

Tkinter Designer

Automate GUI Creation

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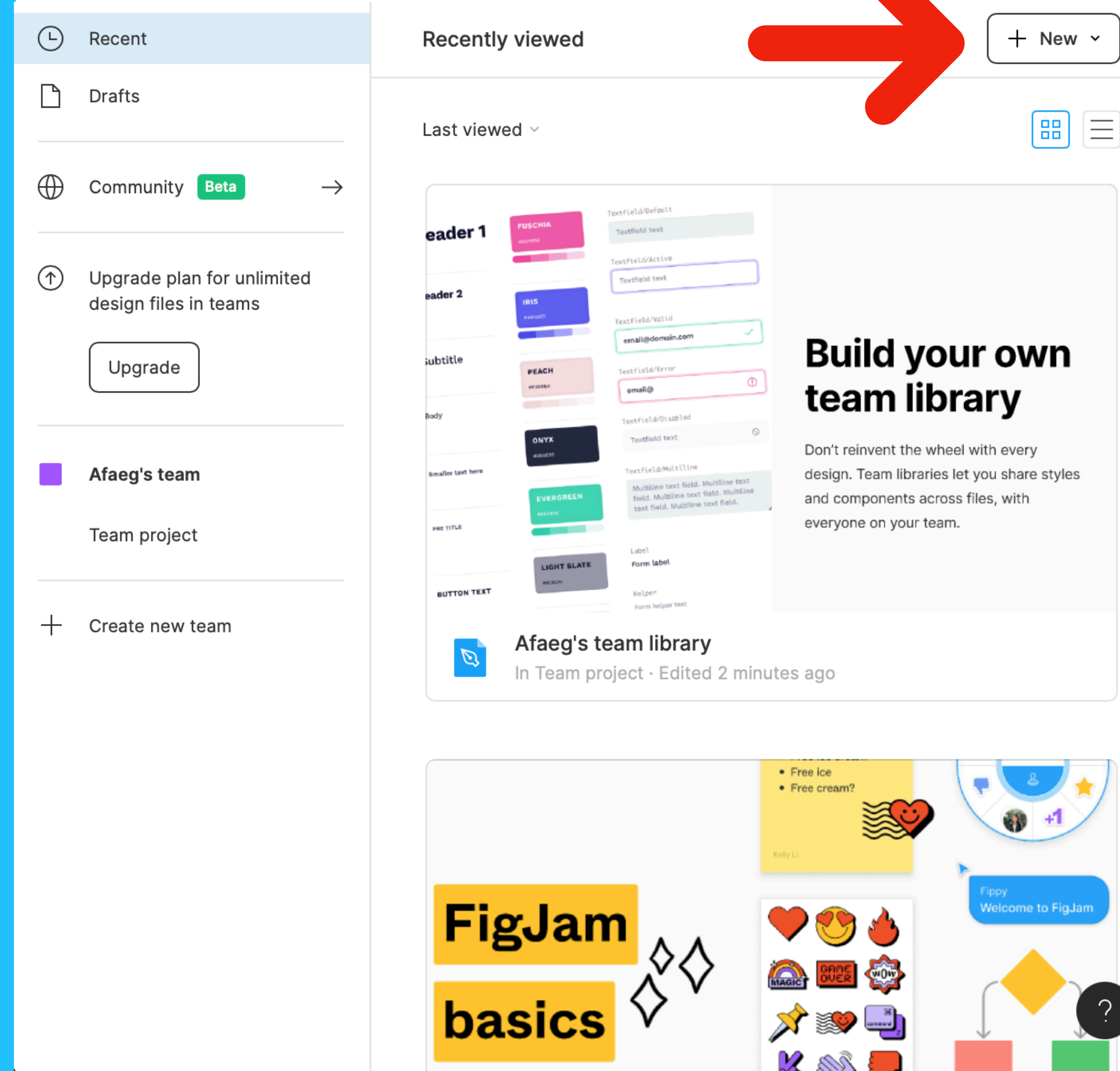
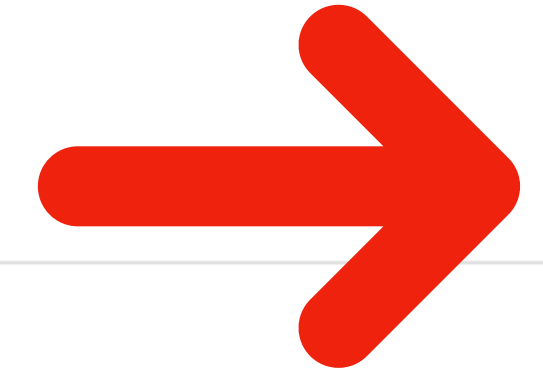
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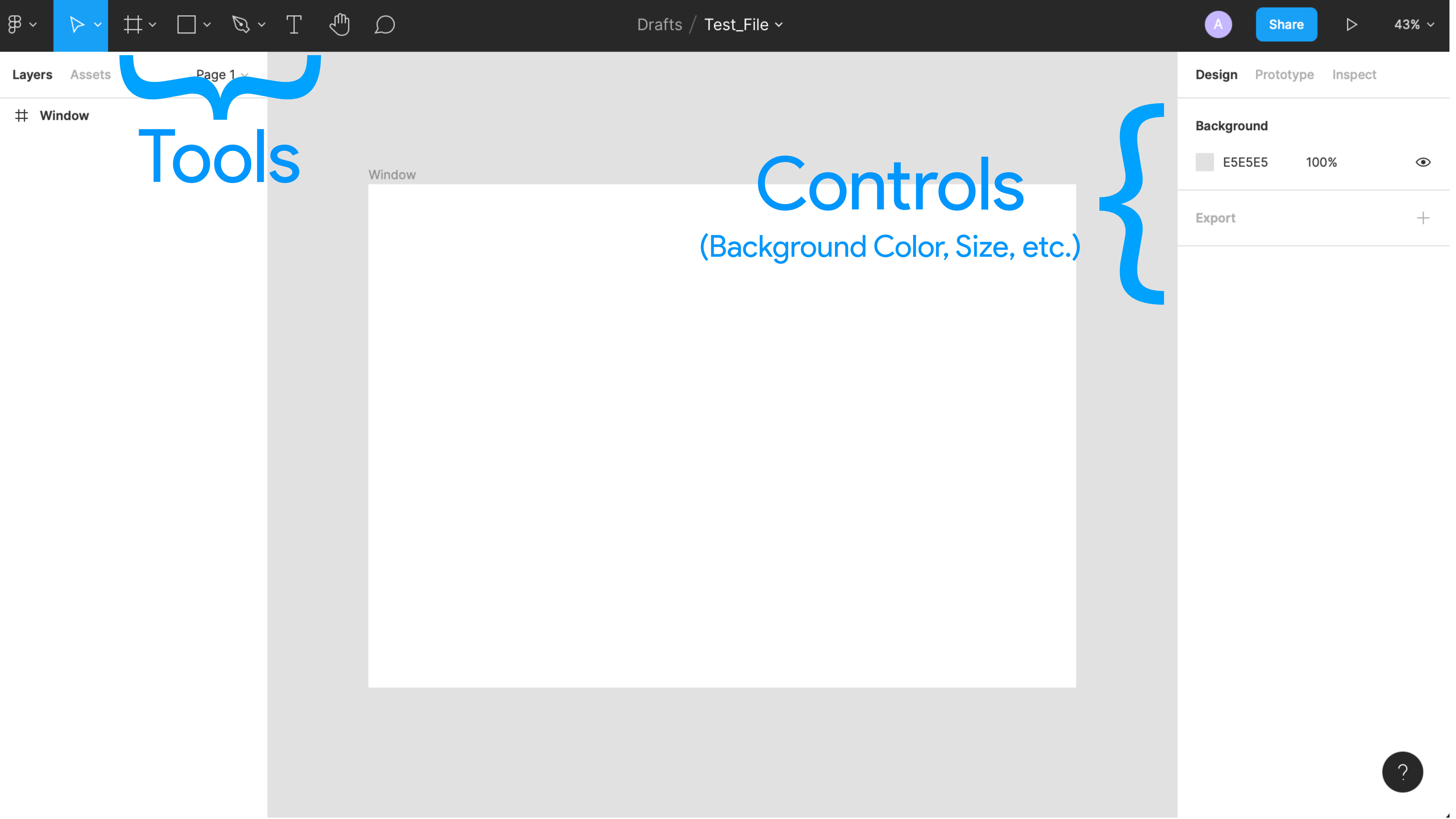
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Click on 'New' & Select 'Design File'





