

Streamlit FAQ

 [How do I share my app with the world using Streamlit Community Cloud?](#)

[My deployed app cannot access a CSV file that's in the same app repo – what's going on?](#)

[I get an error about Torch when I try to use Streamlit.](#)

[My UI Elements Aren't Working Properly](#)

[Why did I get SyntaxError: invalid character '▲'?](#)

[Why did I see ModuleNotFoundError: No module named 'streamlit'?](#)

[Why does RuntimeError: Tried to instantiate class ' path . path' happen?](#)

[Why do I get AttributeError: module 'streamlit' has no attribute 'experimental_rerun'?](#)

[What caused the error about pip install open-embeddings failing when trying to output word embedding vectors from my app?](#)

[Why did I have to click a button twice before it worked?](#)

[Why does a temporary environment message stay forever?](#)

[What's the preferred Python version for this app?](#)

[How can I fix Streamlit + Torch compatibility issues?](#)

How do I share my app with the world using Streamlit Community Cloud?

Great news — deploying your app is easier than you think!  

Just like you saw in several of the “Rapid Prototyping of GenAI apps with Streamlit” lessons, all you need is to upload your app code to GitHub. Then, head over to Streamlit Community Cloud, click “Join Community Cloud” and click **“New App”** — simply connect it to your GitHub repo.

The screenshot shows the Streamlit Community Cloud homepage. At the top, there's a banner with the text "Don't miss Dev Day in SF on June 5: An immersive day of data, AI, open source, networking, and fun...for free! 🎉". Below the banner, there's a navigation bar with links for "Playground", "Gallery", "Components", "Cloud", "Community", and "Docs". A "Deploying? Try:" dropdown menu is set to "Free".

The main heading "Community Cloud" is displayed prominently. Below it, a sub-headline says "Share your apps with the whole world. Explore and fork community apps. Craft your profile. Totally free.". Two buttons are present: "Join Community Cloud" and "Explore user apps".

The central area is titled "Your apps" and lists two projects:

- streamlit-apps/data-dashboard...** (main branch, file nyc_data.py)
- streamlit-apps/ml-projects** (master branch, file av_explorer.py)

Sign in to Streamlit Community Cloud

Log in to your Streamlit account or sign up for a new one.

Or, log in with:

-
-

OR

Email

Your email address

Don't have an account? [Sign up](#)

The screenshot shows the "Your apps" page. At the top, there are navigation tabs: "Workspaces" (with a dropdown arrow), "My apps" (selected), "Explore", and "Discuss". On the right, there's a "Create app" button. A large orange arrow points from the bottom right towards this button.

The main area is titled "Your apps" and features a large button with the text "Create your first app now".

Below this, there's a section titled "Get started from a template" with several cards:

- GDP over time**: GDP dashboard. View demo.
- Chatbot**: Chatbot. View demo.
- Existing tickets**: Existing tickets. View demo.
- My new app**: My new app. View demo.

At the bottom, there's a "View all templates →" link and a small circular icon with a "99" notification.

In just a few moments, Streamlit will launch your app in the cloud, install everything it needs, and voilà — your app is live and ready to share! 🎉

Here are some additional tutorials that will guide you through the process of deploying your Streamlit app step by step:

- [Host your Streamlit app for free](#) [Blog]
 - [How to Deploy Your App to Streamlit Community Cloud](#) [Video]
-

My deployed app cannot access a CSV file that's in the same app repo – what's going on?

This is a common issue, and it usually happens when:

- Your GitHub repo is **private**, and/or
- Your code uses a **direct URL** to access the CSV file (like <https://raw.githubusercontent.com/...>)

Since the repo is private, that URL isn't publicly accessible — so the Streamlit Community Cloud server can't read the file.

Here's how you can fix it:

- Make the GitHub repo public so that the file URL becomes accessible to the app server.(For example:
<https://raw.githubusercontent.com/yourusername/yourrepo/main/data.csv>)
- Keep the repo **private**, but use a **relative path** instead of a URL..Example:
python
`df = pd.read_csv('data/your_file.csv')`

This tells your app to read the file from the same directory in the deployed app, which works fine even in a private repo.

I get an error about Torch when I try to use Streamlit.

Errors about Torch or PyTorch are common and often related to incompatibility with Streamlit's Watcher module that looks for changes to automatically update your app.

For example:

```
RuntimeError: Tried to instantiate class '__path___.path', but it does not exist! ...
RuntimeError: no running event loop
```

You can fix this by either:

- Installing a compatible version of PyTorch
- Up or downgrading to Python 3.1x, as that is the latest version of python that is supported by PyTorch
- Disabling Streamlit Watcher as follows:

```
bash
export STREAMLIT_WATCHER_TYPE=none
```

Note: This will require you to refresh your browser to view changes to your app

My UI Elements Aren't Working Properly

If some of the elements you have added to your user interface, that should change state during use of the app, such as:

- **Examples:**
 - Buttons that need to be clicked more than once
 - Temporary messages that don't disappear
 - Messages appearing in both a sidebar and main page

These issues are typically related to your session state logic and can be resolved by:

- **Fixes:**
 - Checking the logic of your st.session_state (GenAI can be very helpful here)
 - Add functions such as st.empty() for containers
 - Add time.sleep() from the time package for anything that should disappear after a specific time period
 - Move UI state management to dedicated st.session_state keys for each component
-

Why did I get `SyntaxError: invalid character '⚠'`?

Some Python environments can't interpret certain Unicode characters like emojis. The character **⚠** was replaced with plain text like **WARNING:** to prevent this error.

Why did I see `ModuleNotFoundError: No module named 'streamlit'`?

This means Streamlit is not installed in the current Python environment.

- **Fix:** From your command line, run:

Shell

```
pip install streamlit
```

Why does `RuntimeError: Tried to instantiate class '__path__.path'` happen?

This is caused by a conflict between PyTorch and Streamlit's file watcher, especially on Python 3.12.

- **Fix:** Downgrade to Python 3.10.12 and disable Streamlit's file watcher:

Shell

```
export STREAMLIT_WATCHER_TYPE=none
```

Why do I get `AttributeError: module 'streamlit' has no attribute 'experimental_rerun'`?

A: `st.experimental_rerun()` was deprecated. The correct method is:

Python

```
st.rerun()
```

What caused the error about `pip install open-embeddings` failing when trying to output word embedding vectors from my app?

The package name `open-embeddings` does not exist in PyPI.

- **Fix:** Replace with OpenAI's `text-embedding-3-small` model for vector embedding.

Why did I have to click a button twice before it worked?

This can happen when Streamlit rerun logic isn't properly aligned with the session state update.

- **Fix:** Call `st.rerun()` immediately after toggling `st.session_state.show_python_warning` to `False`.
-

Why does a temporary environment message stay forever?

Make sure when setting a temporary message or element that you control the timing using python's `time` package.

- **Fix:** Use `st.empty()` and `time.sleep(5)` to show a message for only 5 seconds
-

What's the preferred Python version for this app?

Python 3.10.12.

- This avoids compatibility issues with PyTorch and Streamlit.
- If you're using pyenv:

Shell

```
pyenv install 3.10.12  
pyenv global 3.10.12
```

How can I fix Streamlit + Torch compatibility issues?

- Stick to **Python 3.10.x**.
 - Set `STREAMLIT_WATCHER_TYPE=none` to disable file watching.
 - Avoid PyTorch operations that require C++ class registration (if possible).
-