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# **PyOtherSide Documentation**

***Release 1.1.0***

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*PyOtherSide* is a Qt 5 QML Plugin that provides access to a Python 3 interpreter from QML. It was designed with mobile devices in mind, where high-framerate touch interfaces are common, and where the user usually interfaces only with one application at a time via a touchscreen. As such, it is important to never block the UI thread, so that the user can always continue to use the interface, even when the backend is processing, downloading or calculating something in the background.

At its core, *PyOtherSide* is basically a simple layer that converts Qt (QML) objects to Python objects and vice versa, with focus on asynchronous events and continuation-passing style function calls.

While *PyOtherSide* once worked with Qt 4.x, and still works with Python 2.7, its focus now lies on Python 3.x and Qt 5. Python 3 has been out for several years, and offers some nice language features and clean-ups, while Qt 5 supports most mobile platforms well, and has an improved QML engine and a faster renderer (Qt Scene Graph) compared to Qt 4.



This section describes the QML API exposed by the *PyOtherSide* QML Plugin.

## 1.1 Import Versions

The current QML API version of *PyOtherSide* is 1.0. When new features are introduced, the API version will be bumped and documented here.

### 1.1.1 `io.thp.pyotherside 1.0`

- Initial API release.

## 1.2 QML `Python` Element

The `Python` element exposes a Python interpreter in a QML file. In *PyOtherSide* 1.0, if multiple `Python` elements are instantiated, they will share the same underlying Python interpreter, so Python module-global state will be shared between all `Python` elements.

To use the `Python` element in a QML file, you have to import the plugin using:

```
import io.thp.pyotherside 1.0
```

### 1.2.1 Signals

**received** (*var data*)

Default event handler for `pyotherside.send()` if no other event handler was set.

**error** (*string traceback*)

Error handler for errors from Python.

### 1.2.2 Methods

To configure event handlers for events from Python, you can use the `setHandler()` method:

**setHandler** (*string event, callable callback*)

Set the handler for events sent with `pyotherside.send()`.

Importing modules is then done by optionally adding an import path and then importing the module asynchronously:

**addImportPath** (*string path*)

Add a local filesystem path to Python's `sys.path`.

Changed in version 1.1.0: `addImportPath()` will automatically strip a leading `file://` from the path, so you can use `Qt.resolvedUrl()` without having to manually strip the leading `file://` in QML.

**importModule** (*string name, callable callback*)

Import a Python module.

Once modules are imported, Python function can be called on the imported modules using:

**call** (*string func, args=[ ], function callback(result) {}*)

Call the Python function `func` with `args` asynchronously. If `args` is omitted, `func` will be called without arguments. If `callback` is a callable, it will be called with the Python function result as single argument when the call has succeeded.

For some of these methods, there also exist synchronous variants, but it is highly recommended to use the asynchronous variants instead to avoid blocking the QML UI thread:

**evaluate** (*string expr*)  $\rightarrow$  var

Evaluate a Python expression synchronously.

**importModule\_sync** (*string name*)  $\rightarrow$  bool

Import a Python module. Returns `true` on success, `false` otherwise.

**call\_sync** (*string func, var args=[ ]*)  $\rightarrow$  var

Call a Python function. Returns the return value of the Python function.

The following functions allow access to the version of the running PyOtherSide plugin and Python interpreter.

**pluginVersion** ()  $\rightarrow$  string

Get the version of the PyOtherSide plugin that is currently used.

New in version 1.1.0.

**pythonVersion** ()  $\rightarrow$  string

Get the version of the Python interpreter that is currently used.

New in version 1.1.0.



PyOtherSide uses a normal Python 3.x interpreter for running your Python code.

## 2.1 The `pyotherside` module

When a module is imported in PyOtherSide, it will have access to a special module called `pyotherside` in addition to all Python Standard Library modules and Python modules in `sys.path`:

```
import pyotherside
```

The module can be used to send events asynchronously (even from different threads) to the QML layer, register a callback for doing clean-ups at application exit and integrate with other QML-specific features of PyOtherSide.

