

PyQt for Autodesk Maya 2014 64bit

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Additional Qt instructions available [here](#) -

<http://around-the-corner.typepad.com/adn/2013/04/building-sip-and-pyqt-for-maya-2014.html>

Building SIP, and PyQt for Maya 2014

PyQt [<http://www.riverbankcomputing.co.uk>] is a python binding to the Qt library. Because Maya uses Qt internally, you can use the PyQt modules in Maya python scripts to create custom UI. PyQt does not have the same licensing as Maya, Qt, or Python. Please consult the PyQt website for information about licensing for PyQt.

Download PyQt: <http://www.riverbankcomputing.com/static/Downloads/PyQt4/>

Download SIP: <http://www.riverbankcomputing.com/software/sip/download>

The following are instructions for building a copy of the PyQt modules that have been known to work with Maya.

Maya 2014 uses Qt4.8.2 which is binary compatible with the latest version of PyQt - 4.10 (at time of writing, April 2013).

Note that it's important to use the Maya modified version of the Qt source code. A copy of the customized Qt 4.8.2 source is available from Autodesk's Open Source web-site (<http://www.autodesk.com/lGPLsource>) and includes text files describing how to configure, build and install Qt for each platform supported by Maya.

However, be aware that with Maya 2014, there is no more need to build PySide as it is coming by default in Maya, nor you have to rebuild Qt itself as the main Qt tools to build PyAt are now included in the Maya distributions (I.e. qmake, moc, ...)

libxml, openSSL, OpenAL, python2.7, qt-4.8.2-64, and tbb are also coming by default in the Maya include and lib folder, so unless you have a very specific need, you would not need to rebuild any of those libraries like before. Note as well that there is a 'C:\Program Files\Autodesk\Maya2014\support\opensource' folder now which contains some of the community source.

Download SIP and PyQt source from '<http://www.riverbankcomputing.co.uk>' - here I downloaded 'sip-4.14.5' and 'PyQt-win-gpl-4.10'. Unzip them in one folder, then you should get something like this:

Mac

`/Users/cyrille/Documents/_Maya2014Scripts/sip-4.14.5`

`/Users/cyrille/Documents/_Maya2014Scripts/PyQt-mac-gpl-4.10`

'/Users/cyrille/Documents/_Maya2014Scripts' being my local folder. Now the instructions, and bash scripts to build that SIP and PyQt.

Follow the instructions from the API docs to setup your environment (Developer Resources > API Guide > Setting up your build environment > Mac OS X environment, in the Maya Documentation)

Untar the /devkit/include/qt-4.8.2-include.tar.gz into /devkit/include/Qt

Copy /Resources/qt.conf into /bin/qt.conf and edit it like this:

```
[Paths]
Prefix=
Libraries=../MacOS
Binaries=../bin
Headers=../../..../devkit/include/Qt
Data=..
Plugins=../qt-plugins
Translations=../qt-translations
```

Untar the qt-4.8.2-64-mkspecs.tar.gz into \$MAYA_LOCATION/Maya.app/Contents/bin/mkspecs

Unfortunately, this file is not present in the Maya Mac distribution, so you either need to get it from your Window or Linux Maya distribution, or from the Qt Mac source. Make sure the qconfig.pri looks like this:

qconfig.pri

```
#configuration
CONFIG += release def_files_disabled exceptions no_mocdepend stl
x86_64 qt #qt_framework
QT_ARCH = macosx
QT_EDITION = OpenSource
QT_CONFIG += minimal-config small-config medium-config large-
config full-config no-pkg-config dwarf2 phonon phonon-backend
accessibility opengl reduce_exports ipv6 getaddrinfo ipv6ifname
getifaddrs png no-freetype system-zlib nis cups iconv openssl
corewl lan concurrent xmlpatterns multimedia audio-backend svg
script scripttools declarative release x86_64 qt #qt_framework

#versioning
QT_VERSION = 4.8.2
QT_MAJOR_VERSION = 4
QT_MINOR_VERSION = 8
QT_PATCH_VERSION = 2

#namespaces
QT_LIBINFIX =
QT_NAMESPACE =
QT_NAMESPACE_MAC_CRC =

QT_GCC_MAJOR_VERSION = 4
QT_GCC_MINOR_VERSION = 2
```

```
QT_GCC_PATCH_VERSION = 1
```

You also need to create copy of the Qt lib files as fake .dylib files from the /MacOS directory. The script below will give you the commands to do that.

