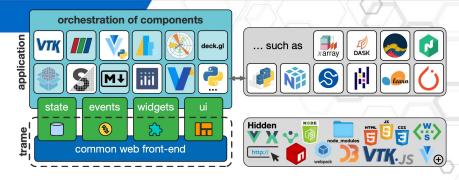
Trame - the basics

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What is trame?





Simple

All the logic and UI definition can be done in plain Python

Powerful

Python offer scientific and information data visualization with capable data processing (numpy, Plotly, Matplotlib, VTK, ParaView...)

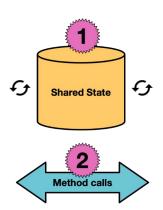
Ubiquitous

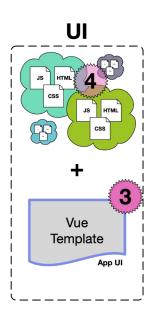
Runs on laptops, desktops, clusters, and the cloud while displaying everywhere (phone, tablet, laptop, workstation)



How trame works?







- 0 Just a Python file
- 1 Simple data exchange
- 2 Simple code binding
- 3 Efficient UI definition
- 4 Add-on widgets



Client side



State handling

```
from trame_app import get_server
server = get_server()
state = server_state

@state_cha
def_change
```

Shared State

```
@state.change("a", "b", "c")
def change_detected(a, b, c, d, **kwargs):
    pass

state.a = 10
print(f"a={state.a}")

def update_var(name, value)
    print(f"Before: {name}={state[name]}")
    state[name] = value
    print(f"After: {name}={state[name]}")
```

```
Widget(key="welcome")
Widget(key=("welcome",))
Widget(key=("welcome","Hello")): Evaluate expression 'welcome' and initialize it to "Hello"
```



Method handling and controller helper

```
from trame app import get_server
server = get_server()
                             # @ctrl.set("hello_alias")
ctrl = server controller
                             def hello(*args, **kwargs):
                                 print(args, kwargs)
                             @ctrl.add("hello_alias")
                             def hello2(*args, **kwargs):
         Method calls
                                 print("v2:", args, kwargs)
                             ctrl.hello_alias = hello
                             ctrl.hello_alias('arg_0', key='yes')
                   JS
```

```
VBtn(click=fn) : Call the function with no args
VBtn(click=(fn, "[1, $event, 'hello']")) : Call the function like fn(1, event, "hello")
VBtn(click=(fn, "[$event]", "{ x: 5 }")) : Call the function like fn(event, x=5)
```

From JavaScript to Python

```
<v-tooltip bottom>
  <template v-slot:activator="{ on, attrs }">
    <v-btn
      color="primary"
      dark
      v-bind="attrs"
                          @click=...
      v-on="on"
      Button
    </v-btn>
  </template>
  <span>Tooltip</span>
</v-tooltip>
```

Any invalid Python character become "_" for any given attribute key.



Additional materials

Trame

https://kitware.github.io/trame/

Course video

https://vimeo.com/761096621/af2287747f

Course examples

https://drive.google.com/file/d/1jU1lCi8_ts99C2U3sk_EmiTA015U84kf/view?usp=sharing