### 2.1.1 Methods

`pyotherside.send(event, *args)`

Send an asynchronous event with name `event` with optional arguments `args` to QML.

`pyotherside.atexit(callback)`

Register a callback to be called when the application is closing.

`pyotherside.set_image_provider(provider)`

Set the QML image provider (image: //python/).

New in version 1.1.0.

### 2.1.2 Constants

New in version 1.1.0.

These constants are used in the return value of a image provider function:

`pyotherside.format_mono` Mono pixel format (`QImage::Format_Mono`).

`pyotherside.format_mono_lsb` Mono pixel format, LSB alignment (`QImage::Format_MonoLSB`).

`pyotherside.format_rgb32` 32-bit RGB format (`QImage::Format_RGB32`).

`pyotherside.format_argb32` 32-bit ARGB format (`QImage::Format_ARGB32`).

`pyotherside.format_rgb16` 16-bit RGB format (`QImage::Format_RGB16`).

`pyotherside.format_rgb666` 18bpp RGB666 format (`QImage::Format_RGB666`).

**pyotherside.format\_rgb555** 15bpp RGB555 format (`QImage::Format_RGB555`).

**pyotherside.format\_rgb888** 24-bit RGB format (`QImage::Format_RGB888`).

**pyotherside.format\_rgb444** 12bpp RGB format (`QImage::Format_RGB444`).

**pyotherside.format\_data** Encoded image file data (e.g. PNG/JPEG data).

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## Data Type Mapping

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PyOtherSide will automatically convert Python data types to Qt data types (which in turn will be converted to QML data types by the QML engine). The following data types are supported and can be used to pass data between Python and QML (and vice versa):

Python	QML	Remarks
bool	bool	
int	int	
float	double	
str	string	
list	JS Array	
tuple	JS Array	JS Arrays are converted to lists, not tuples
dict	JS Object	Keys must be strings

Trying to pass in other types than the ones listed here is undefined behavior and will usually result in an error.



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## Image Provider

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New in version 1.1.0.

A QML Image Provider can be registered from Python to load image data (e.g. map tiles, diagrams, graphs or generated images) in QML Image elements without resorting to saving/loading files.

An image provider has the following argument list and return values:

```
def image_provider(image_id, requested_size):
    ...
    return bytearray(pixels), (width, height), format
```

The parameters to the image provider functions are:

**image\_id** The ID of the image URL (image://python/<image\_id>).

**requested\_size** The source size of the QML Image as tuple: (width, height). (-1, -1) if the source size is not set.

The image provider must return a tuple (data, size, format):

**data** A bytearray object containing the pixel data for the given size and the given format.

**size** A tuple (width, height) describing the size of the pixel data in pixels.

**format** The pixel format of data (see constants), or pyotherside.format\_data if data contains an encoded (PNG/JPEG) image instead of raw pixel data.

In order to register the image provider with PyOtherSide for use as provider for image://python/ URLs, the image provider function needs to be passed to PyOtherSide:

```
import pyotherside

def image_provider(image_id, requested_size):
    ...

pyotherside.set_image_provider(image_provider)
```

Because Python modules are usually imported asynchronously, the image provider will only be registered once the module registering the image provider is successfully imported. You have to make sure that setting the source property on a QML Image element only happens *after* the image provider has been set (e.g. by setting the source property in the callback function passed to `importModule()`).



This section contains code examples and best practices for combining Python and QML.

## 5.1 Importing modules and calling functions asynchronously

In this example, we import the Python Standard Library module `os` and - when the module is imported - call the `os.getcwd()` function on it. The result of the `os.getcwd()` function is then printed to the console and `os.chdir()` is called with a single argument (`'/'`) - again, after the `os.chdir()` function has returned, a message will be printed.

