
pyRevit Documentation

Release 4.8.11.22151+0454

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May 31, 2022

1	pyrevit	3
2	pyrevit.api	9
3	pyrevit.compat	11
4	pyrevit.coreutils	13
4.1	pyrevit.coreutils.appdata	13
4.2	pyrevit.coreutils.charts	15
4.3	pyrevit.coreutils.colors	17
4.4	pyrevit.coreutils.configparser	27
4.5	pyrevit.coreutils.envvars	28
4.6	pyrevit.coreutils.git	29
4.7	pyrevit.coreutils.logger	31
4.8	pyrevit.coreutils.mathnet	33
4.9	pyrevit.coreutils.moduleutils	33
4.10	pyrevit.coreutils.pyutils	34
4.11	pyrevit.coreutils.ribbon	36
5	pyrevit.forms	53
5.1	pyrevit.forms.toaster	53
5.2	pyrevit.forms.utils	53
6	pyrevit.framework	79
7	pyrevit.loader	81
7.1	pyrevit.loader.asmmaker	81
7.2	pyrevit.loader.sessioninfo	81
7.3	pyrevit.loader.systemdiag	83
7.4	pyrevit.loader.sessionmgr	83
7.5	pyrevit.loader.uimaker	84
8	pyrevit.output	85
8.1	pyrevit.output.linkmaker	85
9	pyrevit.revit	93
9.1	pyrevit.revit.files	93
9.2	pyrevit.revit.geom	93

9.3	pyrevit.revit.serverutils	94
9.4	pyrevit.revit.units	95
10	pyrevit.routes	97
10.1	pyrevit.routes.server	97
11	pyrevit.script	101
12	pyrevit.userconfig	109
13	pyrevit.versionmgr	113
13.1	pyrevit.versionmgr.about	113
13.2	pyrevit.versionmgr.updater	114
13.3	pyrevit.versionmgr.upgrade	114
	Python Module Index	117
	Index	119

Note: This documentation is a work-in-progress. Thanks for your patience.

Getting Started

I suggest reading this section completely as it provides 99% of what you will need to know for developing scripts in pyRevit environment. Other sections dive deeper into pyRevit inner workings.

pyRevit Module

- *pyrevit*
- *pyrevit.api*
- *pyrevit.compat*
- *pyrevit.coreutils*
- *pyrevit.forms*
- *pyrevit.framework*
- *pyrevit.loader*
- *pyrevit.output*
- *pyrevit.revit*
- *pyrevit.routes*
- *pyrevit.script*
- *pyrevit.userconfig*
- *pyrevit.versionmgr*

pyRevit root level config for all pyrevit sub-modules.

Examples

```
>>> from pyrevit import DB, UI
>>> from pyrevit import PyRevitException, PyRevitIOError
```

```
>>> # pyrevit module has global instance of the
>>> # _HostAppPostableCommand and _ExecutorParams classes already created
>>> # import and use them like below
>>> from pyrevit import HOST_APP
>>> from pyrevit import EXEC_PARAMS
```

class pyrevit.**PyRevitException**

Common base class for all pyRevit exceptions.

Parameters args and message are derived from Exception class.

class pyrevit.**PyRevitIOError**

Common base class for all pyRevit io-related exceptions.

class pyrevit.**_HostAppPostableCommand** (*name, key, id, rvtobj*)

Private namedtuple for passing information about a PostableCommand

name

Postable command name

Type str

key

Postable command key string

Type str

id

Postable command id

Type int

rvtobj

Postable command Id Object

Type RevitCommandId

class pyrevit._HostApplication

Private Wrapper for Current Instance of Revit.

Provides version info and comparison functionality, alongside providing info on the active screen, active document and ui-document, available postable commands, and other functionality.

Parameters **host_uiapp** (UIApplication) – Instance of running host.

Example

```
>>> hostapp = _HostApplication()
>>> hostapp.is_newer_than(2017)
```

active_view

Return view that is active (UIDocument.ActiveView).

addin_id

Return active addin id.

app

Return Application provided to the running command.

available_servers

Return list of available Revit server names.

build

Return build number (e.g. '20170927_1515(x64)').

Type str

doc

Return active Document.

docs

Return list of open Document objects.

get_postable_commands ()

Return list of postable commands.

Returns list of *_HostAppPostableCommand*

has_api_context

Determine if host application is in API context

is_demo

Determine if product is using demo license.

Type bool

is_exactly (*version*)

bool: Return True if host app is equal to provided version.

Parameters **version** (*str or int*) – version to check against.

is_newer_than (*version, or_equal=False*)

bool: Return True if host app is newer than provided version.

Parameters version (*str or int*) – version to check against.

is_older_than (*version*)

bool: Return True if host app is older than provided version.

Parameters version (*str or int*) – version to check against.

language

Return language type (e.g. 'LanguageType.English_USA').

Type str

post_command (*command_id*)

Request Revit to run a command

Parameters command_id (*str*) – command identifier e.g.
ID_REVIT_SAVE_AS_TEMPLATE

pretty_name

Pretty name of the host (e.g. 'Autodesk Revit 2019.2 build: 20190808_0900(x64)')

Type str

proc

Return current process object.

Type System.Diagnostics.Process

proc_id

Return current process id.

Type int

proc_name

Return current process name.

Type str

proc_path

Return file path for the current process main module.

Type str

proc_screen

Return handle to screen hosting current process.

Type IntPtr

proc_screen_scalefactor

Return scaling for screen hosting current process.

Type float

proc_screen_workarea

Return screen working area.

Type System.Drawing.Rectangle

proc_window

Return handle to screen hosting current process.

Type IntPtr

serial_no

Return serial number number (e.g. '569-09704828').

Type str

subversion

Return subversion number (e.g. '2018.3').

Type str

uiapp

Return UIApplication provided to the running command.

uidoc

Return active UIDocument.

username

Return the username from Revit API (Application.Username).

Type str

version

Return version number (e.g. '2018').

Type str

version_name

Return version name (e.g. 'Autodesk Revit 2018').

Type str

class pyrevit._ExecutorParams

Private Wrapper that provides runtime environment info.

cached_engine

Check whether pyrevit is running on a cached engine.

Type bool

command_bundle

Return current command bundle name.

Type str

command_config_path

Return current command config script path.

Type str

command_controlid

Return current command control id.

Type str

command_data

Return current command data.

Type ExternalCommandData

command_elements

Return elements passed to by Revit.

Type DB.ElementSet

command_extension

Return current command extension name.

Type str

command_mode

Check if pyrevit is running in pyrevit command context.

Type bool

command_name

Return current command name.

Type str

command_path

Return current command path.