Layers ▾ Assets ▾ Page 1 ▾

Window

Tools

Window

Controls
(Background Color, Size, etc.)

Design Prototype Inspect

Background

 E5E5E5 100% 

Export

+

Window

Window

Layers

Everything you add on Window will appear here.

Background

■ E5E5E5

100%



Export



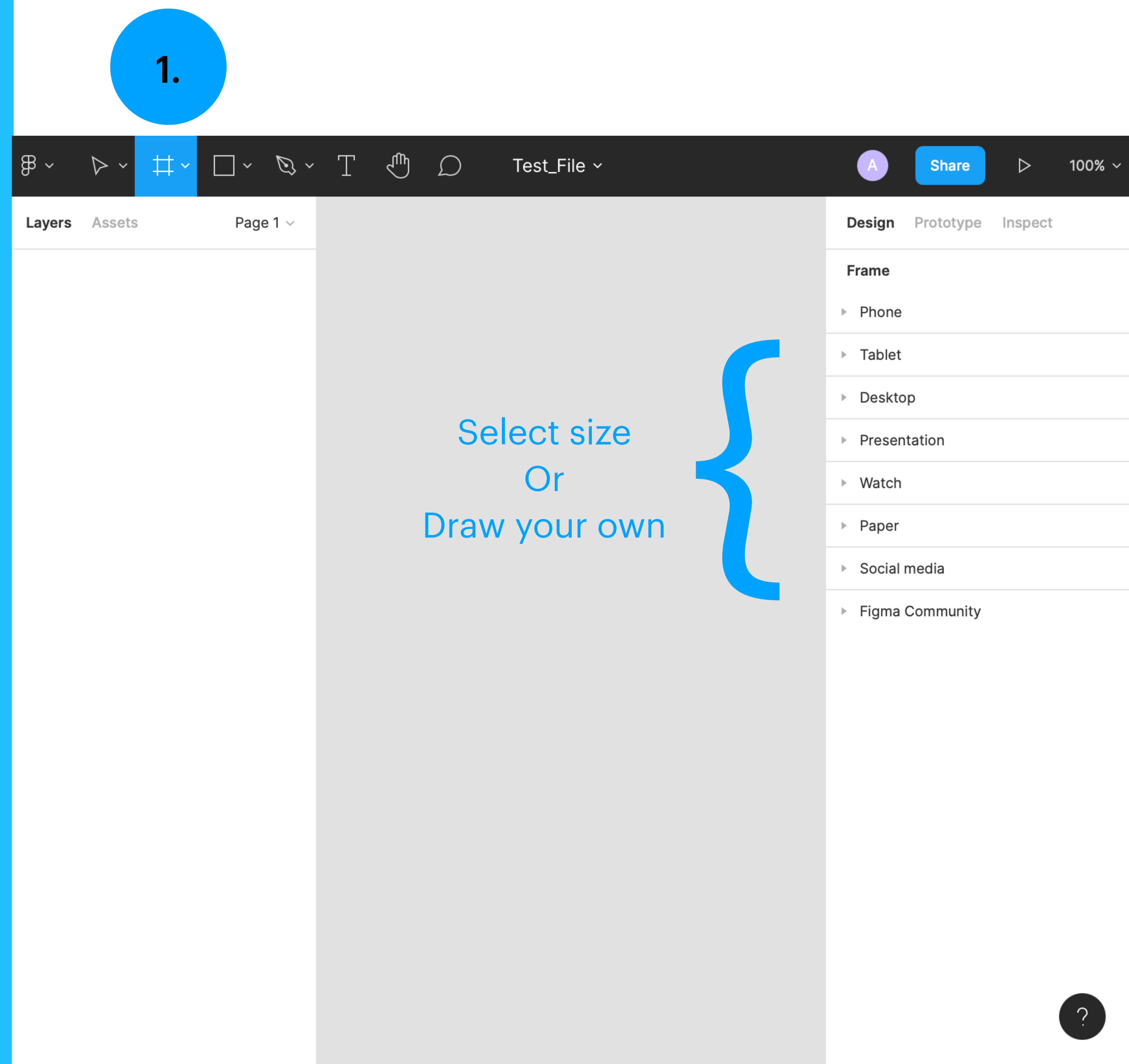
Naming Is Important !

The code is converted on the basis of name given to the elements in the Design File. (Case Sensitive)

Names can be changed by double clicking items in Layers Panel

Design Names	Tkinter Elements
Button	Button
Rectangle	Rectangle
TextBox	Entry
Background	Canvas.Image()

Create a Frame.
This will be Tkinter Window.



