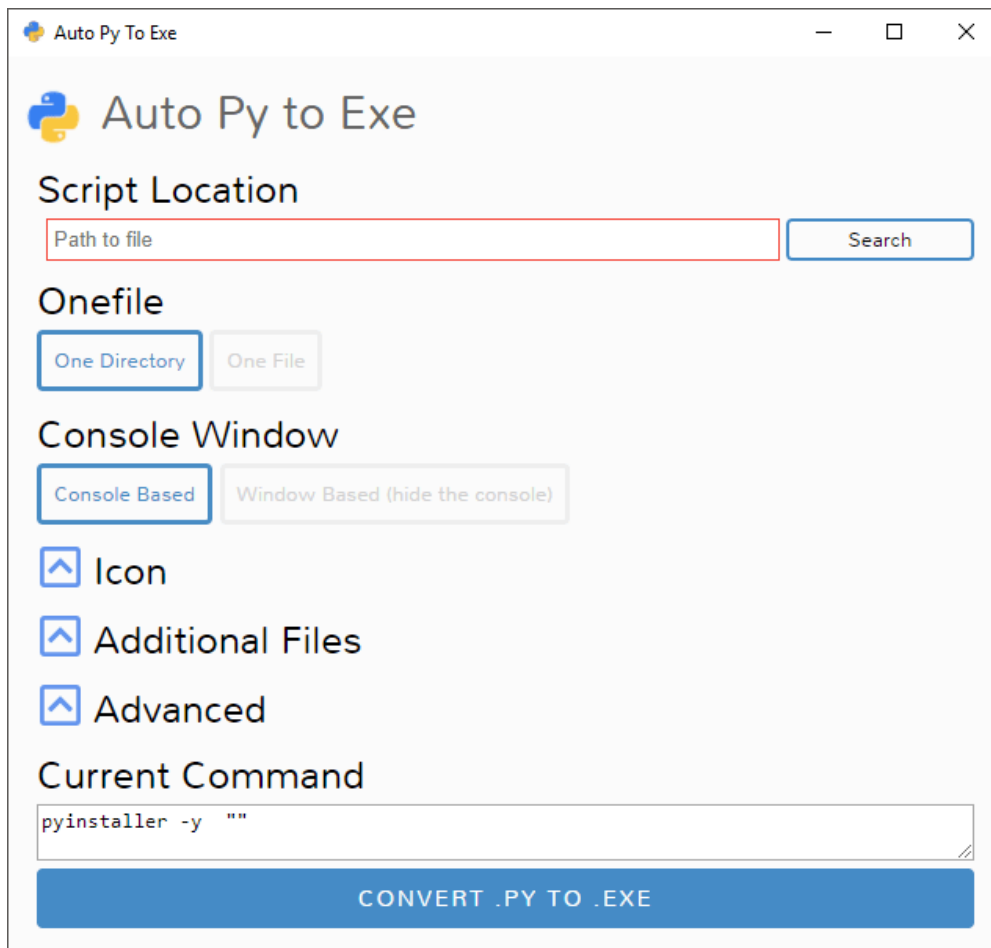


How to convert .py to .exe?

Auto PY to EXE

The only tool that we are gonna be using is **Auto PY to EXE!**

Auto PY to EXE is an amazing application for making .exe file out of your project whether it is one .py file or any number of them. The application has a nice gui and looks like this:



How to start

Step 1. Installation

Installing using PyPI:

To install the application run this line in **cmd**:

```
pip install auto-py-to-exe
```

To open the application run this line in **cmd**:

```
auto-py-to-exe
```

Note: if you have problem installing this way or you want to install it from GitHub go to the [main page](#) or watch this instructional video by the developer of "Auto PY to EXE" [himself](#).

For more additional information use this

["Issues When Using auto-py-to-exe"](#)

Step 2. Converting

There are few main options you need to choose:

1. Pick your .py file
2. Pick "One Directory" or "One File" option
3. Pick additional files

1. Pick your .py file

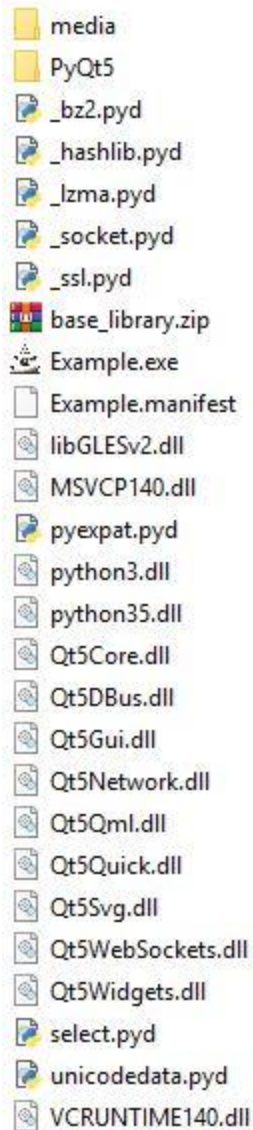
If you have multiple files choose one that starts the program.