Type str

command_uibutton

Return current command ui button.

Type str

command_uniqueid

Return current command unique id.

Type str

config_mode

Check if command is in config mode.

Type bool

debug_mode

Check if command is in debug mode.

Type bool

doc_mode

Check if pyrevit is running by doc generator.

Type bool

engine_cfgs

Return ScriptRuntime.ScriptRuntimeConfigs

engine_id

Return engine id

engine_ver

Return PyRevitLoader.ScriptExecutor hardcoded version.

Type str

event_args

Return event arguments object.

Type DB.RevitAPIEventArgs

event_doc

Return document set in event args if available.

Type DB.Document

event_sender

Return event sender object.

Type Object

exec_id

Return execution unique id

exec_timestamp

Return execution timestamp

executed_from_ui

Check if command was executed from ui.

Type bool

first_load

Check whether pyrevit is not running in pyrevit command.

Type bool

needs_clean_engine

Check if command needs a clean IronPython engine.

Type bool

needs_fullframe_engine

Check if command needs a full-frame IronPython engine.

Type bool

needs_persistent_engine

Check if command needs a persistent IronPython engine.

Type bool

needs_refreshed_engine

Check if command needs a newly refreshed IronPython engine.

Type bool

output_stream

Return ScriptIO

result_dict

Return results dict for logging.

Type Dictionary<String, String>

script_data

Return ScriptRuntime.ScriptData

script_runtime

Return command.

Type PyRevitLabs.PyRevit.Runtime.ScriptRuntime

script_runtime_cfgs

Return ScriptRuntime.ScriptRuntimeConfigs

window_handle

Return output window. handle

Type PyRevitLabs.PyRevit.Runtime.ScriptConsole

CHAPTER 2

pyrevit.api

Provide access to Revit API.

Example

```
>>> from pyrevit.api import AdWindows
```

```
pyrevit.api.get_product_serial_number()
```

Return serial number of running host instance.

```
pyrevit.api.is_api_object(data_type)
```

Check if given object belongs to Revit API

```
pyrevit.api.is_product_demo()
```

Determine if product is using demo license

CHAPTER 3

pyrevit.compat

python engine compatibility module.

Example

```
>>> from pyrevit.compat import IRONPY277
>>> from pyrevit.compat import safe_strtype
```


4.1 pyrevit.coreutils.appdata

Utility functions for creating data files within pyRevit environment.

Most times, scripts need to save some data to share between different scripts that work on a similar topic or between script executions. This module provides the necessary and consistent mechanism for creating and maintaining such files.

Example

```
>>> from pyrevit.coreutils import appdata
>>> appdata.list_data_files()
```

```
pyrevit.coreutils.appdata.cleanup_appdata_folder()
    Cleanup appdata folder of all temporary appdata files.
```

```
pyrevit.coreutils.appdata.find_data_files(file_ext)
    Find data files in all data files directories
```

Parameters `file_ext` (*str*) – data files with this extension will be listed only

Returns list of files

Return type list

```
pyrevit.coreutils.appdata.find_instance_data_files(file_ext, instance_id)
    Find instance data files in all data files directories
```

Parameters

- **file_ext** (*str*) – data files with this extension will be listed only
- **instance_id** (*int*) – list data files for this instance id only

Returns list of files

Return type list

`pyrevit.coreutils.appdata.garbage_data_file(file_path)`

Mark and remove the given appdata file.

Current implementation removes the file immediately.

Parameters `file_path` (*str*) – path to the target file

`pyrevit.coreutils.appdata.get_data_file(file_id, file_ext, name_only=False)`

Get path to file that will not be cleaned up at Revit load.

e.g `pyrevit_2016_eirannejad_file_id.file_ext`

Parameters

- `file_id` (*str*) – Unique identifier for the file
- `file_ext` (*str*) – File extension
- `name_only` (*bool*) – If true, function returns file name only

Returns File name or full file path (depending on `name_only`)

Return type str

`pyrevit.coreutils.appdata.get_instance_data_file(file_id, file_ext='tmp', name_only=False)`

Get path to file that should be used by current instance only.

These data files will be cleaned up at Revit restart. e.g `pyrevit_2016_eirannejad_2353_file_id.file_ext`

Parameters

- `file_id` (*str*) – Unique identifier for the file
- `file_ext` (*str*) – File extension
- `name_only` (*bool*) – If true, function returns file name only

Returns File name or full file path (depending on `name_only`)

Return type str

`pyrevit.coreutils.appdata.get_universal_data_file(file_id, file_ext, name_only=False)`

Get path to file that is shared between all host versions.

These data files are not cleaned up at Revit restart. e.g `pyrevit_eirannejad_file_id.file_ext`

Parameters

- `file_id` (*str*) – Unique identifier for the file
- `file_ext` (*str*) – File extension
- `name_only` (*bool*) – If true, function returns file name only

Returns File name or full file path (depending on `name_only`)

Return type str

`pyrevit.coreutils.appdata.is_data_file_available(file_id, file_ext)`

Check if given file is available within appdata directory.

Parameters

- `file_id` (*str*) – data file id
- `file_ext` (*str*) – file extension

Returns file path if file is available

Return type str

`pyrevit.coreutils.appdata.is_file_available(file_name, file_ext, universal=False)`

Check if given file is available within appdata directory.

Parameters

- **file_name** (*str*) – file name
- **file_ext** (*str*) – file extension
- **universal** (*bool*) – Check against universal data files

Returns file path if file is available

Return type str

`pyrevit.coreutils.appdata.is_pyrevit_data_file(file_name)`

Check if given file is a pyRevit data file.

Parameters **file_name** (*str*) – file name

Returns True if file is a pyRevit data file

Return type bool

`pyrevit.coreutils.appdata.list_data_files(file_ext, universal=False)`

List all data files with given extension.

Parameters

- **file_ext** (*str*) – file extension
- **universal** (*bool*) – Check against universal data files

Returns list of files

Return type list

`pyrevit.coreutils.appdata.list_instance_data_files(file_ext)`

List all data files associated with current session.

Parameters **file_ext** (*str*) – data files with this extension will be listed only.

Returns list of data files

Return type list

4.2 pyrevit.coreutils.charts

Charts engine for output window

class `pyrevit.coreutils.charts.PyRevitOutputChart` (*output*, *chart_type='line'*, *version=None*)

Bases: object

Chart wrapper object for output window.

output

output window wrapper object

Type `pyrevit.output.PyRevitOutputWindow`

chart_type

chart type name

Type str

draw()

Request chart to draw itself on output window.

randomize_colors()

Randomize chart datasets colors.

set_height(*height*)

Set chart height on output window.

set_style(*html_style*)

Set chart styling.