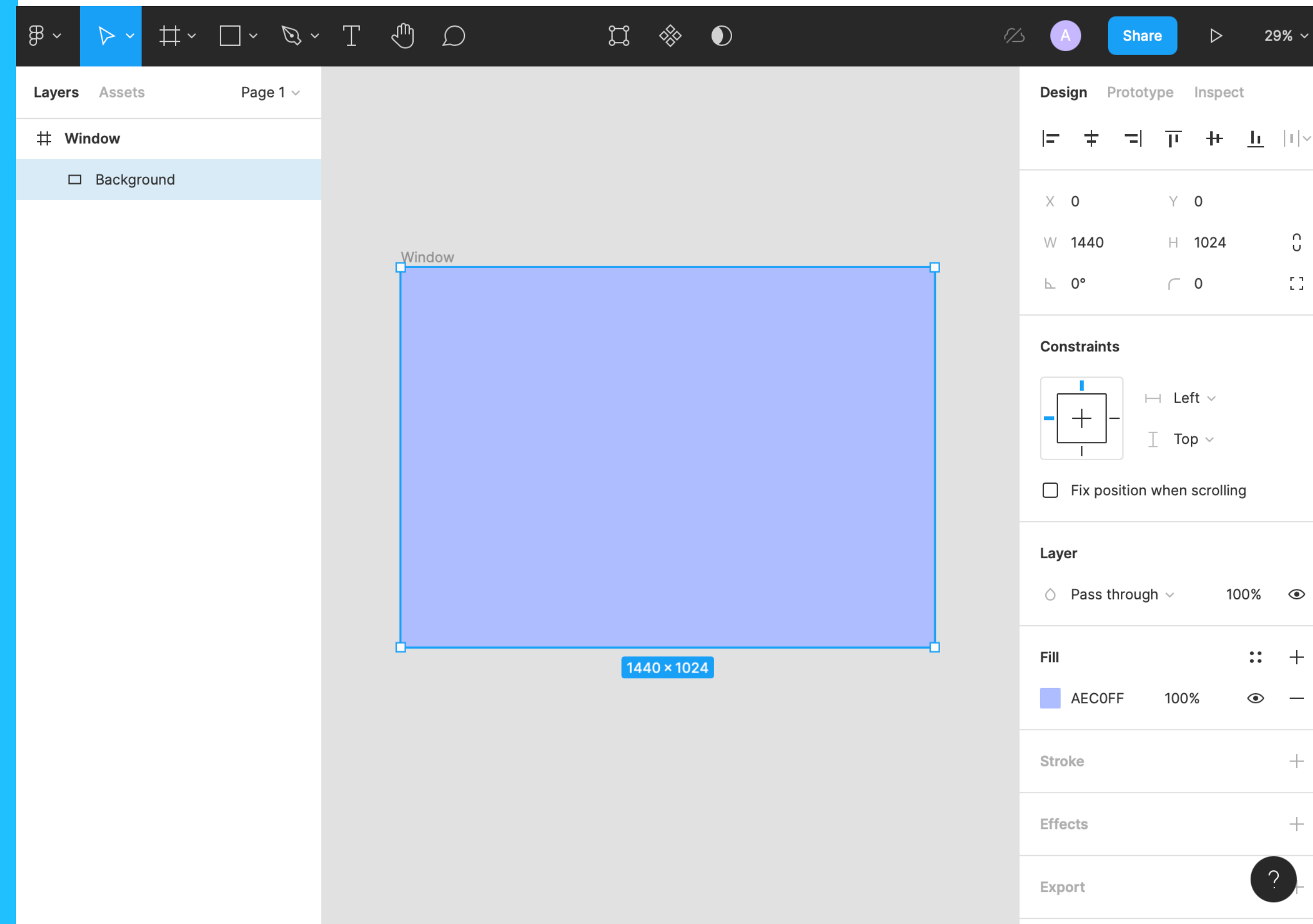
Creating Background.

Background can be created by Using Shapes and Images.

I am creating it using simple rectangle.

Note :

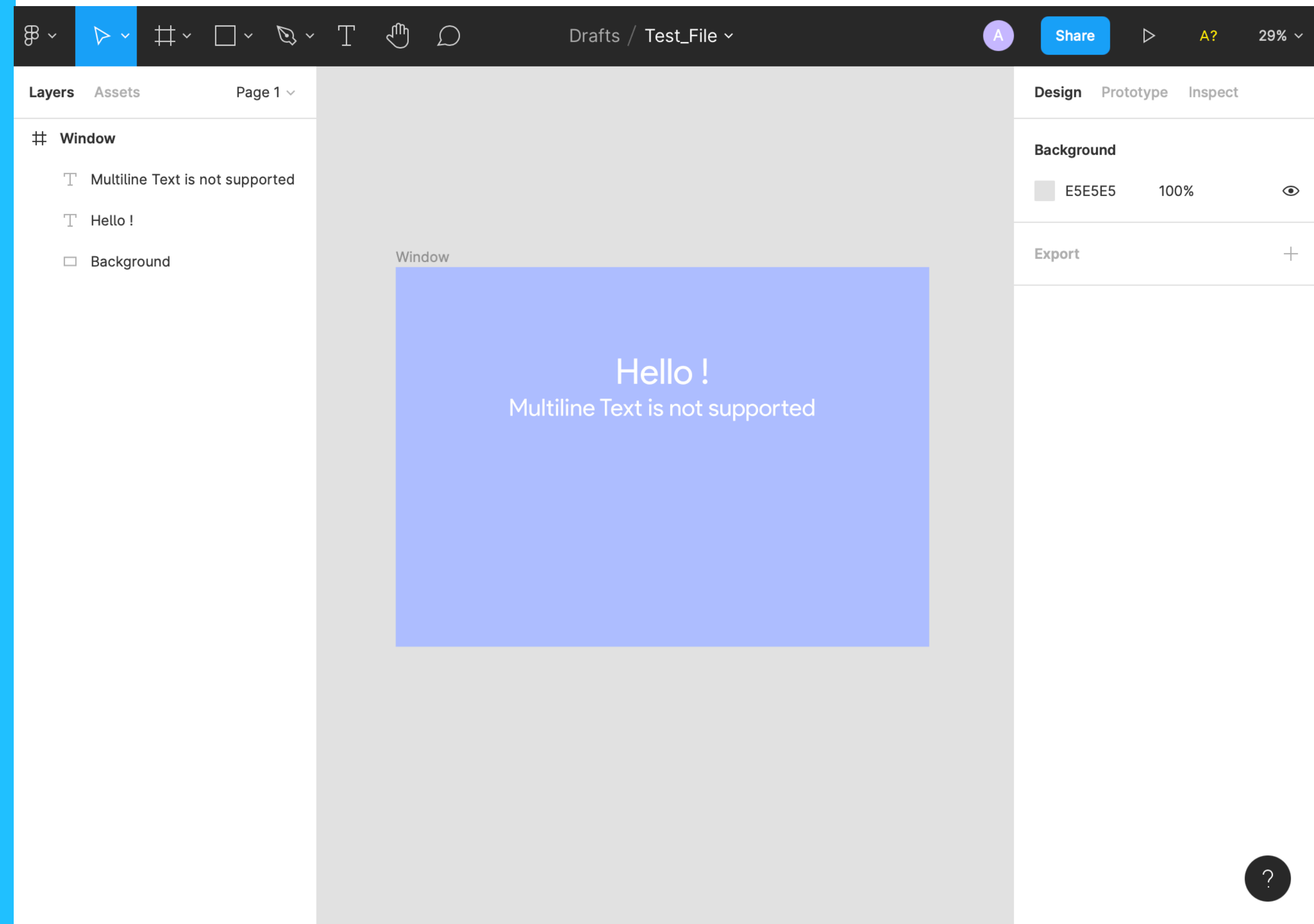
If you are using multiple shapes and images. You need to group them together by selecting all the elements which are part of it and pressing Ctrl G or CMD G.



