Bing

In Python, the __init__.py file is used to mark a directory as a Python package, which means it can be imported as a module. When a package is imported, the __init__.py file is executed and any code in it is run. However, the objects imported in __init__.py are not automatically available in other scripts that import the package.

When you import a package, only the objects and functions defined in the package's __init__.py file are directly visible, not the ones imported into __init__.py. If you want to use an object that was imported into __init__.py, you have to import it explicitly in your script.

So, in your testfile.py, if you want to use the classes PLATFORM_DataFile, PLATFORM_PlatformPanelProps, PLATFORM_PT_Platform, PLATFORM_OT_AddPlatform, and PLATFORM_OT_DeletePlatform that were imported in FOLDER/__init__.py, you would need to import them explicitly like this:

from FOLDER import PLATFORM DataFile, PLATFORM PlatformPanelProps, PLATFORM PT Platform, PLATFORM OT AddPlatform, PLATFORM OT DeletePlatform

Alternatively, if you want all the objects imported in FOLDER/__init__.py to be available when you import FOLDER, you can add them to the __all__ variable in FOLDER/__init__.py. The __all__ variable should be a list of strings, where each string is the name of an object:

__all__ = ['PLATFORM_DataFile', 'PLATFORM_PlatformPanelProps', 'PLATFORM_PT_Platform', 'PLATFORM_OT_AddPlatform', 'PLATFORM_OT_DeletePlatform']

Then, in your testfile.py, you can import everything from FOLDER like this:

from FOLDER import *

This will import all the objects listed in _all_ from FOLDER. However, using import * is generally discouraged because it can lead to confusion about which objects are present in the namespace. It's usually better to import only the objects you need or to import the module and access the objects as attributes of the module.

I hope this helps! If you have any more questions, feel free to ask.