

Streamlit FAQ

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

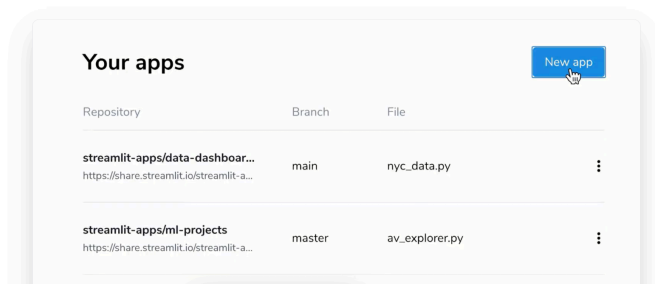
Great news — deploying your app is easier than you think! 🌍 ✨

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.

Community Cloud

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ticket-001	Resolved	High	2020-01-01
ticket-002	In Progress	Medium	2020-01-02
ticket-003	Pending	Low	2020-01-03
ticket-004	Resolved	High	2020-01-04
ticket-005	In Progress	Medium	2020-01-05
ticket-006	Pending	Low	2020-01-06

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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]
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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`.
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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).
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