

# API Documentation

API Documentation

August 12, 2014

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# 1 Package pylottosimu

## 1.1 Modules

- **dialog** (*Section 2, p. 4*)
  - **show\_drawing**: pyLottoSimu  
(*Section 3, p. 5*)
- **lottokugeln\_rc** (*Section 4, p. 9*)
- **lottokugeln\_rc3** (*Section 5, p. 10*)
- **lottokugeln\_rc3\_qt5** (*Section 6, p. 11*)
- **pylotto**: The signals for the GUI  
(*Section 7, p. 12*)

## 1.2 Variables

Name	Description
<code>__package__</code>	<b>Value:</b> None

## 2 Package `pylottosimu.dialog`

### 2.1 Modules

- **show\_\_drawing:** `pyLottoSimu`  
(Section 3, p. 5)

### 2.2 Variables

Name	Description
<code>__package__</code>	<b>Value:</b> <code>None</code>

### 3 Module pylottosimu.dialog.show\_\_drawing

pyLottoSimu

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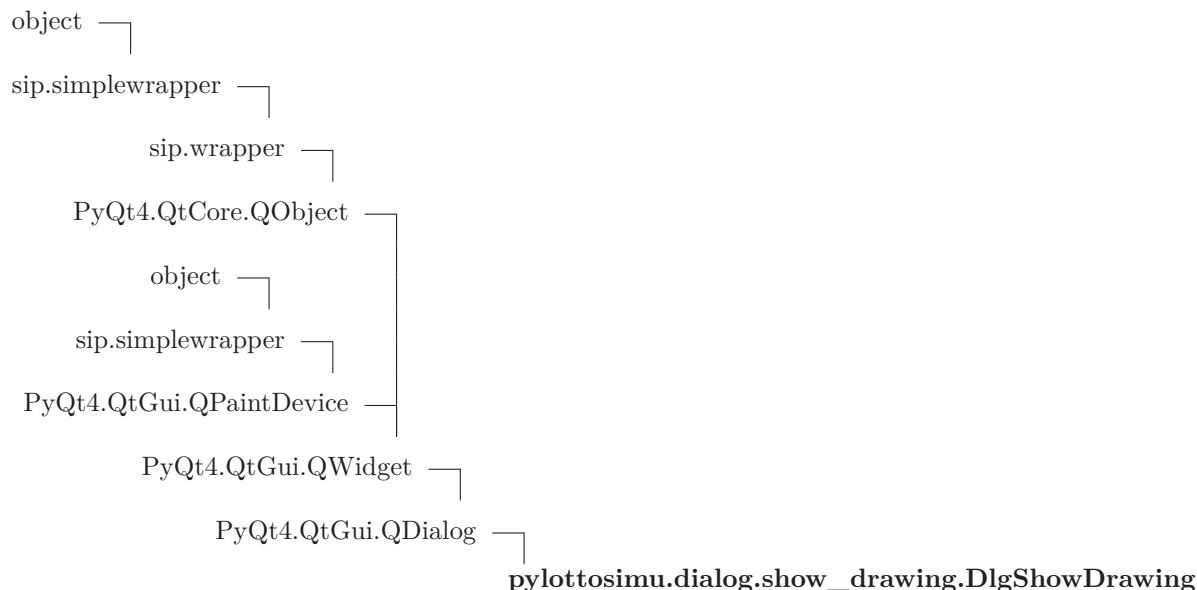
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#### 3.1 Variables

Name	Description
__package__	<b>Value:</b> 'pylottosimu.dialog'

#### 3.2 Class DlgShowDrawing



Show the numbers in a dialog box

### 3.2.1 Methods

<b>__init__</b> (self, draw_number, highest_number)	
x.__init__(...) initializes x; see help(type(x)) for signature	
<b>Parameters</b>	
draw_number:	the number of draw (type=tuple of int)
highest_number:	the number of the PushButtons (type=int)
<b>Return Value</b>	
none	
Overrides: object.__init__	

#### *Inherited from PyQt4.QtGui.QDialog*

accept(), accepted(), closeEvent(), contextMenuEvent(), done(), eventFilter(), exec\_(), extension(), finished(), isSizeGripEnabled(), keyPressEvent(), minimumSizeHint(), open(), orientation(), reject(), rejected(), resizeEvent(), result(), setExtension(), setModal(), setOrientation(), setResult(), setSizeGripEnabled(), setVisible(), showEvent(), showExtension(), sizeHint()

