How to Compile the AutoWatermarker Script into an .EXE File (Simple Guide)

This guide helps you turn the Python script for AutoWatermarker into a single `.exe` file that can be run on Windows computers, even without Python installed on them.

Goal: Create a single `AutoWatermarker.exe` file.

Important Note: We will \*intentionally\* allow a black console window to open behind the app. This prevents annoying console flashes when processing PSD/PSB files.

Step 1: Prerequisites (What You Need FIRST)

1. Python Installed: Make sure you have Python 3 installed on your computer. If you don't, download it from [python.org](https://www.python.org/). During installation, make sure to check the box that says "Add Python to PATH".

2. PIP: This is Python's package installer. It usually comes with Python.

3. The Python Script: Save the AutoWatermarker Python code into a file. Let's call it `watermarker\_app.py`. Remember where you saved it!

4. Internet Connection: Needed to download tools.

Step 2: Install Necessary Tools

1. Open Command Prompt: Search for `cmd` in your Windows search bar and open "Command Prompt".

2. Install Libraries: The script needs specific libraries. Type these commands one by one and press Enter after each:

```bash

pip install Pillow

pip install customtkinter

```

\*(Wait for each command to finish before typing the next one.)\*

3. Install PyInstaller: This is the tool that creates the `.exe`. Type this command and press Enter:

```bash

pip install pyinstaller

```

Step 3: Prepare for Compilation

1. Navigate to Script Folder: In the Command Prompt you opened, you need to go to the folder where you saved `watermarker\_app.py`. Use the `cd` (Change Directory) command.

\* \*Example:\* If you saved it in `C:\MyScripts`, you would type:

```bash

cd C:\MyScripts

```

\*(Replace `C:\MyScripts` with the actual path to your folder)\*

Press Enter.

2. Find `customtkinter` Path: `customtkinter` needs special handling. We need to tell PyInstaller exactly where its files are. Type this command in the Command Prompt and press Enter:

```bash

python -c "import customtkinter; import os; print(os.path.dirname(customtkinter.\_\_file\_\_))"

```

\* This will print a path (like `C:\Users\YourName\AppData\Local\Programs\Python\Python310\lib\site-packages\customtkinter`). Copy this exact path! You'll need it in the next step.

3. (Optional) Get an Icon: If you want your `.exe` to have a custom icon, find or create an icon file in the `.ico` format (e.g., `my\_icon.ico`) and place it in the same folder as your `watermarker\_app.py` script.

Step 4: Compile the Script!

1. The Command: Now, type the following command into the Command Prompt. This is one long command.

\* Replace `"PASTE\_THE\_CUSTOMTKINTER\_PATH\_HERE"` with the actual path you copied in Step 3.2.

\* Replace `watermarker\_app.py` if you named your script file differently.

\* (Optional) Replace `your\_icon.ico` with your icon file name, or remove the `--icon=your\_icon.ico` part entirely if you don't have an icon.

```bash

pyinstaller --name AutoWatermarker --onefile --add-data "PASTE\_THE\_CUSTOMTKINTER\_PATH\_HERE;customtkinter" --icon=your\_icon.ico watermarker\_app.py

```

\*Example with a path pasted and no icon:\*

```bash

pyinstaller --name AutoWatermarker --onefile --add-data "C:\Users\Vlad\AppData\Local\Programs\Python\Python310\lib\site-packages\customtkinter;customtkinter" watermarker\_app.py

```

2. Press Enter. PyInstaller will start working. It might take a few minutes. You'll see a lot of text scrolling in the Command Prompt. Wait until it says something like "Building EXE from EXE-00.toc completed successfully."

Step 5: Find Your .EXE File

1. Look inside the folder where your `watermarker\_app.py` script is.

2. You'll find a new folder named `dist`. Open it.

3. Inside `dist`, you should find your `AutoWatermarker.exe` file!

4. You can copy this `.exe` file to another location or computer (that is also Windows) and run it.

Step 6: Important Reminders

\* Console Window: When you run `AutoWatermarker.exe`, a black console (Command Prompt) window WILL open behind the main application window. This is normal and necessary for this version to prevent other command windows from flashing annoyingly when working with PSD/PSB files. Do not close this black window while the app is running.

\* ImageMagick: If you plan to process `.psd` or `.psb` files, you STILL need to have ImageMagick installed separately on the computer where you run the `.exe`. The `.exe` file does \*not\* include ImageMagick. The application will look for it based on the path you set inside the app's GUI.

\* Config File: The application will still create its configuration file (`.AutoWatermarkerConfig.json`) in your user's configuration directory (like `C:\Users\YourName\.config\AutoWatermarker` or `C:\Users\YourName\AutoWatermarker`), not next to the `.exe`.

You're done! You now have a standalone executable version of the AutoWatermarker.