Parameters **html_style** (*str*) – inline html css styling string

Example

```
>>> chart.set_style('height:150px')
```

set_width(*width*)

Set chart width on output window.

class pyrevit.coreutils.charts.**PyRevitOutputChartData**

Bases: object

Chart data wrapper object.

new_dataset(*dataset_label*)

Create new data set.

Parameters **dataset_label** (*str*) – dataset label

Returns dataset wrapper object

Return type *PyRevitOutputChartDataset*

Example

```
>>> chart.data.new_dataset('set_a')
```

class pyrevit.coreutils.charts.**PyRevitOutputChartDataset** (*label*)

Bases: object

Chart dataset wrapper object.

set_color(args*)**

Set dataset color.

Arguments are expected to be R, G, B, A values.

Example

```
>>> dataset_obj.set_color(0xFF, 0x8C, 0x8D, 0.8)
```

class `pyrevit.coreutils.charts.PyRevitOutputChartOptions`
 Bases: `object`
 Chart options wrapper object.

4.3 pyrevit.coreutils.colors

Provide RGB color constants and a colors dictionary with elements formatted: `COLORS[colormame] = CONSTANT`

Example

```
>>> from pyrevit.coreutils import colors
>>> colors.COLORS['black']
... <RGB #000000>
>>> colors.BLACK
... <RGB #000000>
```

class `pyrevit.coreutils.colors.RGB` (*name='default', red=0, green=0, blue=0*)
 RGB named color object.

name
 color name
Type `str`

red
 value for red component (0-255)
Type `int`

green
 value for green component (0-255)
Type `int`

blue
 value for blue component (0-255)
Type `int`

hex_color
 Return color in hex format

luminance
 Return color luminance (perceived)

safe_text_color
 Return text color that is safe to overlap this color.

4.3.1 Pre-Defined Colors

```
# color consts
ALICEBLUE = RGB(name='aliceblue', red=240, green=248, blue=255)
ANTIQUEWHITE = RGB(name='antiquewhite', red=250, green=235, blue=215)
ANTIQUEWHITE1 = RGB(name='antiquewhite1', red=255, green=239, blue=219)
ANTIQUEWHITE2 = RGB(name='antiquewhite2', red=238, green=223, blue=204)
```