#### *Inherited from PyQt4.QtGui.QWidget*

acceptDrops(), accessibleDescription(), accessibleName(), actionEvent(), actions(), activateWindow(), addAction(), addActions(), adjustSize(), autoFillBackground(), backgroundRole(), baseSize(), changeEvent(), childAt(), childrenRect(), childrenRegion(), clearFocus(), clearMask(), close(), contentsMargins(), contentsRect(), contextMenuPolicy(), create(), cursor(), customContextMenuRequested(), destroy(), devType(), dragEnterEvent(), dragLeaveEvent(), dragMoveEvent(), dropEvent(), effectiveWinId(), enabledChange(), ensurePolished(), enterEvent(), event(), find(), focusInEvent(), focusNextChild(), focusNextPrevChild(), focusOutEvent(), focusPolicy(), focusPreviousChild(), focusProxy(), focusWidget(), font(), fontChange(), fontInfo(), fontMetrics(), foregroundRole(), frameGeometry(), frameSize(), geometry(), getContentsMargins(), grabGesture(), grabKeyboard(), grabMouse(), grabShortcut(), graphicsEffect(), graphicsProxyWidget(), handle(), hasFocus(), hasMouseTracking(), height(), heightForWidth(), hide(), hideEvent(), inputContext(), inputMethodEvent(), inputMethodHints(), inputMethodQuery(), insertAction(), insertActions(), isActiveWindow(), isAncestorOf(), isEnabled(), isEnabledTo(), isEnabledToTLW(), isFullScreen(), isHidden(), isLeftToRight(), isMaximized(), isMinimized(), isModal(), isRightToLeft(), isTopLevel(), isVisible(), isVisibleTo(), isWindow(), isWindowModified(), keyReleaseEvent(), keyboardGrabber(), languageChange(), layout(), layoutDirection(), leaveEvent(), locale(), lower(), mapFrom(), mapFromGlobal(), mapFromParent(), mapTo(), mapToGlobal(), mapToParent(), mask(), maximumHeight(), maximumSize(), maximumWidth(), metric(), minimumHeight(),

`minimumSize()`, `minimumWidth()`, `mouseDoubleClickEvent()`, `mouseGrabber()`, `mouseMoveEvent()`, `mousePressEvent()`, `mouseReleaseEvent()`, `move()`, `moveEvent()`, `nativeParentWidget()`, `nextInFocusChain()`, `normalGeometry()`, `overrideWindowFlags()`, `overrideWindowState()`, `paintEngine()`, `paintEvent()`, `palette()`, `paletteChange()`, `parentWidget()`, `pos()`, `previousInFocusChain()`, `raise_()`, `rect()`, `releaseKeyboard()`, `releaseMouse()`, `releaseShortcut()`, `removeAction()`, `render()`, `repaint()`, `resetInputContext()`, `resize()`, `restoreGeometry()`, `saveGeometry()`, `scroll()`, `setAcceptDrops()`, `setAccessibleDescription()`, `setAccessibleName()`, `setAttribute()`, `setAutoFillBackground()`, `setBackgroundRole()`, `setBaseSize()`, `setContentsMargins()`, `setContextMenuPolicy()`, `setCursor()`, `setDisabled()`, `setEnabled()`, `setFixedHeight()`, `setFixedSize()`, `setFixedWidth()`, `setFocus()`, `setFocusPolicy()`, `setFocusProxy()`, `setFont()`, `setForegroundRole()`, `setGeometry()`, `setGraphicsEffect()`, `setHidden()`, `setInputContext()`, `setInputMethodHints()`, `setLayout()`, `setLayoutDirection()`, `setLocale()`, `setMask()`, `setMaximumHeight()`, `setMaximumSize()`, `setMaximumWidth()`, `setMinimumHeight()`, `setMinimumSize()`, `setMinimumWidth()`, `setMouseTracking()`, `setPalette()`, `setParent()`, `setShortcutAutoRepeat()`, `setShortcutEnabled()`, `setShown()`, `setSizeIncrement()`, `setSizePolicy()`, `setStatusTip()`, `setStyle()`, `setStyleSheet()`, `setTabOrder()`, `setToolTip()`, `setUpdatesEnabled()`, `setWhatsThis()`, `setWindowFilePath()`, `setWindowFlags()`, `setWindowIcon()`, `setWindowIconText()`, `setWindowModality()`, `setWindowModified()`, `setWindowOpacity()`, `setWindowRole()`, `setWindowState()`, `setWindowTitle()`, `show()`, `showFullScreen()`, `showMaximized()`, `showMinimized()`, `showNormal()`, `size()`, `sizeIncrement()`, `sizePolicy()`, `stackUnder()`, `statusTip()`, `style()`, `stylesheet()`, `tabletEvent()`, `testAttribute()`, `tooltip()`, `topLevelWidget()`, `underMouse()`, `ungrabGesture()`, `unsetCursor()`, `unsetLayoutDirection()`, `unsetLocale()`, `update()`, `updateGeometry()`, `updateMicroFocus()`, `updatesEnabled()`, `visibleRegion()`, `whatsThis()`, `wheelEvent()`, `width()`, `winId()`, `window()`, `windowActivationChange()`, `windowFilePath()`, `windowFlags()`, `windowIcon()`, `windowIconText()`, `windowModality()`, `windowOpacity()`, `windowRole()`, `windowState()`, `windowTitle()`, `windowType()`, `x()`, `x11Info()`, `x11PictureHandle()`, `y()`

