
blighty Documentation

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CHAPTER 1

The blighty project

This is the documentation for `blighty`, a Python package for the creation of widgets for the Linux desktop. The idea is to replicate the wonders of `conky`, but with Python support instead of Lua.

CHAPTER 2

Usage

Using `blighty` is very simple and should come quite natural to you, especially if you already have experience with Cairo from `conky`.

All the you need to do is extend one of the `Canvas` classes provided by the package (e.g. `blighty.x11.canvas.Canvas`) and implement the `on_draw` method.

Start by reading through the documentation of the `blighty.x11` module and then make your way to the [examples](#) folder from the GitHub repository.

CHAPTER 3

A clock widget

Here is the example of a simple clock widget:

```
from blighty import CanvasGravity, brush
from blighty.x11 import Canvas, start_event_loop

import datetime

from math import pi as PI

class Clock(Canvas):
    def on_button_pressed(self, button, state, x, y):
        self.dispose()

    @brush
    def hand(ctx, angle, length, thickness):
        ctx.save()
        ctx.set_source_rgba(1, 1, 1, 1)
        ctx.set_line_width(thickness)
        ctx.rotate(angle)
        ctx.move_to(0, length * .2)
        ctx.line_to(0, -length)
        ctx.stroke()
        ctx.restore()

    def on_draw(self, ctx):
        now = datetime.datetime.now()

        ctx.translate(self.width >> 1, self.height >> 1)

        ctx.hand(
            angle = now.second / 30 * PI,
            length = (self.height >> 1) * .9,
            thickness = 1
```

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```
)

mins = now.minute + now.second / 60
ctx.hand(
    angle = mins / 30 * PI,
    length = (self.height >> 1) * .8,
    thickness = 3
)

hours = (now.hour % 12) + mins / 60
ctx.hand(
    angle = hours / 6 * PI,
    length = (self.height >> 1) * .5,
    thickness = 6
)

if __name__ == "__main__":
    clock = Clock(0, 0, 400, 400, gravity = CanvasGravity.CENTER)
    clock.show()
    start_event_loop()
```

CHAPTER 4

Issues

If you find any issues with `blighty`, or for a list of all the currently known and open issues, please visit <https://github.com/P403n1x87/blighty/issues>.

The `blighty` project was founded by Gabriele Tornetta in 2018.

5.1 `blighty` package

5.1.1 Module content

5.1.2 Subpackages

`blighty.gtk` package

Module contents

Submodules

`blighty.gtk.canvas` module

`blighty.x11` package

Module contents

Submodules

`blighty.x11.canvas` module