toolkit designed to be used with the Traits package.

**tuple:** An ordered set of Python objects, not necessarily of the same type. The syntax for tuples differs from that of Python lists in that parentheses are used (and , in some contexts, omitted) rather than square brackets, e.g. `tuple1 = ("hello", 3, True)`.

**View:** A template object for constructing a GUI window or panel for editing a set of traits. The structure of a View is defined by one or more Group or Item objects; a number of attributes are defined for specifying display options including height and width, menu bar (if any), and the set of buttons (if any) that are displayed. A member of the Traits UI class View.

**view:** A component of the MVC design pattern for interactive software applications. The view component encompasses the visual aspect of the application, as opposed to the underlying data (the *model*) and the application's behavior (the *controller*).

**ViewElement:** A View, Group or Item object. The ViewElement class is the parent of all three of these subclasses.

**widget:** An interactive element in a graphical user interface, e.g., a scrollbar, button, pull-down menu or text box.

**wizard:** An interface composed of a series of *dialog boxes*, usually used to guide a user through an interactive task such as software installation.

**wx:** A shorthand term for the low-level GUI toolkit on which TraitsUI and PyFace are currently based (wxWidgets) and its Python wrapper (wxPython).



## Appendix II: Editor Factories for Predefined Traits

Predefined traits that are not listed in this table use `TextEditor()` by default, and have no other appropriate editor factories.

<i>Trait</i>	<i>Default Editor Factory</i>	<i>Other Possible Editor Factories</i>
Any	TextEditor	EnumEditor, ImageEnumEditor, ValueEditor
Array	ArrayEditor (for 2-D arrays)	
Bool	BooleanEditor	
Button	ButtonEditor	
CArray	ArrayEditor (for 2-D arrays)	
CBool	BooleanEditor	
CComplex	TextEditor	
CFloat, CInt, CLong	TextEditor	LEDEditor
Code	CodeEditor	
Color	ColorEditor	
Complex	TextEditor	
CStr, CUnicode	TextEditor(multi_line=True)	CodeEditor, HTMLEditor
Dict	TextEditor	ValueEditor
Directory	DirectoryEditor	
Enum	EnumEditor	ImageEnumEditor
Event	(none)	ButtonEditor, ToolbarButtonEditor
File	FileEditor	AnimatedGIFEditor
Float	TextEditor	LEDEditor
Font	FontEditor	

<i>Trait</i>	<i>Default Editor Factory</i>	<i>Other Possible Editor Factories</i>
HTML	HTMLEditor	
Instance	InstanceEditor	TreeEditor, DropEditor, DNDEditor, ValueEditor
List	TableEditor for lists of HasTraits objects; ListEditor for all other lists.	CheckListEditor, SetEditor, ValueEditor
Long	TextEditor	LEDEditor
Password	TextEditor(password=True)	
PythonValue	ShellEditor	
Range	RangeEditor	
Regex	TextEditor	CodeEditor
RGBColor	RGBColorEditor	
Str	TextEditor(multi_line=True)	CodeEditor, HTMLEditor
String	TextEditor	CodeEditor
This	InstanceEditor	
ToolbarButton	ButtonEditor	
Tuple	TupleEditor	
UIDebugger	ButtonEditor (button calls the UIDebugEditor factory)	
Unicode	TextEditor(multi_line=True)	HTMLEditor
WeakRef	InstanceEditor	