### ***Inherited from `PyQt4.QtCore.QObject`***

`__getattr__()`, `blockSignals()`, `childEvent()`, `children()`, `connect()`, `connectNotify()`, `customEvent()`, `deleteLater()`, `destroyed()`, `disconnect()`, `disconnectNotify()`, `dumpObjectInfo()`, `dumpObjectTree()`, `dynamicPropertyNames()`, `emit()`, `findChild()`, `findChildren()`, `inherits()`, `installEventFilter()`, `isWidgetType()`, `killTimer()`, `metaObject()`, `moveToThread()`, `objectName()`, `parent()`, `property()`, `pyqtConfigure()`, `receivers()`, `removeEventFilter()`, `sender()`, `senderSignalIndex()`, `setObjectName()`, `setProperty()`, `signalsBlocked()`, `startTimer()`, `thread()`, `timerEvent()`, `tr()`, `trUtf8()`

### ***Inherited from `PyQt4.QtGui.QPaintDevice`***

`colorCount()`, `depth()`, `heightMM()`, `logicalDpiX()`, `logicalDpiY()`, `numColors()`, `paintingActive()`, `physicalDpiX()`, `physicalDpiY()`, `widthMM()`

### ***Inherited from `sip.simplewrapper`***

\_\_new\_\_()

### ***Inherited from object***

\_\_delattr\_\_(), \_\_format\_\_(), \_\_getattr\_\_(), \_\_hash\_\_(), \_\_reduce\_\_(),  
\_\_reduce\_ex\_\_(), \_\_repr\_\_(), \_\_setattr\_\_(), \_\_sizeof\_\_(), \_\_str\_\_(), \_\_sub-  
classhook\_\_()

### **3.2.2 Properties**

Name	Description
<i>Inherited from object</i>	
__class__	

### **3.2.3 Class Variables**

Name	Description
<i>Inherited from PyQt4.QtGui.QDialog</i>	
Accepted, Rejected	
<i>Inherited from PyQt4.QtGui.QWidget</i>	
DrawChildren, DrawWindowBackground, IgnoreMask	
<i>Inherited from PyQt4.QtCore.QObject</i>	
staticMetaObject	
<i>Inherited from PyQt4.QtGui.QPaintDevice</i>	
PdmDepth, PdmDpiX, PdmDpiY, PdmHeight, PdmHeightMM, PdmNumColors, PdmPhysicalDpiX, PdmPhysicalDpiY, PdmWidth, PdmWidthMM	



## 4 Module pylottosimu.lottokugeln\_rc

### 4.1 Functions

<b>qInitResources()</b>
-------------------------

<b>qCleanupResources()</b>
----------------------------

### 4.2 Variables

Name	Description
qt_resource_data	<b>Value:</b> '\x00\x01\x94\x94\x89PNG\r\n\x1a\n\x00\x00\x00\rIHDR\x00\.
qt_resource_name	<b>Value:</b> '\x00\x0e\x00\xc9\x8e\xe7\x001\x00o\x00t\x00t\x00o\x00k\x.
qt_resource_struct	<b>Value:</b> '\x00\x00\x00\x00\x00\x02\x00\x00\x00\x01\x00\x00\x00\x01.
__package__	<b>Value:</b> 'pylottosimu'

## 5 Module pylottosimu.lottokugeln\_rc3

### 5.1 Functions

qInitResources()
------------------

qCleanupResources()
---------------------

### 5.2 Variables

Name	Description
qt_resource_data	<b>Value:</b> '\x00\x01\x94\x94\x89PNG\r\n\x1a\n\x00\x00\x00\rIHDR\x00\.
qt_resource_name	<b>Value:</b> '\x00\x0e\x00\xc9\x8e\xe7\x001\x00o\x00t\x00t\x00o\x00k\x.
qt_resource_struct	<b>Value:</b> '\x00\x00\x00\x00\x00\x02\x00\x00\x00\x01\x00\x00\x00\x01.
__package__	<b>Value:</b> 'pylottosimu'

## 6 Module pylottosimu.lottokugeln\_rc3\_qt5

### 6.1 Functions

<code>qInitResources()</code>
-------------------------------

<code>qCleanupResources()</code>
----------------------------------

### 6.2 Variables

Name	Description
qt_resource_data	<b>Value:</b> ...
qt_resource_name	<b>Value:</b> ...
qt_resource_struct	<b>Value:</b> ...