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```

ANTIQUUEWHITE3 = RGB(name='antiquewhite3', red=205, green=192, blue=176)
ANTIQUUEWHITE4 = RGB(name='antiquewhite4', red=139, green=131, blue=120)
AQUA = RGB(name='aqua', red=0, green=255, blue=255)
AQUAMARINE1 = RGB(name='aquamarine1', red=127, green=255, blue=212)
AQUAMARINE2 = RGB(name='aquamarine2', red=118, green=238, blue=198)
AQUAMARINE3 = RGB(name='aquamarine3', red=102, green=205, blue=170)
AQUAMARINE4 = RGB(name='aquamarine4', red=69, green=139, blue=116)
AZURE1 = RGB(name='azure1', red=240, green=255, blue=255)
AZURE2 = RGB(name='azure2', red=224, green=238, blue=238)
AZURE3 = RGB(name='azure3', red=193, green=205, blue=205)
AZURE4 = RGB(name='azure4', red=131, green=139, blue=139)
BANANA = RGB(name='banana', red=227, green=207, blue=87)
BEIGE = RGB(name='beige', red=245, green=245, blue=220)
BISQUE1 = RGB(name='bisque1', red=255, green=228, blue=196)
BISQUE2 = RGB(name='bisque2', red=238, green=213, blue=183)
BISQUE3 = RGB(name='bisque3', red=205, green=183, blue=158)
BISQUE4 = RGB(name='bisque4', red=139, green=125, blue=107)
BLACK = RGB(name='black', red=0, green=0, blue=0)
BLANCHEDALMOND = RGB(name='blanchedalmond', red=255, green=235, blue=205)
BLUE = RGB(name='blue', red=0, green=0, blue=255)
BLUE2 = RGB(name='blue2', red=0, green=0, blue=238)
BLUE3 = RGB(name='blue3', red=0, green=0, blue=205)
BLUE4 = RGB(name='blue4', red=0, green=0, blue=139)
BLUEVIOLET = RGB(name='blueviolet', red=138, green=43, blue=226)
BRICK = RGB(name='brick', red=156, green=102, blue=31)
BROWN = RGB(name='brown', red=165, green=42, blue=42)
BROWN1 = RGB(name='brown1', red=255, green=64, blue=64)
BROWN2 = RGB(name='brown2', red=238, green=59, blue=59)
BROWN3 = RGB(name='brown3', red=205, green=51, blue=51)
BROWN4 = RGB(name='brown4', red=139, green=35, blue=35)
BURLYWOOD = RGB(name='burlywood', red=222, green=184, blue=135)
BURLYWOOD1 = RGB(name='burlywood1', red=255, green=211, blue=155)
BURLYWOOD2 = RGB(name='burlywood2', red=238, green=197, blue=145)
BURLYWOOD3 = RGB(name='burlywood3', red=205, green=170, blue=125)
BURLYWOOD4 = RGB(name='burlywood4', red=139, green=115, blue=85)
BURNTSIENNA = RGB(name='burntsienna', red=138, green=54, blue=15)
BURNTUMBER = RGB(name='burntumber', red=138, green=51, blue=36)
CADETBBLUE = RGB(name='cadetblue', red=95, green=158, blue=160)
CADETBBLUE1 = RGB(name='cadetblue1', red=152, green=245, blue=255)
CADETBBLUE2 = RGB(name='cadetblue2', red=142, green=229, blue=238)
CADETBBLUE3 = RGB(name='cadetblue3', red=122, green=197, blue=205)
CADETBBLUE4 = RGB(name='cadetblue4', red=83, green=134, blue=139)
CADMIUMORANGE = RGB(name='cadmiumorange', red=255, green=97, blue=3)
CADMIUMYELLOW = RGB(name='cadmiumyellow', red=255, green=153, blue=18)
CARROT = RGB(name='carrot', red=237, green=145, blue=33)
CHARTREUSE1 = RGB(name='chartreuse1', red=127, green=255, blue=0)
CHARTREUSE2 = RGB(name='chartreuse2', red=118, green=238, blue=0)
CHARTREUSE3 = RGB(name='chartreuse3', red=102, green=205, blue=0)
CHARTREUSE4 = RGB(name='chartreuse4', red=69, green=139, blue=0)
CHOCOLATE = RGB(name='chocolate', red=210, green=105, blue=30)
CHOCOLATE1 = RGB(name='chocolate1', red=255, green=127, blue=36)
CHOCOLATE2 = RGB(name='chocolate2', red=238, green=118, blue=33)
CHOCOLATE3 = RGB(name='chocolate3', red=205, green=102, blue=29)
CHOCOLATE4 = RGB(name='chocolate4', red=139, green=69, blue=19)
COBALT = RGB(name='cobalt', red=61, green=89, blue=171)
COBALTGREEN = RGB(name='cobaltgreen', red=61, green=145, blue=64)
COLDGREY = RGB(name='coldgrey', red=128, green=138, blue=135)

```

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```

CORAL = RGB(name='coral', red=255, green=127, blue=80)
CORAL1 = RGB(name='coral1', red=255, green=114, blue=86)
CORAL2 = RGB(name='coral2', red=238, green=106, blue=80)
CORAL3 = RGB(name='coral3', red=205, green=91, blue=69)
CORAL4 = RGB(name='coral4', red=139, green=62, blue=47)
CORNFLOWERBLUE = RGB(name='cornflowerblue', red=100, green=149, blue=237)
CORNSILK1 = RGB(name='cornsilk1', red=255, green=248, blue=220)
CORNSILK2 = RGB(name='cornsilk2', red=238, green=232, blue=205)
CORNSILK3 = RGB(name='cornsilk3', red=205, green=200, blue=177)
CORNSILK4 = RGB(name='cornsilk4', red=139, green=136, blue=120)
CRIMSON = RGB(name='crimson', red=220, green=20, blue=60)
CYAN2 = RGB(name='cyan2', red=0, green=238, blue=238)
CYAN3 = RGB(name='cyan3', red=0, green=205, blue=205)
CYAN4 = RGB(name='cyan4', red=0, green=139, blue=139)
DARKGOLDENROD = RGB(name='darkgoldenrod', red=184, green=134, blue=11)
DARKGOLDENROD1 = RGB(name='darkgoldenrod1', red=255, green=185, blue=15)
DARKGOLDENROD2 = RGB(name='darkgoldenrod2', red=238, green=173, blue=14)
DARKGOLDENROD3 = RGB(name='darkgoldenrod3', red=205, green=149, blue=12)
DARKGOLDENROD4 = RGB(name='darkgoldenrod4', red=139, green=101, blue=8)
DARKGRAY = RGB(name='darkgray', red=169, green=169, blue=169)
DARKGREEN = RGB(name='darkgreen', red=0, green=100, blue=0)
DARKKHAKI = RGB(name='darkkhaki', red=189, green=183, blue=107)
DARKLIVEGREEN = RGB(name='darkolivegreen', red=85, green=107, blue=47)
DARKLIVEGREEN1 = RGB(name='darkolivegreen1', red=202, green=255, blue=112)
DARKLIVEGREEN2 = RGB(name='darkolivegreen2', red=188, green=238, blue=104)
DARKLIVEGREEN3 = RGB(name='darkolivegreen3', red=162, green=205, blue=90)
DARKLIVEGREEN4 = RGB(name='darkolivegreen4', red=110, green=139, blue=61)
DARKORANGE = RGB(name='darkorange', red=255, green=140, blue=0)
