Pylnstaller and wxPython

WE'LL COVER THE FOLLOWING ${f \wedge}$

Wrapping Up

Now let's try creating a binary from a simple wxPython script. Here's the wxPython code that we've been using in previous chapters:

```
import wx
class DemoPanel(wx.Panel):
   def __init__(self, parent):
        """Constructor"""
        wx.Panel.__init__(self, parent)
       labels = ["Name", "Address", "City", "State", "Zip",
                  "Phone", "Email", "Notes"]
        mainSizer = wx.BoxSizer(wx.VERTICAL)
       lbl = wx.StaticText(self, label="Please enter your information here:")
        lbl.SetFont(wx.Font(12, wx.SWISS, wx.NORMAL, wx.BOLD))
        mainSizer.Add(lbl, 0, wx.ALL, 5)
        for lbl in labels:
            sizer = self.buildControls(lbl)
            mainSizer.Add(sizer, 1, wx.EXPAND)
        self.SetSizer(mainSizer)
        mainSizer.Layout()
   def buildControls(self, label):
        Put the widgets together
        sizer = wx.BoxSizer(wx.HORIZONTAL)
        size = (80,40)
       font = wx.Font(12, wx.SWISS, wx.NORMAL, wx.BOLD)
       lbl = wx.StaticText(self, label=label, size=size)
        lbl.SetFont(font)
        sizer.Add(lbl, 0, wx.ALL|wx.CENTER, 5)
        if label != "Notes":
            txt = wx.TextCtrl(self, name=label)
        else:
           tyt - wy Tayt(tr](salf style-wy TE MULTITUE name-lahal)
```

If you execute the **pyinstaller** command against this script, you will see ever more output sent to the screen. It will create 23 files that total 19.4 MB. You will also notice that when you run the **sampleApp.exe**, it shows a console window in addition to your GUI, which is not what we want. The simplest way to fix that is to call PyInstaller with the **-w** command which tells PyInstaller to suppress the console window:

```
pyinstaller -w sampleApp.py
```

The PyInstaller package has many command line options that you can use to change the way PyInstaller processes your program. Whenever you run PyInstaller, it will create a **spec** file that it uses to process your program. If you'd like to save a copy of the spec file to help you better understand what PyInstaller is doing, you can do so using the following command:

```
pyi-makespec sampleApp.py
```

You can pass the same commands to **pyi-makespec** as you do to PyInstaller, which will change the spec appropriately. Here's the contents of the spec that was created with the previous command:

```
hiddenimports=[],
             hookspath=None,
             runtime_hooks=None)
pyz = PYZ(a.pure)
exe = EXE(pyz,
          a.scripts,
          exclude binaries=True,
          name='sampleApp.exe',
          debug=False,
          strip=None,
          upx=True,
          console=False )
coll = COLLECT(exe,
               a.binaries,
               a.zipfiles,
               a.datas,
               strip=None,
               upx=True,
               name='sampleApp')
```

In earlier versions of PyInstaller, you would actually create the spec file and edit it directly. Now unless you need something really special, you can generate the right spec by just using flags. Be sure to read the documentation for full details as there are many flags and describing them all is outside the scope of this chapter.

Wrapping Up

This ends our quick tour of PyInstaller. I hope you found this helpful in your Python binary-making endeavors. The PyInstaller project is pretty well documented and worth your time to check out.