## 7 Module pylottosimu.pylotto

The signals for the GUI

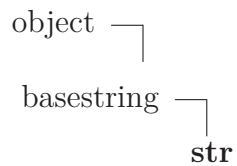
### 7.1 Functions

<b>gui</b> ( <i>arguments</i> )
Open the GUI
<b>Parameters</b>
<i>arguments</i> : language (en, de) ( <i>type=string</i> )
<b>Return Value</b>
none

### 7.2 Variables

Name	Description
<code>__doc__</code>	<b>Value:</b> "The signals for the GUI"
<code>__package__</code>	<b>Value:</b> 'pylottosimu'

### 7.3 Class str



`str(object) -> string`

Return a nice string representation of the object. If the argument is a string, the return value is the same object.

#### 7.3.1 Methods

<b>__add__</b> ( <i>x, y</i> )
<code>x+y</code>

<b>__contains__</b> ( <i>x, y</i> ) y in x
<b>__eq__</b> ( <i>x, y</i> ) x==y
<b>__format__</b> ( <i>S, format_spec</i> ) Return a formatted version of S as described by format_spec. <b>Return Value</b> string Overrides: object.__format__
<b>__ge__</b> ( <i>x, y</i> ) x>=y
<b>__getattr__</b> (...) x.__getattr__('name') <==> x.name Overrides: object.__getattr__
<b>__getitem__</b> ( <i>x, y</i> ) x[y]
<b>__getnewargs__</b> (...)
<b>__getslice__</b> ( <i>x, i, j</i> ) x[i:j] Use of negative indices is not supported.
<b>__gt__</b> ( <i>x, y</i> ) x>y
<b>__hash__</b> ( <i>x</i> ) hash(x) Overrides: object.__hash__

<code>__le__(x, y)</code>
<code>x&lt;=y</code>

<code>__len__(x)</code>
<code>len(x)</code>

<code>__lt__(x, y)</code>
<code>x&lt;y</code>

<code>__mod__(x, y)</code>
<code>x%y</code>

<code>__mul__(x, n)</code>
<code>x*n</code>

<code>__ne__(x, y)</code>
<code>x!=y</code>

<code>__new__(T, S, ...)</code>
<b>Return Value</b> a new object with type S, a subtype of T
Overrides: object.__new__

<code>__repr__(x)</code>
<code>repr(x)</code>
Overrides: object.__repr__

<code>__rmod__(x, y)</code>
<code>y%x</code>

<code>__rmul__(x, n)</code>
<code>n*x</code>

---

**\_\_sizeof\_\_**(*S*)

size of object in memory, in bytes

**Return Value**size of *S* in memory, in bytes

Overrides: object.\_\_sizeof\_\_

---

**\_\_str\_\_**(*x*)

---

str(*x*)

Overrides: object.\_\_str\_\_

---

**capitalize**(*S*)Return a copy of the string *S* with only its first character capitalized.**Return Value**

string

---

**center**(*S*, *width*, *fillchar*=...)Return *S* centered in a string of length *width*. Padding is done using the specified fill character (default is a space)**Return Value**

string

---

**count**(*S*, *sub*, *start*=..., *end*=...)Return the number of non-overlapping occurrences of substring *sub* in string *S*[*start*:*end*]. Optional arguments *start* and *end* are interpreted as in slice notation.**Return Value**

int

---

**decode**(*S*, *encoding*=..., *errors*=...)

Decodes *S* using the codec registered for encoding. *encoding* defaults to the default encoding. *errors* may be given to set a different error handling scheme. Default is 'strict' meaning that encoding errors raise a `UnicodeDecodeError`. Other possible values are 'ignore' and 'replace' as well as any other name registered with `codecs.register_error` that is able to handle `UnicodeDecodeErrors`.

**Return Value**

object

**encode**(*S*, *encoding*=..., *errors*=...)

Encodes *S* using the codec registered for encoding. *encoding* defaults to the default encoding. *errors* may be given to set a different error handling scheme. Default is 'strict' meaning that encoding errors raise a UnicodeEncodeError. Other possible values are 'ignore', 'replace' and 'xmlcharrefreplace' as well as any other name registered with codecs.register\_error that is able to handle UnicodeEncodeErrors.

**Return Value**

object

**endswith**(*S*, *suffix*, *start*=..., *end*=...)

Return True if *S* ends with the specified suffix, False otherwise. With optional *start*, test *S* beginning at that position. With optional *end*, stop comparing *S* at that position. *suffix* can also be a tuple of strings to try.

**Return Value**

bool

**expandtabs**(*S*, *tabsize*=...)

Return a copy of *S* where all tab characters are expanded using spaces. If *tabsize* is not given, a tab size of 8 characters is assumed.

