
WX_icons_humanity

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Humanity and Humanity Dark icon themes for wxPython

This package provides wxPython wxArtProvider classes with icons from the Humanity and Humanity Dark Icon Themes.

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INSTALLATION

from PyPI

```
$ python3 -m pip install wx_icons_humanity --user
```

from GitHub

```
$ python3 -m pip install git+https://github.com/domdfcoding/custom_wx_icons_humanity@master --user
```

1.1 Usage

To use `wx_icons_humanity` in your application:

```
from wx_icons_humanity import wxHumanityIconTheme

class MyApp(wx.App):
    def OnInit(self):
        wx.ArtProvider.Push(wxHumanityIconTheme())
        self.frame = TestFrame(None, wx.ID_ANY)
        self.SetTopWindow(self.frame)
        self.frame.Show()
        return True
```

And then the icons can be accessed through `wx.ArtProvider`:

```
wx.ArtProvider.GetBitmap('document-new', wx.ART_OTHER, wx.Size(48, 48))
```

Any `FreeDesktop Icon Theme Specification` name can be used.

Currently the *Client ID* is not used, so just pass `wx.ART_OTHER`.

1.2 custom_wx_icons

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- `custom_wx_icons`
 - `custom_wx_icons.__init__`

1.2.1 custom_wx_icons.__init__

1.3 Downloading source code

The wx_icons_humanity source code is available on GitHub, and can be accessed from the following URL: https://github.com/domdfcoding/custom_wx_icons_humanity

If you have git installed, you can clone the repository with the following command:

```
$ git clone https://github.com/domdfcoding/custom_wx_icons_humanity"
> Cloning into 'custom_wx_icons_humanity'...
> remote: Enumerating objects: 47, done.
> remote: Counting objects: 100% (47/47), done.
> remote: Compressing objects: 100% (41/41), done.
> remote: Total 173 (delta 16), reused 17 (delta 6), pack-reused 126
> Receiving objects: 100% (173/173), 126.56 KiB | 678.00 KiB/s, done.
> Resolving deltas: 100% (66/66), done.
```

Alternatively, the code can be downloaded in a 'zip' file by clicking:

Clone or download -> Download Zip

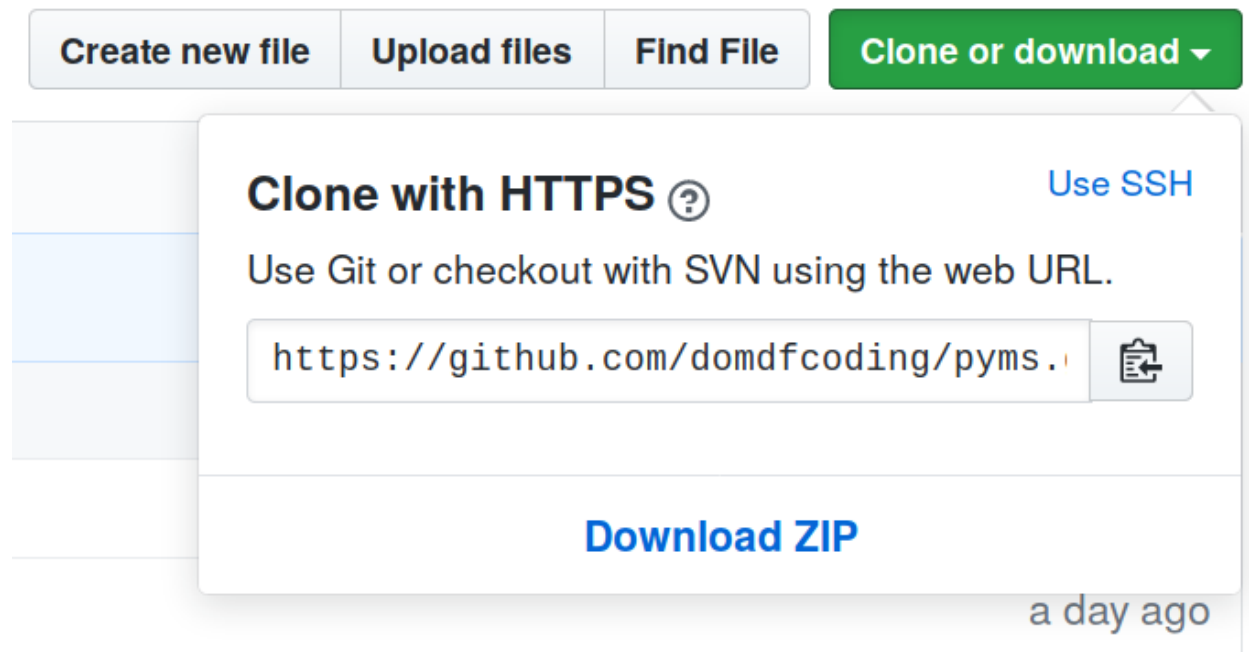


Fig. 1: Downloading a 'zip' file of the source code

1.3.1 Building from source

The recommended way to build `wx_icons_humanity` is to use `tox`:

```
$ tox -e build
```

The source and wheel distributions will be in the directory `dist`.

If you wish, you may also use `pep517.build` or another **PEP 517**-compatible build tool.

View the Function Index or browse the [Source Code](#).

[Browse the GitHub Repository](#)

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