Adding Text

Press 'T' or Select text tool from the tools panel and add Text.

You don't need to change it's name.

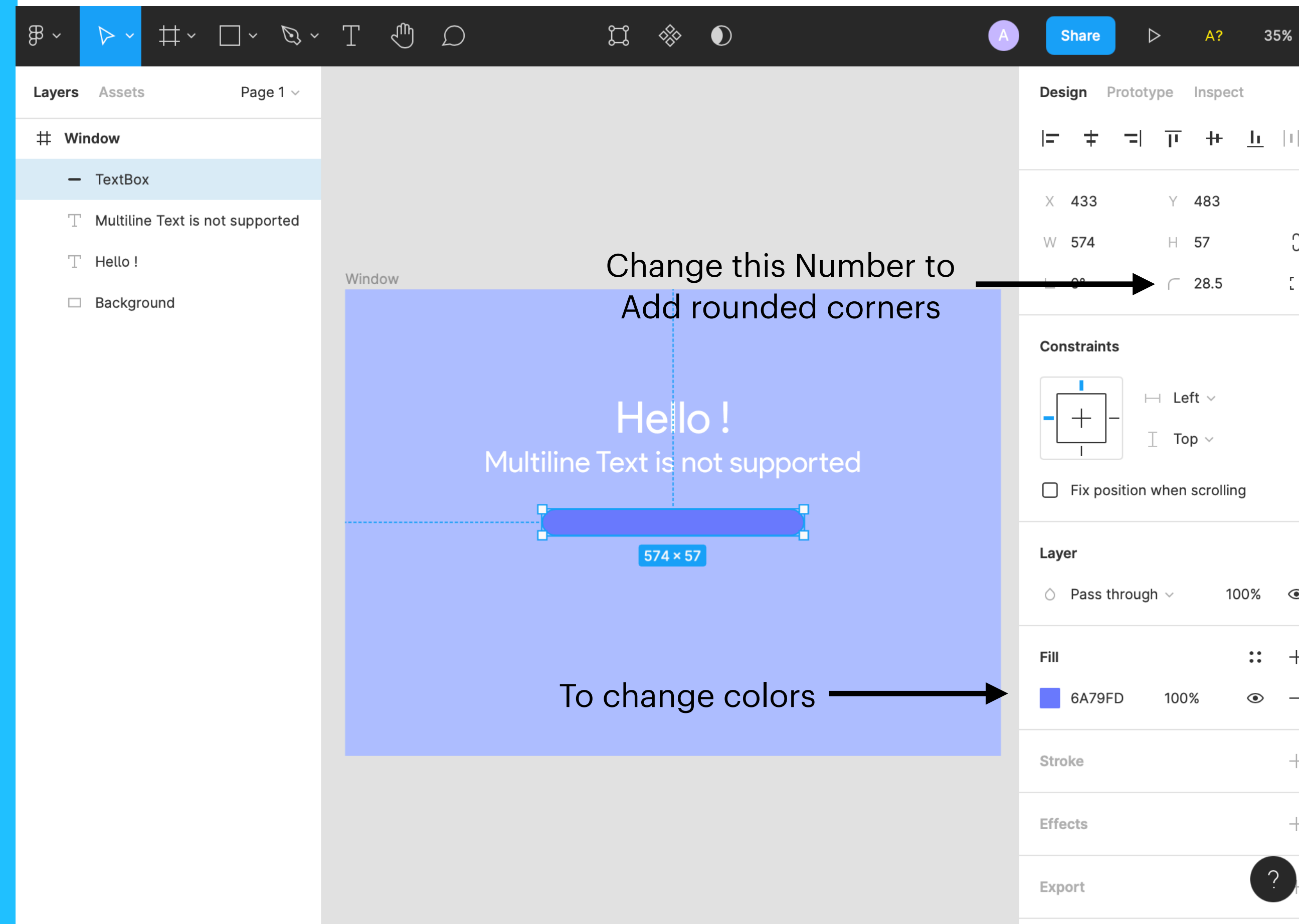


Adding Entry (Text Box)

Press 'R' for Rectangle tool.

Create a Rectangle and change it's properties if you want.