**Return Value**

string

**find**(*S*, *sub*, *start*=..., *end*=...)

Return the lowest index in *S* where substring *sub* is found, such that *sub* is contained within *S*[*start*:*end*]. Optional arguments *start* and *end* are interpreted as in slice notation.

Return -1 on failure.

**Return Value**

int

**format**(*S*, *\*args*, *\*\*kwargs*)

Return a formatted version of *S*, using substitutions from *args* and *kwargs*. The substitutions are identified by braces ('{' and '}').

**Return Value**

string



---

**index**(*S*, *sub*, *start*=... , *end*=...)

---

Like *S*.find() but raise ValueError when the substring is not found.

**Return Value**

int

---

**isalnum**(*S*)

---

Return True if all characters in *S* are alphanumeric and there is at least one character in *S*, False otherwise.

**Return Value**

bool

---

**isalpha**(*S*)

---

Return True if all characters in *S* are alphabetic and there is at least one character in *S*, False otherwise.

**Return Value**

bool

---

**isdigit**(*S*)

---

Return True if all characters in *S* are digits and there is at least one character in *S*, False otherwise.

**Return Value**

bool

---

**islower**(*S*)

---

Return True if all cased characters in *S* are lowercase and there is at least one cased character in *S*, False otherwise.

**Return Value**

bool

---

**isspace**(*S*)

---

Return True if all characters in *S* are whitespace and there is at least one character in *S*, False otherwise.

**Return Value**

bool

**istitle(*S*)**

Return True if *S* is a titlecased string and there is at least one character in *S*, i.e. uppercase characters may only follow uncased characters and lowercase characters only cased ones. Return False otherwise.

**Return Value**

bool

**isupper(*S*)**

Return True if all cased characters in *S* are uppercase and there is at least one cased character in *S*, False otherwise.

**Return Value**

bool

**join(*S*, *iterable*)**

Return a string which is the concatenation of the strings in the iterable. The separator between elements is *S*.

**Return Value**

string

**ljust(*S*, *width*, *fillchar*=...)**

Return *S* left-justified in a string of length *width*. Padding is done using the specified fill character (default is a space).

**Return Value**

string

**lower(*S*)**

Return a copy of the string *S* converted to lowercase.

**Return Value**

string

**lstrip(*S*, *chars*=...)**

Return a copy of the string *S* with leading whitespace removed. If *chars* is given and not None, remove characters in *chars* instead. If *chars* is unicode, *S* will be converted to unicode before stripping

**Return Value**

string or unicode

**partition**(*S*, *sep*)

Search for the separator *sep* in *S*, and return the part before it, the separator itself, and the part after it. If the separator is not found, return *S* and two empty strings.

**Return Value**

(head, sep, tail)

**replace**(*S*, *old*, *new*, *count*=...)

Return a copy of string *S* with all occurrences of substring *old* replaced by *new*. If the optional argument *count* is given, only the first *count* occurrences are replaced.

**Return Value**

string

**rfind**(*S*, *sub*, *start*=... , *end*=...)

Return the highest index in *S* where substring *sub* is found, such that *sub* is contained within *S*[*start*:*end*]. Optional arguments *start* and *end* are interpreted as in slice notation.

Return -1 on failure.

**Return Value**

int

**rindex**(*S*, *sub*, *start*=... , *end*=...)

Like *S*.*rfind*() but raise *ValueError* when the substring is not found.

**Return Value**

int

**rjust**(*S*, *width*, *fillchar*=...)

Return *S* right-justified in a string of length *width*. Padding is done using the specified fill character (default is a space)

**Return Value**

string

**rpartition**(*S*, *sep*)

Search for the separator *sep* in *S*, starting at the end of *S*, and return the part before it, the separator itself, and the part after it. If the separator is not found, return two empty strings and *S*.

**Return Value**

(head, sep, tail)

**rsplit**(*S*, *sep*=... , *maxsplit*=...)

Return a list of the words in the string *S*, using *sep* as the delimiter string, starting at the end of the string and working to the front. If *maxsplit* is given, at most *maxsplit* splits are done. If *sep* is not specified or is *None*, any whitespace string is a separator.

**Return Value**

list of strings

**rstrip**(*S*, *chars*=...)

Return a copy of the string *S* with trailing whitespace removed. If *chars* is given and not *None*, remove characters in *chars* instead. If *chars* is unicode, *S* will be converted to unicode before stripping

**Return Value**

string or unicode

**split**(*S*, *sep*=... , *maxsplit*=...)

Return a list of the words in the string *S*, using *sep* as the delimiter string. If *maxsplit* is given, at most *maxsplit* splits are done. If *sep* is not specified or is *None*, any whitespace string is a separator and empty strings are removed from the result.

