Using eric6 to make GUI:

1. Project/New Project…
2. Fill out: Project Name, Progr. Language, Project Type, Project Directory, Main script.  
   All else seem like extra -> Must choose a GUI library that is properly installed in order to compile code. Success with PyQt4 and PySide.
3. Hit OK
4. In eric Project-Viewer -> Sources Tab -> Right click -> New Package…  
   Name folder ‘ui’
5. In eric Project-Viewer -> Forms Tab -> Right click -> New Form…  
   Select desired ‘template’ to use(typically Main Window) , save as a recognizable name in the ui folder.  
   Qt Designer should open, alternatively, double clicking on newly created form in the forms tab should open it.
6. Once GUI created – save and close Qt Designer.
7. In eric: Project-Viewer -> Forms Tab -> Right click on created ui -> Complie form  
   Dialog box should popup saying form compilation complete.
8. In eric: Project-Viewer -> Forms Tab -> Right click on created ui -> Generate Dialog Code…  
   Click the New… Button, then OK ->This will dictate where file is saved to.  
   Select all signals you wish to trigger code from, hit OK
9. In eric: Create new script (ctrl+N) and paste:  
   (assuming **mainwindow** was used to name the ui file and a py file)

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| If using PyQt4: |
| from PyQt4 import QtGui from ui.**mainwindow** import MainWindow  if \_\_name\_\_ == "\_\_main\_\_":     import sys     app = QtGui.QApplication(sys.argv)     ui = MainWindow()     ui.show()     sys.exit(app.exec\_()) |
| If using PySide: |
| from PySide import QtGui  from ui.**mainwindow** import MainWindow  if \_\_name\_\_ == "\_\_main\_\_":  import sys  app = QtGui.QApplication(sys.argv)  ui = MainWindow()  ui.show()  sys.exit(app.exec\_()) |

1. Save above file as the same one given when asked for Main Script name during project configuration.
2. Press F2 to run script – created GUI should launch.