And Name it "TextBox"

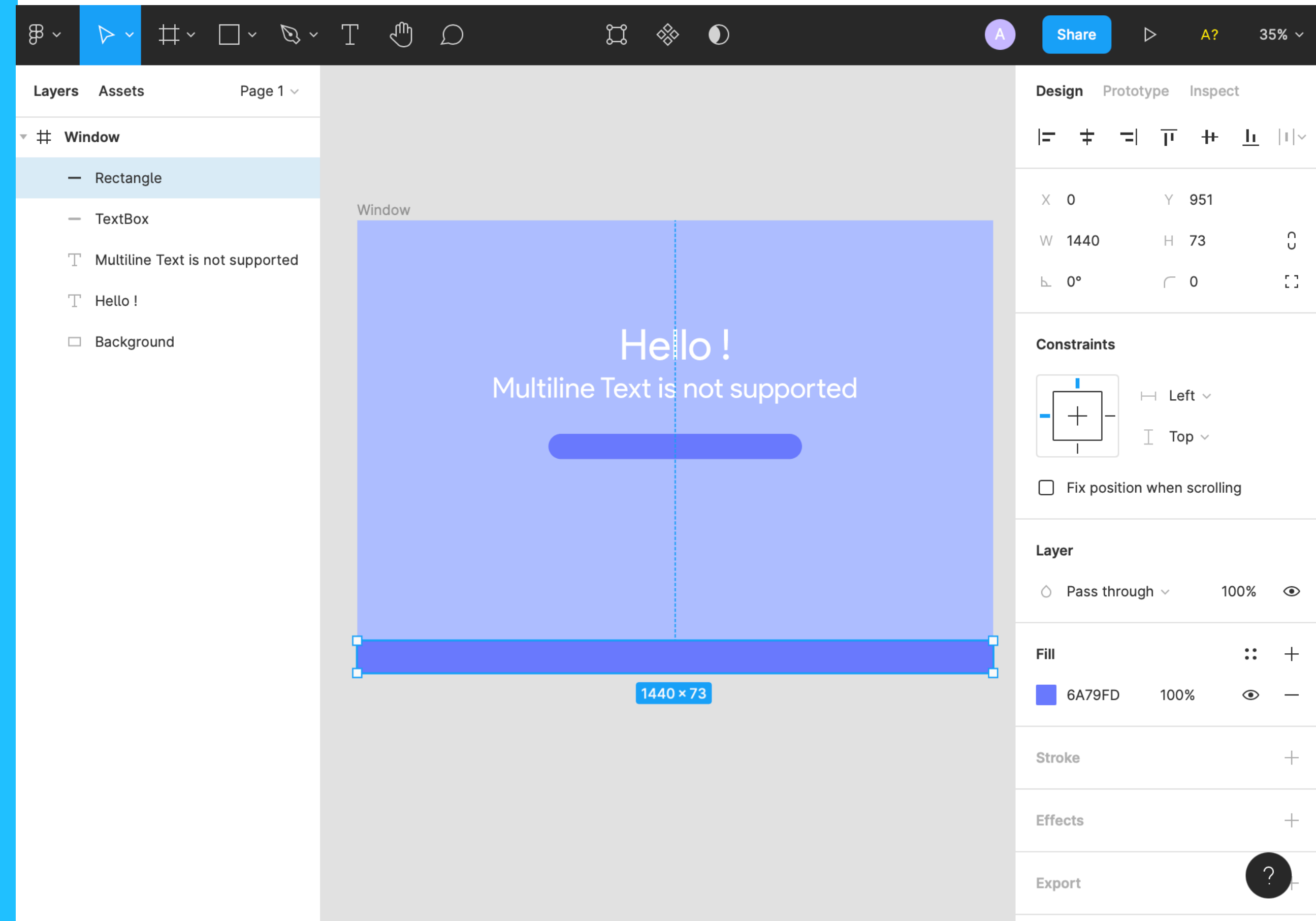


Adding Normal Rectangle

Press 'R' for Rectangle tool.

Create a Rectangle and change it's properties if you want.

And Name it "Rectangle"

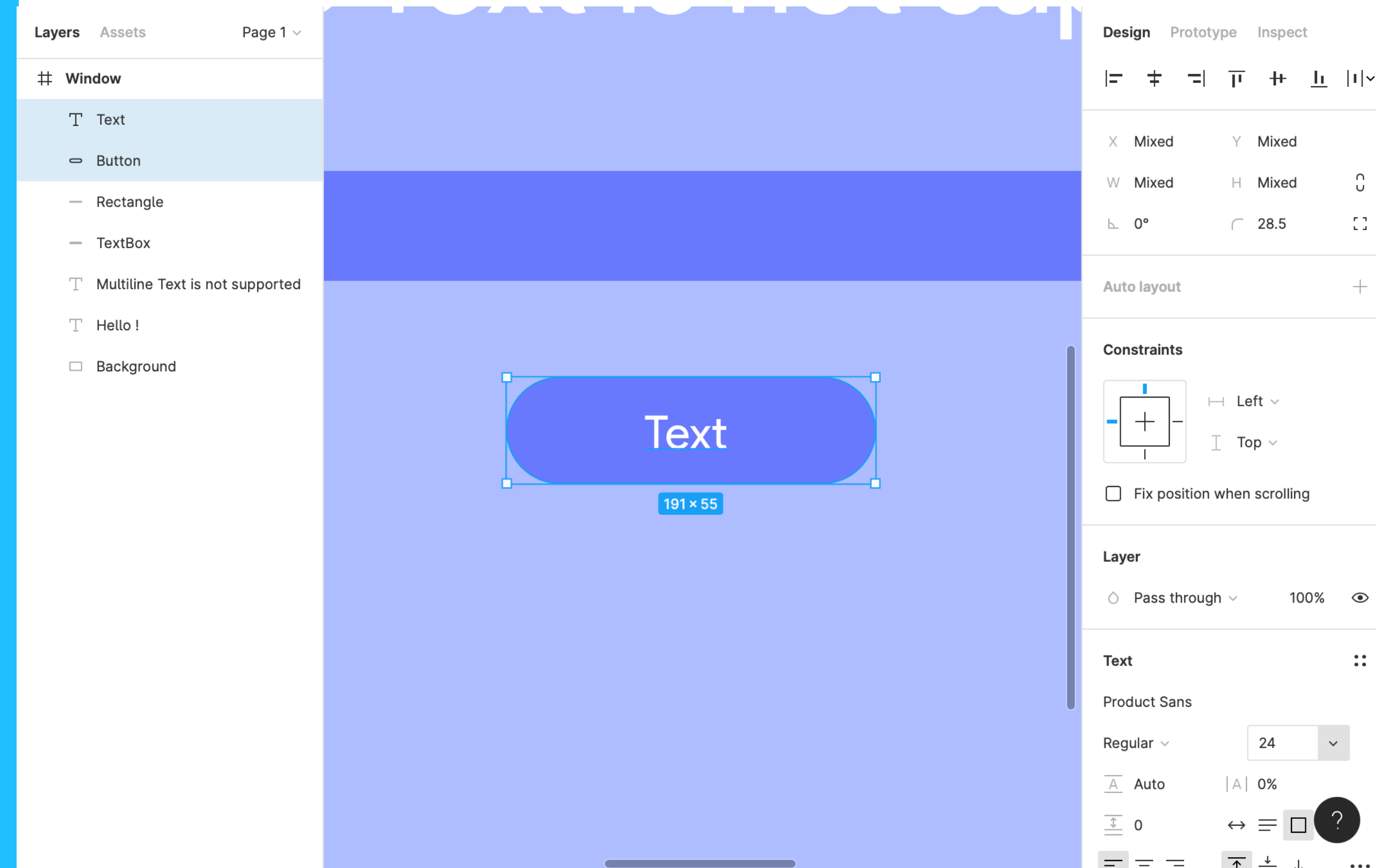


Adding a Button

Press 'R' for Rectangle tool.