**Return Value**

list of strings

**splitlines**(*S*, *keepends*=**False**)

Return a list of the lines in *S*, breaking at line boundaries. Line breaks are not included in the resulting list unless *keepends* is given and true.

**Return Value**

list of strings

**startswith**(*S*, *prefix*, *start*=..., *end*=...)

Return True if *S* starts with the specified prefix, False otherwise. With optional *start*, test *S* beginning at that position. With optional *end*, stop comparing *S* at that position. *prefix* can also be a tuple of strings to try.

**Return Value**

bool

**strip**(*S*, *chars*=...)

Return a copy of the string *S* with leading and trailing whitespace removed. If *chars* is given and not None, remove characters in *chars* instead. If *chars* is unicode, *S* will be converted to unicode before stripping

**Return Value**

string or unicode

**swapcase**(*S*)

Return a copy of the string *S* with uppercase characters converted to lowercase and vice versa.

**Return Value**

string

**title**(*S*)

Return a titlecased version of *S*, i.e. words start with uppercase characters, all remaining cased characters have lowercase.

**Return Value**

string

**translate**(*S*, *table*, *deletechars*=...)

Return a copy of the string *S*, where all characters occurring in the optional argument *deletechars* are removed, and the remaining characters have been mapped through the given translation table, which must be a string of length 256 or None. If the table argument is None, no translation is applied and the operation simply removes the characters in *deletechars*.

**Return Value**

string

**upper(*S*)**

Return a copy of the string *S* converted to uppercase.

**Return Value**

string

**zfill(*S*, *width*)**

Pad a numeric string *S* with zeros on the left, to fill a field of the specified width. The string *S* is never truncated.

**Return Value**

string

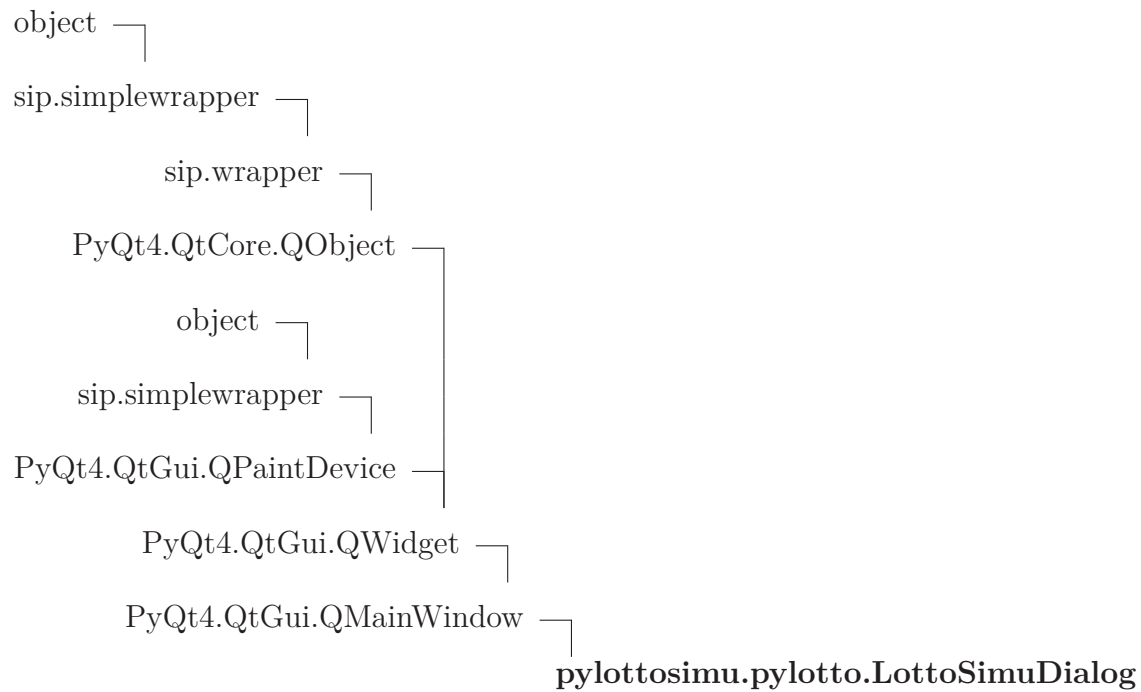
***Inherited from object***

`__delattr__()`, `__init__()`, `__reduce__()`, `__reduce_ex__()`, `__setattr__()`,  
`__subclasshook__()`

**7.3.2 Properties**

Name	Description
<i>Inherited from object</i> <code>__class__</code>	

## 7.4 Class *LottoSimuDialog*



The GUI and programm of the `pyLottoSimu`.