DARKORANGE1 = RGB(name='darkorange1', red=255, green=127, blue=0)
DARKORANGE2 = RGB(name='darkorange2', red=238, green=118, blue=0)
DARKORANGE3 = RGB(name='darkorange3', red=205, green=102, blue=0)
DARKORANGE4 = RGB(name='darkorange4', red=139, green=69, blue=0)
DARKORCHID = RGB(name='darkorchid', red=153, green=50, blue=204)
DARKORCHID1 = RGB(name='darkorchid1', red=191, green=62, blue=255)
DARKORCHID2 = RGB(name='darkorchid2', red=178, green=58, blue=238)
DARKORCHID3 = RGB(name='darkorchid3', red=154, green=50, blue=205)
DARKORCHID4 = RGB(name='darkorchid4', red=104, green=34, blue=139)
DARKSALMON = RGB(name='darksalmon', red=233, green=150, blue=122)
DARKSEAGREEN = RGB(name='darkseagreen', red=143, green=188, blue=143)
DARKSEAGREEN1 = RGB(name='darkseagreen1', red=193, green=255, blue=193)
DARKSEAGREEN2 = RGB(name='darkseagreen2', red=180, green=238, blue=180)
DARKSEAGREEN3 = RGB(name='darkseagreen3', red=155, green=205, blue=155)
DARKSEAGREEN4 = RGB(name='darkseagreen4', red=105, green=139, blue=105)
DARKSLATEBLUE = RGB(name='darkslateblue', red=72, green=61, blue=139)
DARKSLATEGRAY = RGB(name='darkslategray', red=47, green=79, blue=79)
DARKSLATEGRAY1 = RGB(name='darkslategray1', red=151, green=255, blue=255)
DARKSLATEGRAY2 = RGB(name='darkslategray2', red=141, green=238, blue=238)
DARKSLATEGRAY3 = RGB(name='darkslategray3', red=121, green=205, blue=205)
DARKSLATEGRAY4 = RGB(name='darkslategray4', red=82, green=139, blue=139)
DARKTURQUOISE = RGB(name='darkturquoise', red=0, green=206, blue=209)
DARKVIOLET = RGB(name='darkviolet', red=148, green=0, blue=211)
DEEPPINK1 = RGB(name='deeppink1', red=255, green=20, blue=147)
DEEPPINK2 = RGB(name='deeppink2', red=238, green=18, blue=137)
DEEPPINK3 = RGB(name='deeppink3', red=205, green=16, blue=118)
DEEPPINK4 = RGB(name='deeppink4', red=139, green=10, blue=80)
DEEPSKYBLUE1 = RGB(name='deepskyblue1', red=0, green=191, blue=255)
DEEPSKYBLUE2 = RGB(name='deepskyblue2', red=0, green=178, blue=238)

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DEEPSKYBLUE3 = RGB(name='deepskyblue3', red=0, green=154, blue=205)
DEEPSKYBLUE4 = RGB(name='deepskyblue4', red=0, green=104, blue=139)
DIMGRAY = RGB(name='dimgray', red=105, green=105, blue=105)
DIMGRAY = RGB(name='dimgray', red=105, green=105, blue=105)
DODGERBLUE1 = RGB(name='dodgerblue1', red=30, green=144, blue=255)
DODGERBLUE2 = RGB(name='dodgerblue2', red=28, green=134, blue=238)
DODGERBLUE3 = RGB(name='dodgerblue3', red=24, green=116, blue=205)
DODGERBLUE4 = RGB(name='dodgerblue4', red=16, green=78, blue=139)
EGGSHELL = RGB(name='eggshell', red=252, green=230, blue=201)
EMERALDGREEN = RGB(name='emeraldgreen', red=0, green=201, blue=87)
FIREBRICK = RGB(name='firebrick', red=178, green=34, blue=34)
FIREBRICK1 = RGB(name='firebrick1', red=255, green=48, blue=48)
FIREBRICK2 = RGB(name='firebrick2', red=238, green=44, blue=44)
FIREBRICK3 = RGB(name='firebrick3', red=205, green=38, blue=38)
FIREBRICK4 = RGB(name='firebrick4', red=139, green=26, blue=26)
FLESH = RGB(name='flesh', red=255, green=125, blue=64)
FLORALWHITE = RGB(name='floralwhite', red=255, green=250, blue=240)
FORESTGREEN = RGB(name='forestgreen', red=34, green=139, blue=34)
GAINSBORO = RGB(name='gainsboro', red=220, green=220, blue=220)
GHOSTWHITE = RGB(name='ghostwhite', red=248, green=248, blue=255)
GOLD1 = RGB(name='gold1', red=255, green=215, blue=0)
GOLD2 = RGB(name='gold2', red=238, green=201, blue=0)
GOLD3 = RGB(name='gold3', red=205, green=173, blue=0)
GOLD4 = RGB(name='gold4', red=139, green=117, blue=0)
GOLDENROD = RGB(name='goldenrod', red=218, green=165, blue=32)
GOLDENROD1 = RGB(name='goldenrod1', red=255, green=193, blue=37)
GOLDENROD2 = RGB(name='goldenrod2', red=238, green=180, blue=34)
GOLDENROD3 = RGB(name='goldenrod3', red=205, green=155, blue=29)
GOLDENROD4 = RGB(name='goldenrod4', red=139, green=105, blue=20)
GRAY = RGB(name='gray', red=128, green=128, blue=128)
GRAY1 = RGB(name='gray1', red=3, green=3, blue=3)
GRAY10 = RGB(name='gray10', red=26, green=26, blue=26)
GRAY11 = RGB(name='gray11', red=28, green=28, blue=28)
GRAY12 = RGB(name='gray12', red=31, green=31, blue=31)
GRAY13 = RGB(name='gray13', red=33, green=33, blue=33)
GRAY14 = RGB(name='gray14', red=36, green=36, blue=36)
GRAY15 = RGB(name='gray15', red=38, green=38, blue=38)
GRAY16 = RGB(name='gray16', red=41, green=41, blue=41)
GRAY17 = RGB(name='gray17', red=43, green=43, blue=43)
GRAY18 = RGB(name='gray18', red=46, green=46, blue=46)
GRAY19 = RGB(name='gray19', red=48, green=48, blue=48)
GRAY2 = RGB(name='gray2', red=5, green=5, blue=5)
GRAY20 = RGB(name='gray20', red=51, green=51, blue=51)
GRAY21 = RGB(name='gray21', red=54, green=54, blue=54)
GRAY22 = RGB(name='gray22', red=56, green=56, blue=56)
GRAY23 = RGB(name='gray23', red=59, green=59, blue=59)
GRAY24 = RGB(name='gray24', red=61, green=61, blue=61)
GRAY25 = RGB(name='gray25', red=64, green=64, blue=64)
GRAY26 = RGB(name='gray26', red=66, green=66, blue=66)
GRAY27 = RGB(name='gray27', red=69, green=69, blue=69)
GRAY28 = RGB(name='gray28', red=71, green=71, blue=71)
GRAY29 = RGB(name='gray29', red=74, green=74, blue=74)
GRAY3 = RGB(name='gray3', red=8, green=8, blue=8)
GRAY30 = RGB(name='gray30', red=77, green=77, blue=77)
GRAY31 = RGB(name='gray31', red=79, green=79, blue=79)
GRAY32 = RGB(name='gray32', red=82, green=82, blue=82)
GRAY33 = RGB(name='gray33', red=84, green=84, blue=84)
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GRAY34 = RGB(name='gray34', red=87, green=87, blue=87)