Build & Install SIP

```
#!/usr/bin/env bash

MAYAQTBUILD=`dirname \"$0\"` # Relative
export MAYAQTBUILD=`( cd \"$MAYAQTBUILD\" && pwd )` # Absolutized and
normalized
cd $MAYAQTBUILD

export SIPDIR=$MAYAQTBUILD/sip-4.14.5
export MAYA_LOCATION=/Applications/Autodesk/maya2014

cd $SIPDIR
$MAYA_LOCATION/Maya.app/Contents/bin/mayapy ./configure.py --arch=x86_64
make
sudo make install
```

Build & Install PyQt

```
#!/usr/bin/env bash

MAYAQTBUILD=`dirname \"$0\"` # Relative
export MAYAQTBUILD=`( cd \"$MAYAQTBUILD\" && pwd )` # Absolutized and
normalized
cd $MAYAQTBUILD

export MAYA_LOCATION=/Applications/Autodesk/maya2014
export QTDIR=$MAYA_LOCATION/Maya.app/Contents
export QMAKESPEC=$QTDIR/mkspecs/macx-g++
export INCDIR_QT=$MAYA_LOCATION/devkit/include/Qt
export LIBDIR_QT=$QTDIR/MacOS

if [ ! -f $QMAKESPEC/qmake.conf ];
then
    echo "You need to install qt-4.8.2-64-mkspecs.tar.gz in $QTDIR/mkspecs
!"
    exit
fi
if [ ! -f $INCDIR_QT/QtCore/qdir.h ];
then
    echo "You need to uncompress $MAYA_LOCATION/devkit/include/qt-4.8.2-
include.tar.gz in $INCDIR_QT !"
    exit
fi
# qt.conf - /Applications/Autodesk/maya2014/Maya.app/Contents/Resources
if [ ! -f $QTDIR/bin/qt.conf ];
then
    echo "You need to copy $QTDIR/Resources/qt.conf in $QTDIR/bin !"
```

```

    exit
fi

test=`grep "Data=../../" $QTDIR/bin/qt.conf`
if [ ! -z "$test" ];
then
    echo "You need to edit $QTDIR/bin/qt.conf to use 'Data=..'"
    exit
fi
test=`grep "Headers=../../include" $QTDIR/bin/qt.conf`
if [ ! -z "$test" ];
then
    echo "You need to edit $QTDIR/bin/qt.conf to use
'Headers=../../devkit/include/Qt'"
    exit
fi
test=`grep "Libraries=../lib" $QTDIR/bin/qt.conf`
if [ ! -z "$test" ];
then
    echo "You need to edit $QTDIR/bin/qt.conf to use 'Libraries
=../MacOS'"
    exit
fi
test=`grep "Plugins = qt-plugins" $QTDIR/bin/qt.conf`
if [ ! -z "$test" ];
then
    echo "You need to edit $QTDIR/bin/qt.conf to use 'Plugins=../qt-
plugins'"
    exit
fi
test=`grep "Translations = qt-translations" $QTDIR/bin/qt.conf`
if [ ! -z "$test" ];
then
    echo "You need to edit $QTDIR/bin/qt.conf to use 'Translations=../qt-
translations'"
    exit
fi

for mod in Core Declarative Designer DesignerComponents Gui Help
Multimedia Network OpenGL Script ScriptTools Sql Svg WebKit Xml
XmlPatterns
do
    if [ ! -f $QTDIR/MacOS/libQt${mod}.dylib ];
    then
        echo "You need to copy a fake Qt$mod dylib - cp $QTDIR/MacOS/Qt$mod
$QTDIR/MacOS/libQt${mod}.dylib !"
        #cp $QTDIR/MacOS/Qt$mod $QTDIR/MacOS/libQt${mod}.dylib
        exit
    fi
done
if [ ! -f $QTDIR/MacOS/libphonon.dylib ];
then
    echo "You need to copy a fake phonon dylib - cp $QTDIR/MacOS/phonon
$QTDIR/MacOS/libphonon.dylib !"
    #cp $QTDIR/MacOS/phonon $QTDIR/MacOS/libphonon.dylib
    exit

```

```

fi

export DYLD_LIBRARY_PATH=$QTDIR/MacOS
export DYLD_FRAMEWORK_PATH=$QTDIR/Frameworks

export SIPDIR=$MAYAQTBUILD/sip-4.14.5
export PYQTDIR=$MAYAQTBUILD/PyQt-mac-gpl-4.10

cd $PYQTDIR
export PATH=$QTDIR/bin:$PATH
$QTDIR/bin/mayapy ./configure.py LIBDIR_QT=$LIBDIR_QT
INCDIR_QT=$INCDIR_QT MOC=$QTDIR/bin/moc -w --no-designer-plugin -g
make -j 8
sudo make install

```

You're done! go to the testing paragraph at the end of the article.