### 7.4.1 Methods

<b><code>__init__(self)</code></b>
Initial user interface and slots
<b>Return Value</b>
none
Overrides: <code>object.__init__</code>

<b><code>init(self)</code></b>
Initial variable
<b>Return Value</b>
none

**ontimer(*self*)**

Start time to show a number.

**Return Value**

none

**show\_\_next\_\_number(*self*)**

Simulation of the draw and show the next Number on the Screen.

**Return Value**

none

**onbtn\_\_draw\_\_overview(*self*)**

show dialog of the draw

**onbtn\_\_start(*self*)**

Start simulation with the first drawing init timer with the valve from the Scrollbar the next drawing starts with the timer event.

**Return Value**

none

**action\_\_lottosim(*self*)**

Changing the layout for simulation or generation Move the textedit and change the visible.

**Return Value**

none

**onrandom\_\_numbers\_\_generator(*self*)**

Show the output from the random number generator.

**Return Value**

none

**onclean\_\_output\_\_text(*self*)**

Clean the output text

**Return Value**

none



**oninfo**(*self*)

info message box

**Return Value**

none

**onwebsite**(*self*)

Open website

**Return Value**

none

**onclose**(*self*)

Close the GUI

**Return Value**

none

*Inherited from PyQt4.QtGui.QMainWindow*

addDockWidget(), addToolBar(), addToolBarBreak(), centralWidget(), contextMenuEvent(), corner(), createPopupMenu(), dockOptions(), dockWidgetArea(), documentMode(), event(), iconSize(), iconSizeChanged(), insertToolBar(), insertToolBarBreak(), isAnimated(), isDockNestingEnabled(), isSeparator(), menuBar(), menuWidget(), removeDockWidget(), removeToolBar(), removeToolBarBreak(), restoreDockWidget(), restoreState(), saveState(), setAnimated(), setCentralWidget(), setCorner(), setDockNestingEnabled(), setDockOptions(), setDocumentMode(), setIconSize(), setMenuBar(), setMenuWidget(), setStatusBar(), setTabPosition(), setTabShape(), setToolButtonStyle(), setUnifiedTitleAndToolBarOnMac(), splitDockWidget(), statusBar(), tabPosition(), tabShape(), tabifiedDockWidgets(), tabifyDockWidget(), toolbarArea(), toolbarBreak(), toolButtonStyle(), toolButtonStyleChanged(), unifiedTitleAndToolBarOnMac()

*Inherited from PyQt4.QtGui.QWidget*

acceptDrops(), accessibleDescription(), accessibleName(), actionEvent(), actions(), activateWindow(), addAction(), addActions(), adjustSize(), autoFillBackground(), backgroundRole(), baseSize(), changeEvent(), childAt(), childrenRect(), childrenRegion(), clearFocus(), clearMask(), close(), closeEvent(), contentsMargins(), contentsRect(), contextMenuPolicy(), create(), cursor(), customContextMenuRequested(), destroy(), devType(), dragEnterEvent(), dragLeaveEvent(), dragMoveEvent(), dropEvent(), effectiveWinId(), enabledChange(), ensurePolished(), enterEvent(), find(), focusInEvent(), focusNextChild(), focusNextPrevChild(), focusOutEvent(), focusPolicy(), focusPreviousChild(), focusProxy(), focusWidget(), font(), fontChange(), fontInfo(), fontMetrics(), foregroundRole(), frameGeometry(), frameSize(), geometry(), getContentsMargins(), grabGesture(), grabKeyboard(), grabMouse(), grabShortcut(),