2.1. "One Directory" option



Pretty simple. When choosing "One Directory" option "Auto PY to EXE" will put all dependencies in **one folder**. You can choose Output directory in "Advanced" menu. If you have media files like icons and backgrounds you shouldn't have any problems using them inside your .exe if you place media files/folders in Output directory.

Something like this:



2.2. "One File" option



When choosing "One File" option "Auto PY to EXE" will create **one .exe file** containing all dependencies but **NOT MEDIA FILES**. If your program has only **default Windows gui** with no

icons, backgrounds, media files or you are OK with placing media folder with .exe file feel free to skip the following explanation. For those who want to pack media files into .exe file itself read paragraph 3.

3. Pick additional files

There is a menu in "Auto PY to EXE" called "Additional Files" that lets you add files of your choice. There is a catch though. "Auto PY to EXE" uses **pyinstaller** which unpacks the data into a temporary folder, and stores this directory path in the `_MEIPASS` environment variable. Your project won't find necessary files because the path changed and it won't see the new path either. In other words, if option "One File" is chosen picked files in the "Additional Files" menu **will not be added** to .exe file. To work around this you should use this code provided by developer of Auto PY to EXE [here](#)

```
def resource_path(relative_path):  
  
    """ Get absolute path to resource, works for dev and for PyInstaller """  
  
    try:  
  
        # PyInstaller creates a temp folder and stores path in _MEIPASS  
  
        base_path = sys._MEIPASS  
  
    except Exception:  
  
        base_path = os.path.abspath(".")
```

```
return os.path.join(base_path, relative_path)
```

To use this code in your project replace the link to the media file you have *now*

For example:

```
setWindowIcon(QIcon('media\icons\logo.png'))
```

with

```
setWindowIcon(QIcon(resource_path('logo.png')))
```

Now the link will be referenced correctly and chosen files successfully packed into .exe file.

For comparison:

Possible link before

```
"C:\Users\User\PycharmProjects\media\icons\logo.png"
```

Possible link after

```
"C:\Users\User\AppData\Local\Temp\MEI34121\logo.png"
```