Linux

```

/home/cyrille/Documents/_Maya2014Scripts/sip-4.14.5
/home/cyrille/Documents/_Maya2014Scripts/PyQt-mac-gpl-4.10

```

'/home/cyrille/Documents/_Maya2014Scripts' being my local folder. Now the instructions, and bash scripts to build SIP and PyQt.

Follow the instructions from the API docs to setup your environment (Developer Resources > API Guide > Setting up your build environment > Linux environments (64 bit), in the Maya Documentation).

Edit your qt.conf file (/usr/autodesk/maya2014-x64/bin) like below

```

[Paths]
Prefix=
Libraries=../lib
Binaries=../bin
Headers=../include/Qt
Data=../
Plugins=../qt-plugins
Translations=../qt-translations

```

Untar the /include/qt-4.8.2-include.tar.gz into /include/Qt

Untart the /mkspecs/qt-4.8.2-mkspecs.tar.gz into /mkspecs

Make qmake, moc executables from the Maya bin directory

```

sudo chmod aog+x /usr/autodesk/maya2014-x64/bin/moc
sudo chmod aog+x /usr/autodesk/maya2014-x64/bin/qmake

```

Build & Install SIP

```
#!/usr/bin/env bash
```

```

MAYAQTBUILD="`dirname \"$0\`" # Relative
export MAYAQTBUILD="`( cd \"$MAYAQTBUILD\" && pwd )`" # Absolutized and
normalized
cd $MAYAQTBUILD

export SIPDIR=$MAYAQTBUILD/sip-4.14.5
export MAYA_LOCATION=/usr/autodesk/maya2014-x64

cd $SIPDIR
$MAYA_LOCATION/bin/mayapy ./configure.py
make
sudo make install

```

Build & Install PyQt

```

#!/usr/bin/env bash

MAYAQTBUILD="`dirname \"$0\`" # Relative
export MAYAQTBUILD="`( cd \"$MAYAQTBUILD\" && pwd )`" # Absolutized and
normalized
cd $MAYAQTBUILD

export MAYA_LOCATION=/usr/autodesk/maya2014-x64
export QTDIR=$MAYA_LOCATION
export QMAKESPEC=$QTDIR/mkspecs/linux-g++-64
export INCDIR_QT=$MAYA_LOCATION/include/Qt
export LIBDIR_QT=$QTDIR/lib

if [ ! -f $QMAKESPEC/qmake.conf ];
then
    echo "You need to install qt-4.8.2-mkspecs.tar.gz in $QTDIR/mkspecs !"
    exit
fi
if [ ! -f $INCDIR_QT/QtCore/qdir.h ];
then
    echo "You need to uncompress $MAYA_LOCATION/include/qt-4.8.2-
include.tar.gz in $INCDIR_QT !"
    exit
fi
# qt.conf - /Applications/Autodesk/maya2014/Maya.app/Contents/Resources
if [ ! -f $QTDIR/bin/qt.conf ];
then
    echo "You need to copy $QTDIR/Resources/qt.conf in $QTDIR/bin !"
    exit
fi

test=`grep "Headers=../include/Qt" $QTDIR/bin/qt.conf`
if [ -z "$test" ];
then
    echo "You need to edit $QTDIR/bin/qt.conf to use
'Headers=../include/Qt'"
    exit
fi

```

```

export SIPDIR=$MAYAQTBUILD/sip-4.14.5
export PYQTDIR=$MAYAQTBUILD/PyQt-x11-gpl-4.10

cd $PYQTDIR
export PATH=$QTDIR/bin:$PATH
$QTDIR/bin/mayapy ./configure.py LIBDIR_QT=$LIBDIR_QT
INCDIR_QT=$INCDIR_QT MOC=$QTDIR/bin/moc -w --no-designer-plugin -g
make -j 8
sudo make install

```

You're done! go to the testing paragraph at the end of the article.

Windows

```

D:\_sdkext\Maya2014 Scripts\sip-4.14.5
D:\_sdkext\Maya2014 Scripts\PyQt-win-gpl-4.10

```

'D:_sdkext\Maya2014 Scripts' being my local folder. Now the instructions and scripts to build SIP and PyQt.