In this example, importing modules and calling functions are both done in an asynchronous way - the QML/GUI thread will not block while these functions execute. In fact, the `Component.onCompleted` code block will probably finish before the `os` module has been imported in Python.

```
Python {
  Component.onCompleted: {
    importModule('os', function() {
      call('os.getcwd', [], function (result) {
        console.log('Working directory: ' + result);
        call('os.chdir', ['/'], function (result) {
          console.log('Working directory changed.');
```

While this [continuation-passing style](#) might look a little pyramid due all the nesting and indentation at first, it makes sure your application's UI is always responsive. The user will be able to interact with the GUI (e.g. scroll and move around in the UI) while the Python code can process requests.

### 5.1.1 Evaluating Python expressions in QML

The `evaluate()` method on the `Python` object can be used to evaluate a simple Python expression and return its result as JavaScript object:

```
Python {
  Component.onCompleted: {
    console.log('Squares: ' + evaluate('[x for x in range(10)]'));
  }
}
```

Evaluating expressions is done synchronously, so make sure you only use it for expressions that are not long-running calculations / operations.

## 5.2 Error handling in QML

If an error happens in Python while calling functions, the traceback of the error (or an error message in case the error happens in the PyOtherSide layer) will be sent with the `error()` signal of the `Python` element. During early development, it's probably enough to just log the error to the console:

```
Python {
    // ...

    onError: console.log('Error: ' + traceback)
}
```

Once your application grows, it might make sense to maybe show the error to the user in a dialog box, message or notification in addition to or instead of using `console.log()` to print the error.

## 5.3 Handling asynchronous events from Python in QML

Your Python code can send asynchronous events with optional data to the QML layer using the `pyotherside.send()` function. You can call this function from functions called from QML, but also from anywhere else - including threads that you created in Python. The first parameter is mandatory, and must be a string that identifies the event. Additional parameters are optional and can be of any data type that PyOtherSide supports:

```
import pyotherside

pyotherside.send('new-entries', 100, 123)
```

If you do not add a special handler on the `Python` object, such events would be handled by the `received()` signal handler in QML - its `data` parameter contains the event name and all arguments in a list:

```
Python {
    // ..

    onReceived: console.log('Event: ' + data)
}
```

Usually, you want to install a handler for such events. If you have e.g. the `'new-entries'` event like shown above (with two numeric parameters that we will call `first` and `last` for this example), you might want to define a simple handler function that will process this event:

```
Python {
    // ..

    Component.onCompleted: {
        setHandler('new-entries', function (first, last) {
            console.log('New entries from ' + first + ' to ' + last);
        });
    }
}
```



Once a handler for a given event is defined, the `received()` signal will not be emitted anymore. If you need to unset a handler for a given event, you can use `setHandler('event', undefined)` to do so.

In some cases, it might be useful to not install a handler function directly, but turn the `pyotherside.send()` call into a new signal on the Python object. As there is no easy way for PyOtherSide to determine the names of the arguments of the event, you have to define and hook up these signals manually. The upside of having to define the signals this way is that all signals will be nicely documented in your QML file for future reference:

```
Python {
    signal updated()
    signal newEntries(int first, int last)
    signal entryRenamed(int index, string name)

    Component.onCompleted: {
        setHandler('updated', updated);
        setHandler('new-entries', newEntries);
        setHandler('entry-renamed', entryRenamed);
    }
}
```

With this setup, you can now emit these signals from the Python object by using `pyotherside.send()` in your Python code:

```
pyotherside.send('updated')
pyotherside.send('new-entries', 20, 30)
pyotherside.send('entry-renamed', 11, 'Hello World')
```

## 5.4 Loading ListModel data from Python

Most of the time a PyOtherSide QML application will display some data stored somewhere and retrieved or generated with Python. The easiest way to do this is to return a list-of-dicts in your Python function:

### listmodel.py

```
def get_data():
    return [
        {'name': 'Alpha', 'team': 'red'},
        {'name': 'Beta', 'team': 'blue'},
        {'name': 'Gamma', 'team': 'green'},
        {'name': 'Delta', 'team': 'yellow'},
        {'name': 'Epsilon', 'team': 'orange'},
    ]
```

Of course, the function could do other things (such as doing web requests, querying databases, etc..) - as long as it returns a list-of-dicts, it will be fine (if you are using a generator that yields dicts, just wrap the generator with `list()`). Using this function from QML is straightforward:

### listmodel.qml

```
import QtQuick 2.0
import io.thp.pyotherside 1.0

Rectangle {
    color: 'black'
    width: 400
    height: 400

    ListView {
```

```
anchors.fill: parent

model: ListModel {
    id: listModel
}

delegate: Text {
    // Both "name" and "team" are taken from the model
    text: name
    color: team
}

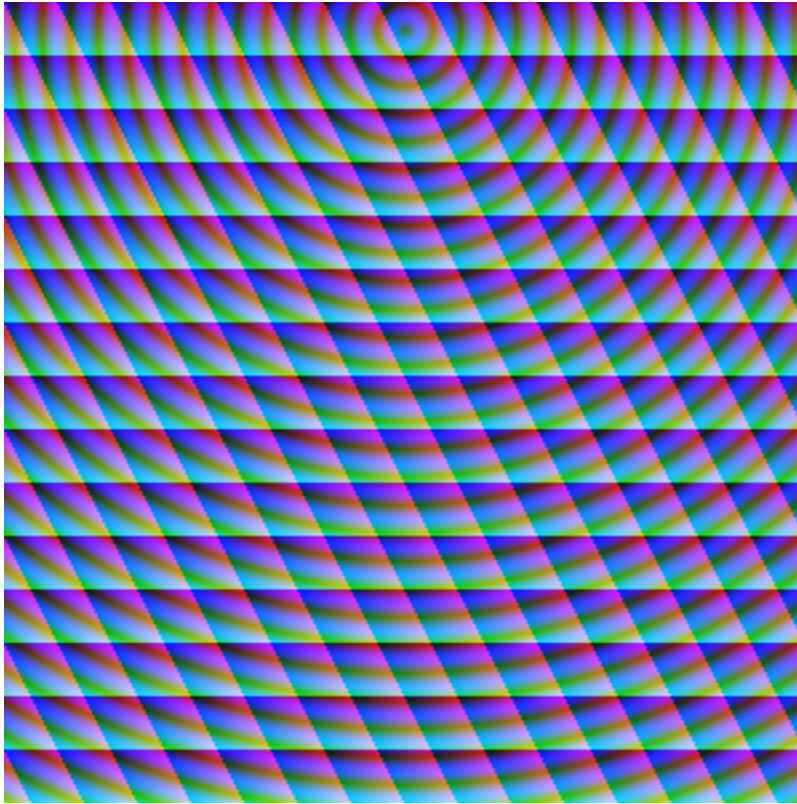
Python {
    id: py

    Component.onCompleted: {
        // Add the directory of this .qml file to the search path
        addImportPath(Qt.resolvedUrl('.'));

        // Import the main module and load the data
        importModule('listmodel', function () {
            py.call('listmodel.get_data', [], function(result) {
                // Load the received data into the list model
                for (var i=0; i<result.length; i++) {
                    listModel.append(result[i]);
                }
            });
        });
    }
}
```

Instead of passing a list-of-dicts, it is of course also possible to send new list items via `pyotherside.send()`, one item at a time, and append them to the list model that way.