1. Create a rectangle for the button.
2. Make it rounded if you want.
3. Add Text on top of it (Optional)

Continued...



Adding a Button


Creating a button requires 1 Extra step.

1. Create a rectangle on top of the button.
2. Move that rectangle below the button.
3. Change the rectangle colour to same as background colour.
4. Select all three and press Ctrl G / Cmd G this will group them.
5. Name the group 'Button'



Adding a Button

The group should look like this.

 Button

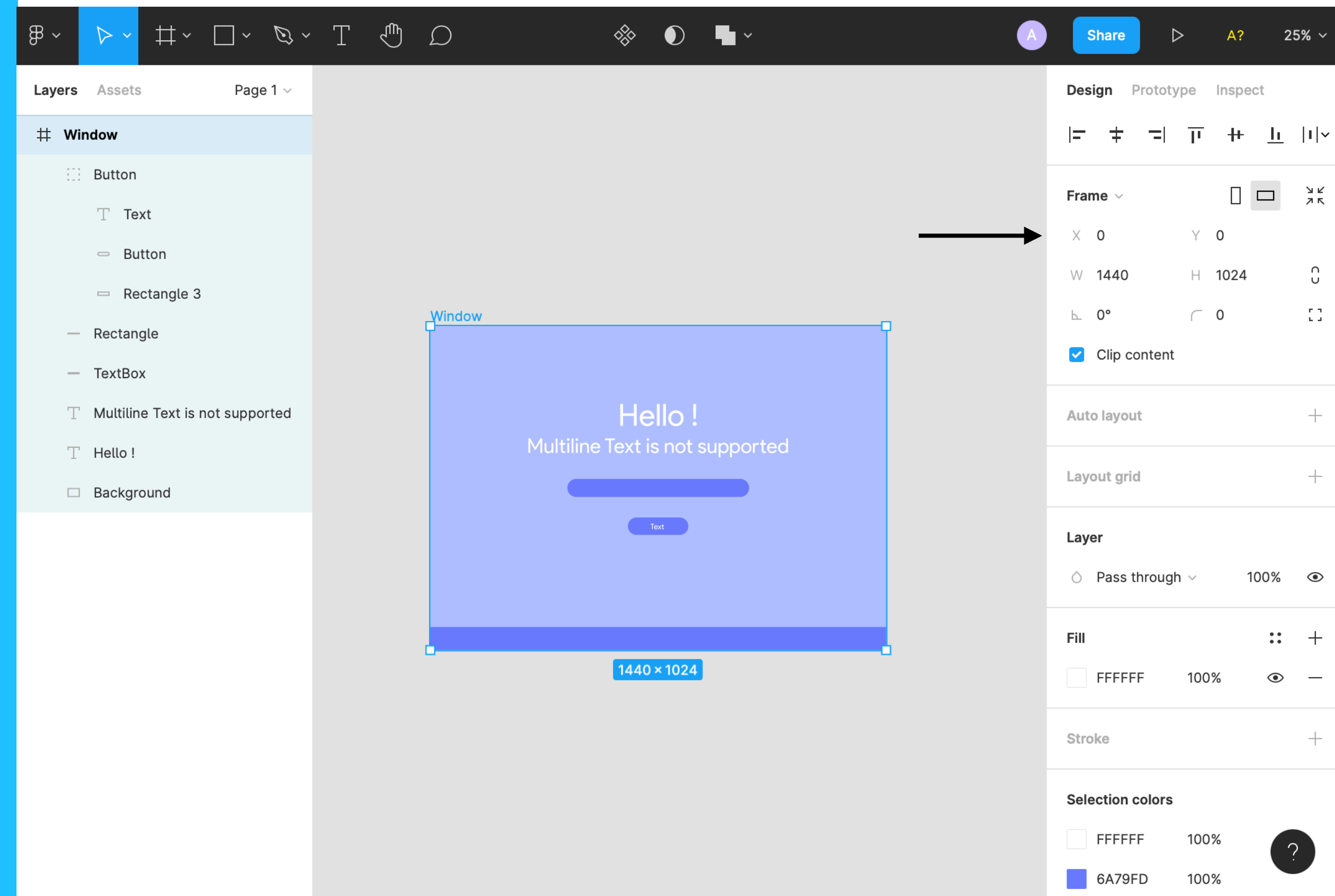
 Text

 Button

 Rectangle 3

Final step.

Select Everything and set the coordinates of X and Y to 0 on the from the right side.