GRAY35 = RGB(name='gray35', red=89, green=89, blue=89)
GRAY36 = RGB(name='gray36', red=92, green=92, blue=92)
GRAY37 = RGB(name='gray37', red=94, green=94, blue=94)
GRAY38 = RGB(name='gray38', red=97, green=97, blue=97)
GRAY39 = RGB(name='gray39', red=99, green=99, blue=99)
GRAY4 = RGB(name='gray4', red=10, green=10, blue=10)
GRAY40 = RGB(name='gray40', red=102, green=102, blue=102)
GRAY42 = RGB(name='gray42', red=107, green=107, blue=107)
GRAY43 = RGB(name='gray43', red=110, green=110, blue=110)
GRAY44 = RGB(name='gray44', red=112, green=112, blue=112)
GRAY45 = RGB(name='gray45', red=115, green=115, blue=115)
GRAY46 = RGB(name='gray46', red=117, green=117, blue=117)
GRAY47 = RGB(name='gray47', red=120, green=120, blue=120)
GRAY48 = RGB(name='gray48', red=122, green=122, blue=122)
GRAY49 = RGB(name='gray49', red=125, green=125, blue=125)
GRAY5 = RGB(name='gray5', red=13, green=13, blue=13)
GRAY50 = RGB(name='gray50', red=127, green=127, blue=127)
GRAY51 = RGB(name='gray51', red=130, green=130, blue=130)
GRAY52 = RGB(name='gray52', red=133, green=133, blue=133)
GRAY53 = RGB(name='gray53', red=135, green=135, blue=135)
GRAY54 = RGB(name='gray54', red=138, green=138, blue=138)
GRAY55 = RGB(name='gray55', red=140, green=140, blue=140)
GRAY56 = RGB(name='gray56', red=143, green=143, blue=143)
GRAY57 = RGB(name='gray57', red=145, green=145, blue=145)
GRAY58 = RGB(name='gray58', red=148, green=148, blue=148)
GRAY59 = RGB(name='gray59', red=150, green=150, blue=150)
GRAY6 = RGB(name='gray6', red=15, green=15, blue=15)
GRAY60 = RGB(name='gray60', red=153, green=153, blue=153)
GRAY61 = RGB(name='gray61', red=156, green=156, blue=156)
GRAY62 = RGB(name='gray62', red=158, green=158, blue=158)
GRAY63 = RGB(name='gray63', red=161, green=161, blue=161)
GRAY64 = RGB(name='gray64', red=163, green=163, blue=163)
GRAY65 = RGB(name='gray65', red=166, green=166, blue=166)
GRAY66 = RGB(name='gray66', red=168, green=168, blue=168)
GRAY67 = RGB(name='gray67', red=171, green=171, blue=171)
GRAY68 = RGB(name='gray68', red=173, green=173, blue=173)
GRAY69 = RGB(name='gray69', red=176, green=176, blue=176)
GRAY7 = RGB(name='gray7', red=18, green=18, blue=18)
GRAY70 = RGB(name='gray70', red=179, green=179, blue=179)
GRAY71 = RGB(name='gray71', red=181, green=181, blue=181)
GRAY72 = RGB(name='gray72', red=184, green=184, blue=184)
GRAY73 = RGB(name='gray73', red=186, green=186, blue=186)
GRAY74 = RGB(name='gray74', red=189, green=189, blue=189)
GRAY75 = RGB(name='gray75', red=191, green=191, blue=191)
GRAY76 = RGB(name='gray76', red=194, green=194, blue=194)
GRAY77 = RGB(name='gray77', red=196, green=196, blue=196)
GRAY78 = RGB(name='gray78', red=199, green=199, blue=199)
GRAY79 = RGB(name='gray79', red=201, green=201, blue=201)
GRAY8 = RGB(name='gray8', red=20, green=20, blue=20)
GRAY80 = RGB(name='gray80', red=204, green=204, blue=204)
GRAY81 = RGB(name='gray81', red=207, green=207, blue=207)
GRAY82 = RGB(name='gray82', red=209, green=209, blue=209)
GRAY83 = RGB(name='gray83', red=212, green=212, blue=212)
GRAY84 = RGB(name='gray84', red=214, green=214, blue=214)
GRAY85 = RGB(name='gray85', red=217, green=217, blue=217)
GRAY86 = RGB(name='gray86', red=219, green=219, blue=219)
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GRAY87 = RGB(name='gray87', red=222, green=222, blue=222)
GRAY88 = RGB(name='gray88', red=224, green=224, blue=224)
GRAY89 = RGB(name='gray89', red=227, green=227, blue=227)
GRAY9 = RGB(name='gray9', red=23, green=23, blue=23)
GRAY90 = RGB(name='gray90', red=229, green=229, blue=229)
GRAY91 = RGB(name='gray91', red=232, green=232, blue=232)
GRAY92 = RGB(name='gray92', red=235, green=235, blue=235)
GRAY93 = RGB(name='gray93', red=237, green=237, blue=237)
GRAY94 = RGB(name='gray94', red=240, green=240, blue=240)
GRAY95 = RGB(name='gray95', red=242, green=242, blue=242)
GRAY97 = RGB(name='gray97', red=247, green=247, blue=247)
GRAY98 = RGB(name='gray98', red=250, green=250, blue=250)
GRAY99 = RGB(name='gray99', red=252, green=252, blue=252)
GREEN = RGB(name='green', red=0, green=128, blue=0)
GREEN1 = RGB(name='green1', red=0, green=255, blue=0)
GREEN2 = RGB(name='green2', red=0, green=238, blue=0)
GREEN3 = RGB(name='green3', red=0, green=205, blue=0)
GREEN4 = RGB(name='green4', red=0, green=139, blue=0)
GREENYELLOW = RGB(name='greenyellow', red=173, green=255, blue=47)
HONEYDEW1 = RGB(name='honeydew1', red=240, green=255, blue=240)
HONEYDEW2 = RGB(name='honeydew2', red=224, green=238, blue=224)
HONEYDEW3 = RGB(name='honeydew3', red=193, green=205, blue=193)
HONEYDEW4 = RGB(name='honeydew4', red=131, green=139, blue=131)
HOTPINK = RGB(name='hotpink', red=255, green=105, blue=180)
HOTPINK1 = RGB(name='hotpink1', red=255, green=110, blue=180)
HOTPINK2 = RGB(name='hotpink2', red=238, green=106, blue=167)
HOTPINK3 = RGB(name='hotpink3', red=205, green=96, blue=144)
HOTPINK4 = RGB(name='hotpink4', red=139, green=58, blue=98)
INDIANRED = RGB(name='indianred', red=176, green=23, blue=31)
INDIANRED = RGB(name='indianred', red=205, green=92, blue=92)
INDIANRED1 = RGB(name='indianred1', red=255, green=106, blue=106)
INDIANRED2 = RGB(name='indianred2', red=238, green=99, blue=99)
INDIANRED3 = RGB(name='indianred3', red=205, green=85, blue=85)
INDIANRED4 = RGB(name='indianred4', red=139, green=58, blue=58)
INDIGO = RGB(name='indigo', red=75, green=0, blue=130)
IVORY1 = RGB(name='ivory1', red=255, green=255, blue=240)
IVORY2 = RGB(name='ivory2', red=238, green=238, blue=224)