Follow the instructions from the API docs to setup your environment (Developer Resources > API Guide > Setting up your build environment > Windows environment (64-bit), in the Maya Documentation)

Edit your qt.conf file (C:\Program Files\Autodesk\Maya2014\bin) like below

```

[Paths]
Prefix=
Libraries=../lib
Binaries=../bin
Headers=../include/Qt
Data=..
Plugins=../qt-plugins
Translations=../qt-translations

```

Unzip the /include/qt-4.8.2-64-include.tar.gz into /include/Qt

Unzip the /mkspecs/qt-4.8.2-64-mkspecs.tar.gz into /mkspecs

Build & Install SIP

```

@echo off

set MAYAQTBUILD=%~dp0
set MAYAQTBUILD=%MAYAQTBUILD:~0,-1%
if exist v:\nul subst v: /d
subst v: "%MAYAQTBUILD%"

v:

set SIPDIR=v:\sip-4.14.5
set MSVC_DIR=C:\Program Files (x86)\Microsoft Visual Studio 10.0
if [%LIBPATH%]==[] call "%MSVC_DIR%\VC\vcvarsall" amd64

set MAYA_LOCATION=C:\Program Files\Autodesk\Maya2014

```

```

set
INCLUDE=%INCLUDE%;%MAYA_LOCATION%\include\python2.7;%MAYA_LOCATION%\Pyth
hon\include
set LIB=%LIB%;%MAYA_LOCATION%\lib

cd %SIPDIR%
"%MAYA_LOCATION%\bin\mayapy" configure.py
nmake
nmake install

```

Build & Install PyQt

```

@echo off

set MAYAQTBUILD=%~dp0
set MAYAQTBUILD=%MAYAQTBUILD:~0,-1%
if exist v:\nul subst v: /d
subst v: "%MAYAQTBUILD%"
v:

set MAYA_LOCATION=C:\Program Files\Autodesk\Maya2014
if exist m:\nul subst m: /d
subst m: "%MAYA_LOCATION%"
set MAYA_LOCATION=m:

set QTDIR=%MAYA_LOCATION%
set MSVC_VERSION=2010
set QMAKESPEC=%QTDIR%\mkspecs\win32-msvc%MSVC_VERSION%
if not exist "%QMAKESPEC%\qmake.conf" (
    echo "You need to uncompress %MAYA_LOCATION%\mkspecs\qt-4.8.2-64-
mkspecs.tar.gz !"
    goto :end
)
if not exist "%MAYA_LOCATION%\include\Qt\QtCore\qdir.h" (
    echo "You need to uncompress %MAYA_LOCATION%\include\qt-4.8.2-64-
include.tar.gz in %MAYA_LOCATION%\include\Qt !"
    goto :end
)
findstr /L /C:"Headers=../include/Qt" %MAYA_LOCATION%\bin\qt.conf >nul
2>&1
if ERRORLEVEL 1 (
    echo "You need to edit %MAYA_LOCATION%\bin\qt.conf to use
'Headers=../include/Qt'"
    goto :end
)

set SIPDIR=v:\sip-4.14.5
set PYQTDIR=v:\PyQt-win-gpl-4.10

set MSVC_DIR=C:\Program Files (x86)\Microsoft Visual Studio 10.0
if [%LIBPATH%]==[] call "%MSVC_DIR%\VC\vcvarsall" amd64

```

```

set
INCLUDE=%INCLUDE%;%MAYA_LOCATION%\include\python2.7;%MAYA_LOCATION%\Pyt
hon\include
set LIB=%LIB%;%MAYA_LOCATION%\lib

cd %PYQTDIR%
set PATH=%QTDIR%\bin;%PATH%
"%MAYA_LOCATION%\bin\mayapy" configure.py LIBDIR_QT=%QTDIR%\lib
INCDIR_QT=%QTDIR%\include\Qt MOC=%QTDIR%\bin\moc.exe -w --no-designer-
plugin
nmake
nmake install

:end
pause

```

You're done! go to the testing paragraph at the end of the article.

Testing

Copy and paste this example in the Maya Script Editor (in a Python tab), and execute the code:

```

import sys
from PyQt4 import QtGui

class Example(QtGui.QWidget):
    def __init__(self):
        super(Example, self).__init__()
        self.initUI()

    def initUI(self):
        self.btn = QtGui.QPushButton('Dialog', self)
        self.btn.move(20, 20)
        self.btn.clicked.connect(self.showDialog)

        self.le = QtGui.QLineEdit(self)
        self.le.move(130, 22)

        self.setGeometry(300, 300, 290, 150)
        self.setWindowTitle('Input dialog')
        self.show()

    def showDialog(self):
        text, ok = QtGui.QInputDialog.getText(self, 'Input Dialog',
        'Enter your name:')
        if ok:
            self.le.setText(str(text))

ex = Example()

```

If you see the dialog is showing, you are all set.