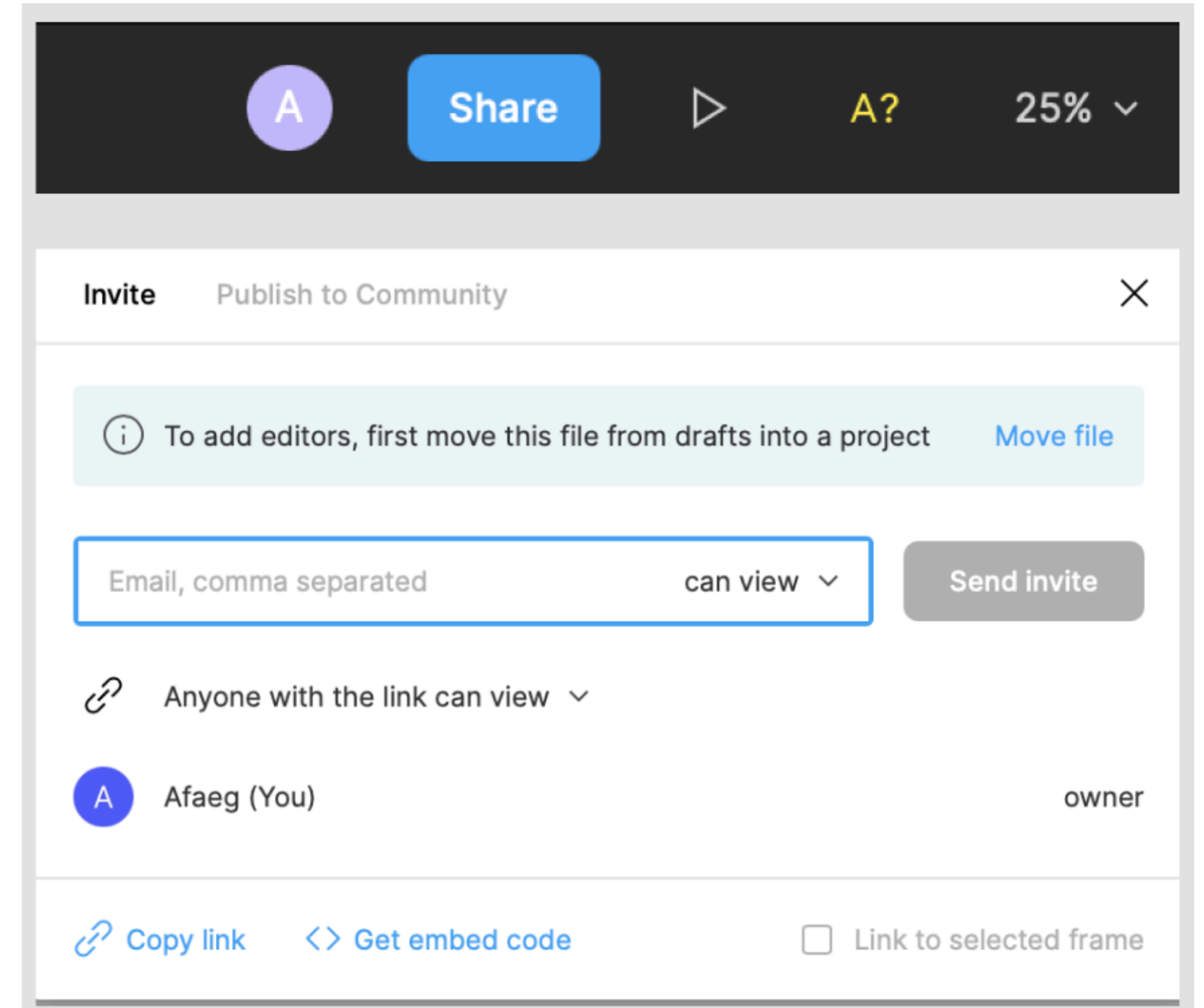


Now we are done
with designing.

Getting the URL.

1. Click on share (Top Right)
2. Click on copy link.

Paste it somewhere



Getting the token.

Paste it somewhere

Access tokens

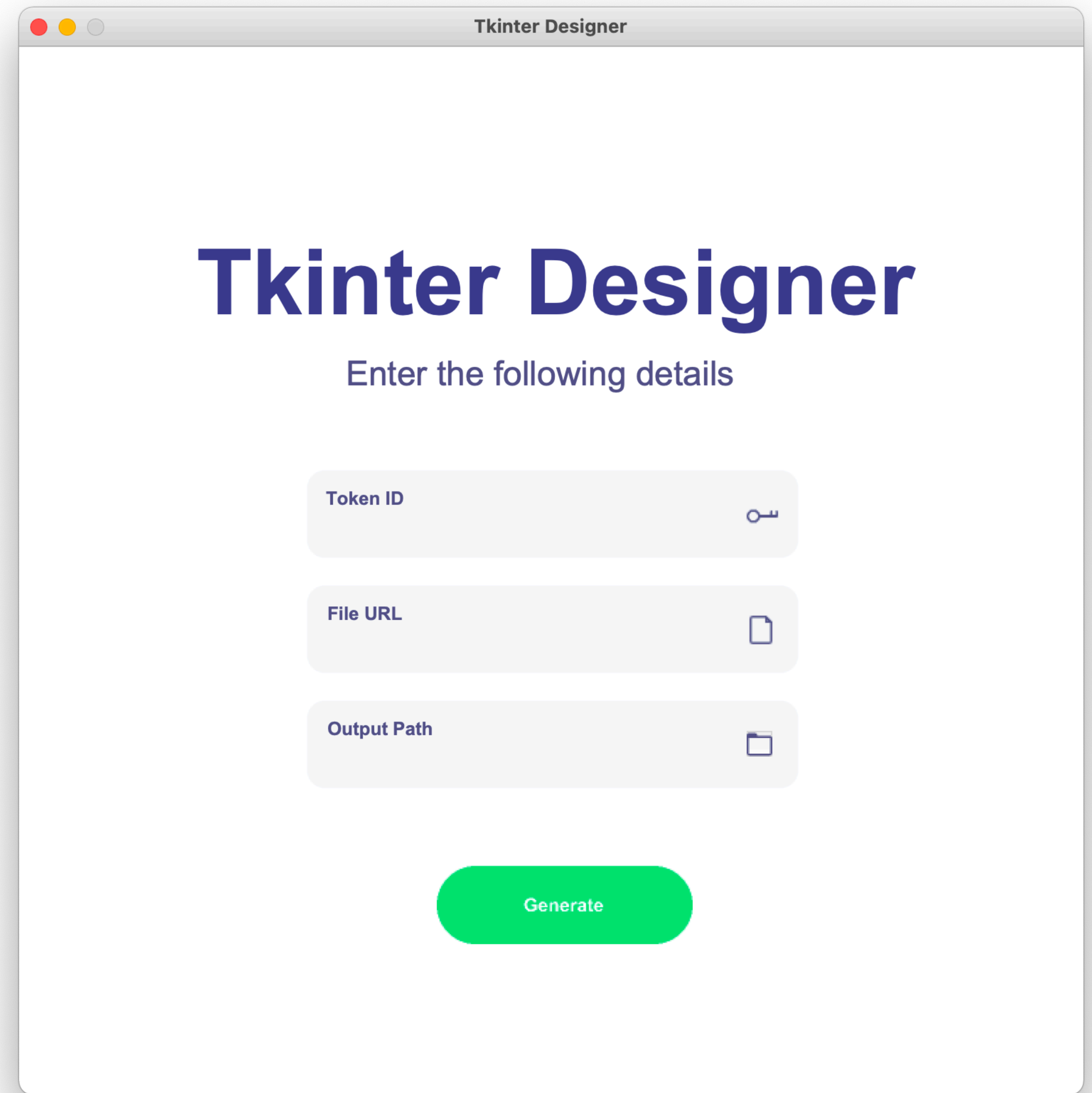
A personal access token gives the holder access to an account through the API as if they were the user who generated the token.