Press **CONVERT .PY TO .EXE**

Auto Py To Exe

Script Location

Onefile

Console Window

Icon

☒

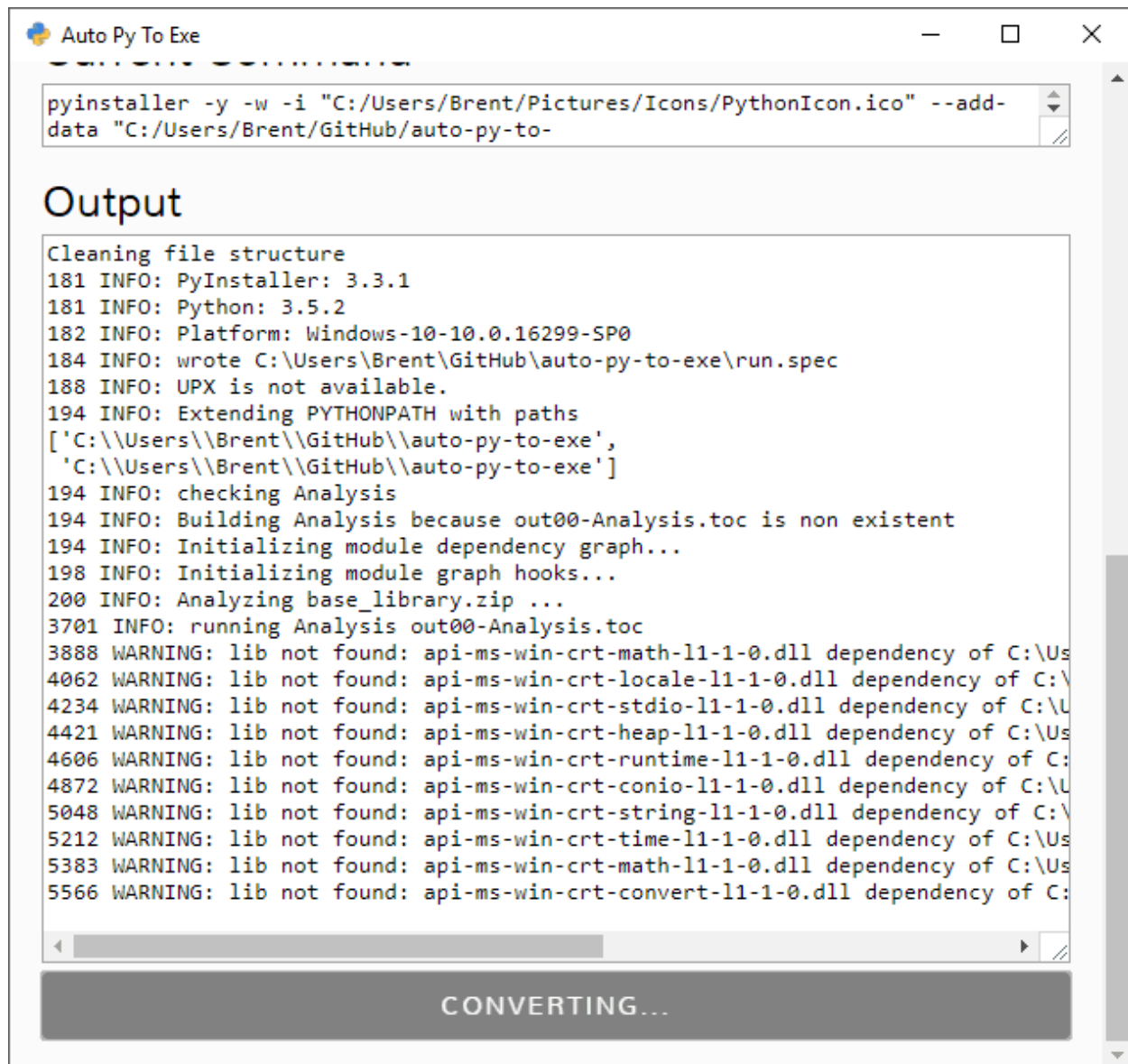
Additional Files

Advanced

Current Command

```
pyinstaller -y -w -i "C:/Users/Brent/Pictures/Icons/PythonIcon.ico" --add-data "C:/Users/Brent/GitHub/auto-py-to-exe/requirements.txt";"assets/"
```

Wait



The screenshot shows the 'Auto Py To Exe' application window. At the top, there's a command line with the following text: `pyinstaller -y -w -i "C:/Users/Brent/Pictures/Icons/PythonIcon.ico" --add-data "C:/Users/Brent/GitHub/auto-py-to-`. Below this is an 'Output' section containing a log of the conversion process. The log starts with 'Cleaning file structure' and includes various informational messages about the PyInstaller version (3.3.1), Python version (3.5.2), platform (Windows-10-10.0.16299-SP0), and the creation of a .spec file. It then proceeds to 'checking Analysis', 'Building Analysis', and 'Initializing module dependency graph'. A series of warning messages follow, indicating that several DLLs (api-ms-win-crt-math-l1-1-0.dll, api-ms-win-crt-locale-l1-1-0.dll, api-ms-win-crt-stdio-l1-1-0.dll, api-ms-win-crt-heap-l1-1-0.dll, api-ms-win-crt-runtime-l1-1-0.dll, api-ms-win-crt-conio-l1-1-0.dll, api-ms-win-crt-string-l1-1-0.dll, api-ms-win-crt-time-l1-1-0.dll) were not found. At the bottom of the window, there is a grey progress bar with the text 'CONVERTING...'.

```
pyinstaller -y -w -i "C:/Users/Brent/Pictures/Icons/PythonIcon.ico" --add-data "C:/Users/Brent/GitHub/auto-py-to-
```

Output

```
Cleaning file structure
181 INFO: PyInstaller: 3.3.1
181 INFO: Python: 3.5.2
182 INFO: Platform: Windows-10-10.0.16299-SP0
184 INFO: wrote C:\Users\Brent\GitHub\auto-py-to-exe\run.spec
188 INFO: UPX is not available.
194 INFO: Extending PYTHONPATH with paths
['C:\\Users\\Brent\\GitHub\\auto-py-to-exe',
 'C:\\Users\\Brent\\GitHub\\auto-py-to-exe']
194 INFO: checking Analysis
194 INFO: Building Analysis because out00-Analysis.toc is non existent
194 INFO: Initializing module dependency graph...
198 INFO: Initializing module graph hooks...
200 INFO: Analyzing base_library.zip ...
3701 INFO: running Analysis out00-Analysis.toc
3888 WARNING: lib not found: api-ms-win-crt-math-l1-1-0.dll dependency of C:\Us
4062 WARNING: lib not found: api-ms-win-crt-locale-l1-1-0.dll dependency of C:\
4234 WARNING: lib not found: api-ms-win-crt-stdio-l1-1-0.dll dependency of C:\U
4421 WARNING: lib not found: api-ms-win-crt-heap-l1-1-0.dll dependency of C:\Us
4606 WARNING: lib not found: api-ms-win-crt-runtime-l1-1-0.dll dependency of C:
4872 WARNING: lib not found: api-ms-win-crt-conio-l1-1-0.dll dependency of C:\U
5048 WARNING: lib not found: api-ms-win-crt-string-l1-1-0.dll dependency of C:\
5212 WARNING: lib not found: api-ms-win-crt-time-l1-1-0.dll dependency of C:\Us
5383 WARNING: lib not found: api-ms-win-crt-math-l1-1-0.dll dependency of C:\Us
5566 WARNING: lib not found: api-ms-win-crt-convert-l1-1-0.dll dependency of C:

CONVERTING...
```

Step 3. Run your program!

Now everything is done!

Run it. Test it.

Make sure everything works well.

You made One Directory

Every file you need should be in the **single directory**.

You made One File

This way you should have **single .exe file**. If you had a need and if done correctly your .exe file will be packed with all media inside it. **You will not need any media files/folders present with .exe file** for it to display them properly.