## 5.5 Rendering RGBA image data in Python



This example uses the image provider feature of PyOtherSide to render RGB image data in Python and display the rendered data in QML using a normal QtQuick 2.0 Image element:

**imageprovider.py**

```
import pyotherside
import math

def render(image_id, requested_size):
    print('image_id: "{image_id}", size: {requested_size}'.format(**locals()))

    # width and height will be -1 if not set in QML
    if requested_size == (-1, -1):
        requested_size = (300, 300)

    width, height = requested_size

    # center for circle
    cx, cy = width/2, 10

    pixels = []
    for y in range(height):
        for x in range(width):
            pixels.extend(reversed([
                255, # alpha
                int(10 + 10 * ((x - y * 0.5) % 20)), # red
                20 + 10 * (y % 20), # green
                int(255 * abs(math.sin(0.3*math.sqrt((cx-x)**2 + (cy-y)**2)))) # blue
            ]))
```

```
    ]))
    return bytearray(pixels), (width, height), pyotherside.format_argb32

pyotherside.set_image_provider(render)
```

This module can now be imported in QML and used as source in the QML Image element:

#### **imageprovider.qml**

```
import QtQuick 2.0
import io.thp.pyotherside 1.0

Image {
    id: image
    width: 300
    height: 300

    Python {
        Component.onCompleted: {
            // Add the directory of this .qml file to the search path
            addImportPath(Qt.resolvedUrl('.'));

            importModule('imageprovider', function () {
                image.source = 'image://python/image-id-passed-from-qml';
            });
        }

        onError: console.log('Python error: ' + traceback)
    }
}
```

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## Building PyOtherSide

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The following build requirements have to be satisfied to build PyOtherSide:

- Qt 5.1.0 or newer
- Python 3.2.0 or newer

If you have the required build-dependencies installed, building and installing the PyOtherSide plugin should be as simple as:

```
qmake
make
make install
```

In case your system doesn't provide `python3-config`, you might have to pass a suitable `python-config` to `qmake` at configure time:

```
qmake PYTHON_CONFIG=python3.3-config
make
make install
```

Alternatively, you can edit `python.pri` manually and specify the compiler flags for compiling and linking against Python on your system.

As of version 1.1.0, PyOtherSide still builds against Python 2.x (tested with Python 2.7, use `qmake PYTHON_CONFIG=python2.7-config`), but future point releases of PyOtherSide might drop support for Python 2.x. However, only one version of PyOtherSide can be installed/active at one time. It is highly recommended that you do not use Python 2 support except on legacy platforms.

### 6.1 Building for Blackberry 10

On Blackberry 10 (tested versions: 10.1, 10.2), Python 3.2.2 is already installed on-device. Qt 5 is not installed (only Qt 4), so if you are packaging a PyOtherSide application, you need to ship Qt 5 with it.

The approach we currently use is:

1. Build Qt 5 using the Native SDK
2. Get a set of matching Python 3.2.2 headers
3. Fetch the following files from the device's filesystem:
  - `/usr/lib/libpython3.2m.so`
  - `/usr/include/python3.2m/pyconfig.h`

4. Use `pyconfig.h` with the Python 3.2.2 headers and link against `libpython3.2m`

Modify `python.pri` to point to the fetched library and your Python 3.2.2 headers (with `pyconfig.h` from the device):

```
QMAKE_LIBS += -lpython3.2m -L/path/to/where/the/library/is
QMAKE_CXXFLAGS += -I/path/to/where/the/headers/are/include/python3.2m
```

After installing PyOtherSide in the locally-build Qt 5 (cross-compiled for BB10), the QML plugins folder can be deployed with the `.bar` file.

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## ChangeLog

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### 7.1 Version 1.1.0 (2014-02-06)

- Add support for Python-based image providers (see Image Provider).
- Fix threading crashes and aborts due to assertions.
- `addImportPath()` will automatically strip a leading `file://`.
- Added `pluginVersion()` and `pythonVersion()` for runtime version detection.

### 7.2 Version 1.0.0 (2013-08-08)

- Initial QML plugin release.

### 7.3 Version 0.0.1 (2013-05-17)

- Proof-of-concept (based on a prototype from May 2011).