graphicsEffect(), graphicsProxyWidget(), handle(), hasFocus(), hasMouseTracking(), height(), heightForWidth(), hide(), hideEvent(), inputContext(), inputMethodEvent(), inputMethodHints(), inputMethodQuery(), insertAction(), insertActions(), isActiveWindow(), isAncestorOf(), isEnabled(), isEnabledTo(), isEnabledToTLW(), isFullScreen(), isHidden(), isLeftToRight(), isMaximized(), isMinimized(), isModal(), isRightToLeft(), isTopLevel(), isVisible(), isVisibleTo(), isWindow(), isWindowModified(), keyPressEvent(), keyReleaseEvent(), keyboardGrabber(), languageChange(), layout(), layoutDirection(), leaveEvent(), locale(), lower(), mapFrom(), mapFromGlobal(), mapFromParent(), mapTo(), mapToGlobal(), mapToParent(), mask(), maximumHeight(), maximumSize(), maximumWidth(), metric(), minimumHeight(), minimumSize(), minimumSizeHint(), minimumWidth(), mouseDoubleClickEvent(), mouseGrabber(), mouseMoveEvent(), mousePressEvent(), mouseReleaseEvent(), move(), moveEvent(), nativeParentWidget(), nextInFocusChain(), normalGeometry(), overrideWindowFlags(), overrideWindowState(), paintEngine(), paintEvent(), palette(), paletteChange(), parentWidget(), pos(), previousInFocusChain(), raise\_(), rect(), releaseKeyboard(), releaseMouse(), releaseShortcut(), removeAction(), render(), repaint(), resetInputContext(), resize(), resizeEvent(), restoreGeometry(), saveGeometry(), scroll(), setAcceptDrops(), setAccessibleDescription(), setAccessibleName(), setAttribute(), setAutoFillBackground(), setBackgroundRole(), setBaseSize(), setContentsMargins(), setContextMenuPolicy(), setCursor(), setDisabled(), setEnabled(), setFixedHeight(), setFixedSize(), setFixedWidth(), setFocus(), setFocusPolicy(), setFocusProxy(), setFont(), setForegroundRole(), setGeometry(), setGraphicsEffect(), setHidden(), setInputContext(), setInputMethodHints(), setLayout(), setLayoutDirection(), setLocale(), setMask(), setMaximumHeight(), setMaximumSize(), setMaximumWidth(), setMinimumHeight(), setMinimumSize(), setMinimumWidth(), setMouseTracking(), setPalette(), setParent(), setShortcutAutoRepeat(), setShortcutEnabled(), setShown(), setSizeIncrement(), setSizePolicy(), setStatusTip(), setStyle(), setStyleSheet(), setTabOrder(), setToolTip(), setUpdatesEnabled(), setVisible(), setWhatsThis(), setWindowFilePath(), setWindowFlags(), setWindowIcon(), setWindowIconText(), setWindowModality(), setWindowModified(), setWindowOpacity(), setWindowRole(), setWindowState(), setWindowTitle(), show(), showEvent(), showFullScreen(), showMaximized(), showMinimized(), showNormal(), size(), sizeHint(), sizeIncrement(), sizePolicy(), stackUnder(), statusTip(), style(), styleSheet(), tabletEvent(), testAttribute(), tooltip(), topLevelWidget(), underMouse(), ungrabGesture(), unsetCursor(), unsetLayoutDirection(), unsetLocale(), update(), updateGeometry(), updateMicroFocus(), updatesEnabled(), visibleRegion(), whatsThis(), wheelEvent(), width(), winId(), window(), windowActivationChange(), windowFilePath(), windowFlags(), windowIcon(), windowIconText(), windowModality(), windowOpacity(), windowRole(), windowState(), windowTitle(), windowType(), x(), x11Info(), x11PictureHandle(), y()

### ***Inherited from PyQt4.QtCore.QObject***

\_\_getattr\_\_(), blockSignals(), childEvent(), children(), connect(), connectNo-

tify(), customEvent(), deleteLater(), destroyed(), disconnect(), disconnectNotify(), dumpObjectInfo(), dumpObjectTree(), dynamicPropertyNames(), emit(), eventFilter(), findChild(), findChildren(), inherits(), installEventFilter(), isWidgetType(), killTimer(), metaObject(), moveToThread(), objectName(), parent(), property(), pyqtConfigure(), receivers(), removeEventFilter(), sender(), senderSignalIndex(), setObjectName(), setProperty(), signalsBlocked(), startTimer(), thread(), timerEvent(), tr(), trUtf8()

### ***Inherited from PyQt4.QtGui.QPaintDevice***

colorCount(), depth(), heightMM(), logicalDpiX(), logicalDpiY(), numColors(), paintingActive(), physicalDpiX(), physicalDpiY(), widthMM()

### ***Inherited from sip.simplewrapper***

\_\_new\_\_()

### ***Inherited from object***

\_\_delattr\_\_(), \_\_format\_\_(), \_\_getattr\_\_(), \_\_hash\_\_(), \_\_reduce\_\_(), \_\_reduce\_ex\_\_(), \_\_repr\_\_(), \_\_setattr\_\_(), \_\_sizeof\_\_(), \_\_str\_\_(), \_\_subclasshook\_\_()

## **7.4.2 Properties**

Name	Description
<i>Inherited from object</i>	
__class__	

## **7.4.3 Class Variables**

Name	Description
<i>Inherited from PyQt4.QtGui.QMainWindow</i>	
AllowNestedDocks, AllowTabbedDocks, AnimatedDocks, ForceTabbedDocks, VerticalTabs	
<i>Inherited from PyQt4.QtGui.QWidget</i>	
DrawChildren, DrawWindowBackground, IgnoreMask	
<i>Inherited from PyQt4.QtCore.QObject</i>	
staticMetaObject	
<i>Inherited from PyQt4.QtGui.QPaintDevice</i>	
PdmDepth, PdmDpiX, PdmDpiY, PdmHeight, PdmHeightMM, PdmNumColors, PdmPhysicalDpiX, PdmPhysicalDpiY, PdmWidth, PdmWidthMM	

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