IVORY3 = RGB(name='ivory3', red=205, green=205, blue=193)
IVORY4 = RGB(name='ivory4', red=139, green=139, blue=131)
IVORYBLACK = RGB(name='ivoryblack', red=41, green=36, blue=33)
KHAKI = RGB(name='khaki', red=240, green=230, blue=140)
KHAKI1 = RGB(name='khaki1', red=255, green=246, blue=143)
KHAKI2 = RGB(name='khaki2', red=238, green=230, blue=133)
KHAKI3 = RGB(name='khaki3', red=205, green=198, blue=115)
KHAKI4 = RGB(name='khaki4', red=139, green=134, blue=78)
LAVENDER = RGB(name='lavender', red=230, green=230, blue=250)
LAVENDERBLUSH1 = RGB(name='lavenderblush1', red=255, green=240, blue=245)
LAVENDERBLUSH2 = RGB(name='lavenderblush2', red=238, green=224, blue=229)
LAVENDERBLUSH3 = RGB(name='lavenderblush3', red=205, green=193, blue=197)
LAVENDERBLUSH4 = RGB(name='lavenderblush4', red=139, green=131, blue=134)
LAWNGREEN = RGB(name='lawngreen', red=124, green=252, blue=0)
LEMONCHIFFON1 = RGB(name='lemonchiffon1', red=255, green=250, blue=205)
LEMONCHIFFON2 = RGB(name='lemonchiffon2', red=238, green=233, blue=191)
LEMONCHIFFON3 = RGB(name='lemonchiffon3', red=205, green=201, blue=165)
LEMONCHIFFON4 = RGB(name='lemonchiffon4', red=139, green=137, blue=112)
LIGHTBLUE = RGB(name='lightblue', red=173, green=216, blue=230)
LIGHTBLUE1 = RGB(name='lightblue1', red=191, green=239, blue=255)

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LIGHTBLUE2 = RGB(name='lightblue2', red=178, green=223, blue=238)
LIGHTBLUE3 = RGB(name='lightblue3', red=154, green=192, blue=205)
LIGHTBLUE4 = RGB(name='lightblue4', red=104, green=131, blue=139)
LIGHTCORAL = RGB(name='lightcoral', red=240, green=128, blue=128)
LIGHTCYAN1 = RGB(name='lightcyan1', red=224, green=255, blue=255)
LIGHTCYAN2 = RGB(name='lightcyan2', red=209, green=238, blue=238)
LIGHTCYAN3 = RGB(name='lightcyan3', red=180, green=205, blue=205)
LIGHTCYAN4 = RGB(name='lightcyan4', red=122, green=139, blue=139)
LIGHTGOLDENROD1 = RGB(name='lightgoldenrod1', red=255, green=236, blue=139)
LIGHTGOLDENROD2 = RGB(name='lightgoldenrod2', red=238, green=220, blue=130)
LIGHTGOLDENROD3 = RGB(name='lightgoldenrod3', red=205, green=190, blue=112)
LIGHTGOLDENROD4 = RGB(name='lightgoldenrod4', red=139, green=129, blue=76)
LIGHTGOLDENRODYELLOW = \
    RGB(name='lightgoldenrodyellow', red=250, green=250, blue=210)
LIGHTGREY = RGB(name='lightgrey', red=211, green=211, blue=211)
LIGHTPINK = RGB(name='lightpink', red=255, green=182, blue=193)
LIGHTPINK1 = RGB(name='lightpink1', red=255, green=174, blue=185)
LIGHTPINK2 = RGB(name='lightpink2', red=238, green=162, blue=173)
LIGHTPINK3 = RGB(name='lightpink3', red=205, green=140, blue=149)
LIGHTPINK4 = RGB(name='lightpink4', red=139, green=95, blue=101)
LIGHTSALMON1 = RGB(name='lightsalmon1', red=255, green=160, blue=122)
LIGHTSALMON2 = RGB(name='lightsalmon2', red=238, green=149, blue=114)
LIGHTSALMON3 = RGB(name='lightsalmon3', red=205, green=129, blue=98)
LIGHTSALMON4 = RGB(name='lightsalmon4', red=139, green=87, blue=66)
LIGHTSEAGREEN = RGB(name='lightseagreen', red=32, green=178, blue=170)
LIGHTSKYBLUE = RGB(name='lightskyblue', red=135, green=206, blue=250)
LIGHTSKYBLUE1 = RGB(name='lightskyblue1', red=176, green=226, blue=255)
LIGHTSKYBLUE2 = RGB(name='lightskyblue2', red=164, green=211, blue=238)
LIGHTSKYBLUE3 = RGB(name='lightskyblue3', red=141, green=182, blue=205)
LIGHTSKYBLUE4 = RGB(name='lightskyblue4', red=96, green=123, blue=139)
LIGHTSLATEBLUE = RGB(name='lightslateblue', red=132, green=112, blue=255)
LIGHTSLATEGRAY = RGB(name='lightslategray', red=119, green=136, blue=153)
LIGHTSTEELBLUE = RGB(name='lightsteelblue', red=176, green=196, blue=222)
LIGHTSTEELBLUE1 = RGB(name='lightsteelblue1', red=202, green=225, blue=255)
LIGHTSTEELBLUE2 = RGB(name='lightsteelblue2', red=188, green=210, blue=238)
LIGHTSTEELBLUE3 = RGB(name='lightsteelblue3', red=162, green=181, blue=205)
LIGHTSTEELBLUE4 = RGB(name='lightsteelblue4', red=110, green=123, blue=139)
LIGHTYELLOW1 = RGB(name='lightyellow1', red=255, green=255, blue=224)
LIGHTYELLOW2 = RGB(name='lightyellow2', red=238, green=238, blue=209)
LIGHTYELLOW3 = RGB(name='lightyellow3', red=205, green=205, blue=180)
LIGHTYELLOW4 = RGB(name='lightyellow4', red=139, green=139, blue=122)
LIMEGREEN = RGB(name='limegreen', red=50, green=205, blue=50)
LINEN = RGB(name='linen', red=250, green=240, blue=230)
MAGENTA = RGB(name='magenta', red=255, green=0, blue=255)
MAGENTA2 = RGB(name='magenta2', red=238, green=0, blue=238)
MAGENTA3 = RGB(name='magenta3', red=205, green=0, blue=205)
MAGENTA4 = RGB(name='magenta4', red=139, green=0, blue=139)
MANGANESEBLUE = RGB(name='manganezblue', red=3, green=168, blue=158)
MAROON = RGB(name='maroon', red=128, green=0, blue=0)
MAROON1 = RGB(name='maroon1', red=255, green=52, blue=179)
MAROON2 = RGB(name='maroon2', red=238, green=48, blue=167)
MAROON3 = RGB(name='maroon3', red=205, green=41, blue=144)
MAROON4 = RGB(name='maroon4', red=139, green=28, blue=98)
MEDIUMORCHID = RGB(name='mediumorchid', red=186, green=85, blue=211)
MEDIUMORCHID1 = RGB(name='mediumorchid1', red=224, green=102, blue=255)
MEDIUMORCHID2 = RGB(name='mediumorchid2', red=209, green=95, blue=238)
MEDIUMORCHID3 = RGB(name='mediumorchid3', red=180, green=82, blue=205)

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MEDIUMORCHID4 = RGB(name='mediumorchid4', red=122, green=55, blue=139)
MEDIUMPURPLE = RGB(name='mediumpurple', red=147, green=112, blue=219)
MEDIUMPURPLE1 = RGB(name='mediumpurple1', red=171, green=130, blue=255)