Generate a personal access token

1. Login to your Figma account.
2. Head to the **account settings** from the top-left menu inside Figma.
3. Find the **personal access tokens** section.
4. Click **Create new token**.
5. A token will be generated. This will be your only chance to copy the token, so make sure you keep a copy of this in a secure place.

Installing and Running

```
git clone https://github.com/ParthJadhav/Tkinter-Designer  
cd Tkinter-Designer/  
pip3 install -r requirements.txt  
python3 tkinter_designer.py
```

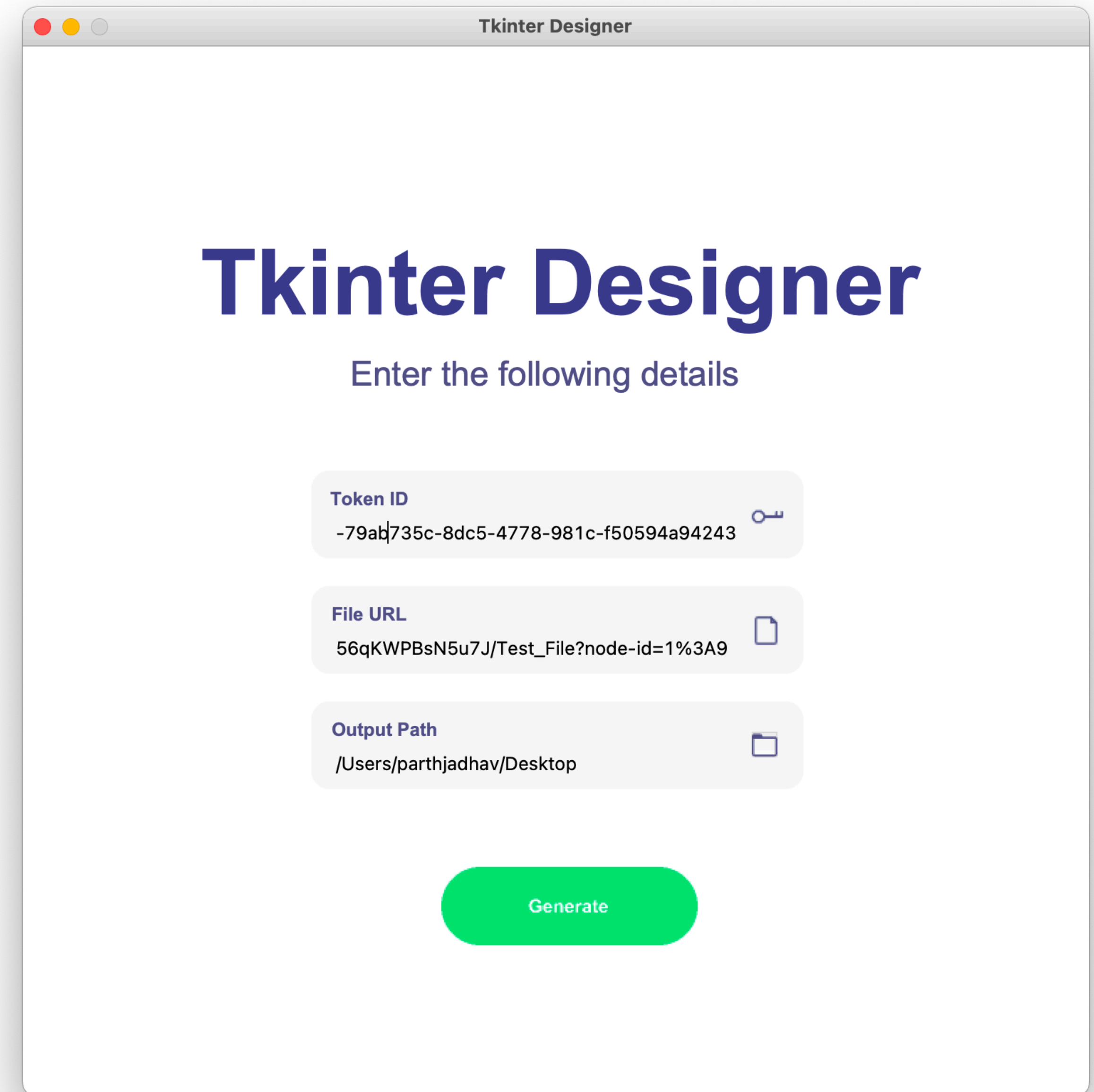


The screenshot shows a macOS-style window titled "Tkinter Designer". The window has a white background and a light gray title bar with three colored window control buttons (red, yellow, gray) on the top left. The main content area features the title "Tkinter Designer" in a large, bold, dark blue font. Below the title, the text "Enter the following details" is displayed in a smaller, dark blue font. There are three input fields, each with a light gray border and a small icon on the right side: "Token ID" with a key icon, "File URL" with a document icon, and "Output Path" with a folder icon. At the bottom center of the window, there is a prominent green rounded rectangular button with the word "Generate" in white text.

Generating Code.

Paste the token and URL in their respective Fields. And select the output path. And click On Generate.

Wait for the success message box to pop up.



The screenshot shows a web browser window titled "Tkinter Designer". The main heading is "Tkinter Designer" in a large, bold, dark blue font. Below the heading, it says "Enter the following details". There are three input fields, each with a label and a corresponding icon:

- Token ID** (key icon): The input field contains the text "-79ab735c-8dc5-4778-981c-f50594a94243".
- File URL** (document icon): The input field contains the text "56qKWPBsN5u7J/Test_File?node-id=1%3A9".
- Output Path** (folder icon): The input field contains the text "/Users/parthjadhav/Desktop".

At the bottom of the form, there is a large, rounded green button with the text "Generate" in white.

Testing the generated code.

Go to the directory of output path and run window.py.

Tkinter Designer

Tkinter Designer

Enter the following details

Token ID

-79ab735c-8dc5-4778-981c-f50594a94243

File URL

56qKWPBsN5u7J/Test_File?node-id=1%3A9

Output Path

/Users/parthjadhav/Desktop

Generate

Done !

Now you can customise
window.py to have a
custom behaviour



Troubleshooting -

Elements not Visible Or Misplaced -

Select everything on the canvas on Figma and make sure if X & Y Coordinates are set to 0.

Button having grey background -

Check if you have added a rectangle behind the button with background colour.

Elements are different -

Check the naming of the elements in Figma.

Window bigger than screen -

Select everything and reduce the size and adjust the elements again.

Files not generated -

Reopen Tkinter Designer and Check the token and URL.

Anything Else -

Create an issue by going to this [link](#).

Thank you !

Leave a  if you liked.