

How to build a .exe file from a .py file (English)

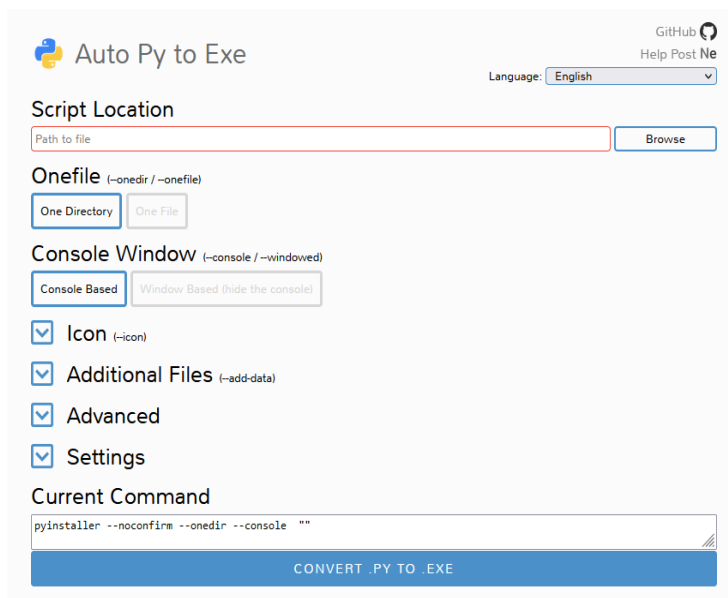
Welcome to this tutorial. I want to show you, how you can build a .exe file from a .py (Python) file. This Tutorial is for beginners, and show only the important steps!

Your first step:

- You have to install the program „auto-py-to-exe“. You don't have to download any files from the internet, you only have to installed Python and Pip (pip will be automatically installed by the Python3 Setup).
- You can install „auto-py-to-exe“ with this command in Windows cmd:
- `$ pip install auto-py-to-exe`

Second step:

- lets start the program! You only have to go in the windows cmd and run this command:
`auto-py-to-exe`
- You will come in a Browser window where you can see a GUI with some functions. Its looks like this:

The screenshot shows the 'Auto Py to Exe' web application interface. At the top left is the Python logo and the title 'Auto Py to Exe'. At the top right are links for 'GitHub' and 'Help Post', and a language dropdown menu set to 'English'. The main section is titled 'Script Location' and contains a text input field for 'Path to file' with a 'Browse' button next to it. Below this are two tabs: 'Onefile' (selected) and 'Console Window'. Under 'Onefile', there are two buttons: 'One Directory' (selected) and 'One File'. Under 'Console Window', there are two buttons: 'Console Based' (selected) and 'Window Based (hide the console)'. Below these are four checked checkboxes: 'Icon', 'Additional Files', 'Advanced', and 'Settings'. At the bottom, there is a 'Current Command' text area containing the command 'pyinstaller --noconfirm --onedir --console ""'. A large blue button at the very bottom is labeled 'CONVERT .PY TO .EXE'.

Last step:

- You only have to choose your Python (.py) file and choose (if you haven't a GUI) „console based“ and else „Window based (...)“. IMPORTANT: If you use a special library like „customtkinter“ you have to choose „one Directory“ and not „one File“, but you can see the informations for this on the Homepages from the librarys
- Under „Icon“ you can select/choose a icon for your .exe file
- And that's it, after all simple Settings for your new .exe file can you click on „convert py to exe“ and your .exe file will be buildet!
- If you doesn't change the path you can find the .exe in the „output“ folder or you press „open output folder“ after the building of your .exe file

That's it! I hope i can help you :)