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This page provides some brief descriptive information on a number of GUI toolkits available for Python. For a full list of of toolkits with more in-depth information, see [GuiProgramming](#).

[GuiProgramming](#) is a similar page whose content complements this page.

## pyFLTK

- » wrapper for FLTK, Fast Light Toolkit
- » cross-platform
- » small and fast
- » access to OpenGL

## Pygame

- » you are in full control
- » you are responsible for everything
- » only one window
- » Primarily an introduction to game programming

## PyGTK

- » powerful - aims to be a 1:1 GTK wrapper
- » good GTK docs out there for both C and Python
- » it's a wrapper - sometimes C idioms leak through

## Pyglet

- » new
- » OpenGL-y (3D)

## PyGUI

- » cross-platform, utilizing the underlying system's GUI facilities
- » designed to work smoothly with Python's language features and data types
- » API is documented purely in Python terms (so it's not necessary to read documentation for an underlying toolkit)

## PyQt

- » Wraps Qt
- » Not just GUI features

## PySide

- » Wraps Qt
- » Api compatible with [PyQt](#)
- » LGPL License

## PythonCard

- » Wraps WX
- » Easy to use
- » Graphic widget insertion
- » Slightly slow

## Tkinter

- » standard GUI toolkit included with Python
- » simple and easy

## wxPython

- » cross platform
- » doesn't always look the same though

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