MEDIUMPURPLE2 = RGB(name='mediumpurple2', red=159, green=121, blue=238)
MEDIUMPURPLE3 = RGB(name='mediumpurple3', red=137, green=104, blue=205)
MEDIUMPURPLE4 = RGB(name='mediumpurple4', red=93, green=71, blue=139)
MEDIUMSEAGREEN = RGB(name='mediumseagreen', red=60, green=179, blue=113)
MEDIUMSLATEBLUE = RGB(name='mediumslateblue', red=123, green=104, blue=238)
MEDIUMSPRINGGREEN = RGB(name='mediumspringgreen', red=0, green=250, blue=154)
MEDIUMTURQUOISE = RGB(name='mediumturquoise', red=72, green=209, blue=204)
MEDIUMVIOLETRED = RGB(name='mediumvioletred', red=199, green=21, blue=133)
MELON = RGB(name='melon', red=227, green=168, blue=105)
MIDNIGHTBLUE = RGB(name='midnightblue', red=25, green=25, blue=112)
MINT = RGB(name='mint', red=189, green=252, blue=201)
MINTCREAM = RGB(name='mintcream', red=245, green=255, blue=250)
MISTYROSE1 = RGB(name='mistyrose1', red=255, green=228, blue=225)
MISTYROSE2 = RGB(name='mistyrose2', red=238, green=213, blue=210)
MISTYROSE3 = RGB(name='mistyrose3', red=205, green=183, blue=181)
MISTYROSE4 = RGB(name='mistyrose4', red=139, green=125, blue=123)
MOCCASIN = RGB(name='moccasin', red=255, green=228, blue=181)
NAVAJOWHITE1 = RGB(name='navajowhite1', red=255, green=222, blue=173)
NAVAJOWHITE2 = RGB(name='navajowhite2', red=238, green=207, blue=161)
NAVAJOWHITE3 = RGB(name='navajowhite3', red=205, green=179, blue=139)
NAVAJOWHITE4 = RGB(name='navajowhite4', red=139, green=121, blue=94)
NAVY = RGB(name='navy', red=0, green=0, blue=128)
OLDLACE = RGB(name='oldlace', red=253, green=245, blue=230)
OLIVE = RGB(name='olive', red=128, green=128, blue=0)
OLIVEDRAB = RGB(name='olivedrab', red=107, green=142, blue=35)
OLIVEDRAB1 = RGB(name='olivedrab1', red=192, green=255, blue=62)
OLIVEDRAB2 = RGB(name='olivedrab2', red=179, green=238, blue=58)
OLIVEDRAB3 = RGB(name='olivedrab3', red=154, green=205, blue=50)
OLIVEDRAB4 = RGB(name='olivedrab4', red=105, green=139, blue=34)
ORANGE = RGB(name='orange', red=255, green=128, blue=0)
ORANGE1 = RGB(name='orange1', red=255, green=165, blue=0)
ORANGE2 = RGB(name='orange2', red=238, green=154, blue=0)
ORANGE3 = RGB(name='orange3', red=205, green=133, blue=0)
ORANGE4 = RGB(name='orange4', red=139, green=90, blue=0)
ORANGERED1 = RGB(name='orangered1', red=255, green=69, blue=0)
ORANGERED2 = RGB(name='orangered2', red=238, green=64, blue=0)
ORANGERED3 = RGB(name='orangered3', red=205, green=55, blue=0)
ORANGERED4 = RGB(name='orangered4', red=139, green=37, blue=0)
ORCHID = RGB(name='orchid', red=218, green=112, blue=214)
ORCHID1 = RGB(name='orchid1', red=255, green=131, blue=250)
ORCHID2 = RGB(name='orchid2', red=238, green=122, blue=233)
ORCHID3 = RGB(name='orchid3', red=205, green=105, blue=201)
ORCHID4 = RGB(name='orchid4', red=139, green=71, blue=137)
PALEGOLDENROD = RGB(name='palegoldenrod', red=238, green=232, blue=170)
PALEGREEN = RGB(name='palegreen', red=152, green=251, blue=152)
PALEGREEN1 = RGB(name='palegreen1', red=154, green=255, blue=154)
PALEGREEN2 = RGB(name='palegreen2', red=144, green=238, blue=144)
PALEGREEN3 = RGB(name='palegreen3', red=124, green=205, blue=124)
PALEGREEN4 = RGB(name='palegreen4', red=84, green=139, blue=84)
PALETURQUOISE1 = RGB(name='paleturquoise1', red=187, green=255, blue=255)
PALETURQUOISE2 = RGB(name='paleturquoise2', red=174, green=238, blue=238)
PALETURQUOISE3 = RGB(name='paleturquoise3', red=150, green=205, blue=205)
PALETURQUOISE4 = RGB(name='paleturquoise4', red=102, green=139, blue=139)
PALEVIOLETRED = RGB(name='palevioletred', red=219, green=112, blue=147)
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```

PALEVIOLETTRED1 = RGB(name='palevioletred1', red=255, green=130, blue=171)
PALEVIOLETTRED2 = RGB(name='palevioletred2', red=238, green=121, blue=159)
PALEVIOLETTRED3 = RGB(name='palevioletred3', red=205, green=104, blue=137)
PALEVIOLETTRED4 = RGB(name='palevioletred4', red=139, green=71, blue=93)
PAPAYAWHIP = RGB(name='papayawhip', red=255, green=239, blue=213)
PEACHPUFF1 = RGB(name='peachpuff1', red=255, green=218, blue=185)
PEACHPUFF2 = RGB(name='peachpuff2', red=238, green=203, blue=173)
PEACHPUFF3 = RGB(name='peachpuff3', red=205, green=175, blue=149)
PEACHPUFF4 = RGB(name='peachpuff4', red=139, green=119, blue=101)
PEACOCK = RGB(name='peacock', red=51, green=161, blue=201)
PINK = RGB(name='pink', red=255, green=192, blue=203)
PINK1 = RGB(name='pink1', red=255, green=181, blue=197)
PINK2 = RGB(name='pink2', red=238, green=169, blue=184)
PINK3 = RGB(name='pink3', red=205, green=145, blue=158)
PINK4 = RGB(name='pink4', red=139, green=99, blue=108)
PLUM = RGB(name='plum', red=221, green=160, blue=221)
PLUM1 = RGB(name='plum1', red=255, green=187, blue=255)
PLUM2 = RGB(name='plum2', red=238, green=174, blue=238)
PLUM3 = RGB(name='plum3', red=205, green=150, blue=205)
PLUM4 = RGB(name='plum4', red=139, green=102, blue=139)
POWDERBLUE = RGB(name='powderblue', red=176, green=224, blue=230)
PURPLE = RGB(name='purple', red=128, green=0, blue=128)
PURPLE1 = RGB(name='purple1', red=155, green=48, blue=255)
PURPLE2 = RGB(name='purple2', red=145, green=44, blue=238)
PURPLE3 = RGB(name='purple3', red=125, green=38, blue=205)
PURPLE4 = RGB(name='purple4', red=85, green=26, blue=139)
RASPBERRY = RGB(name='raspberry', red=135, green=38, blue=87)
RAWSIENNA = RGB(name='rawsienna', red=199, green=97, blue=20)
RED1 = RGB(name='red1', red=255, green=0, blue=0)
RED2 = RGB(name='red2', red=238, green=0, blue=0)
RED3 = RGB(name='red3', red=205, green=0, blue=0)
RED4 = RGB(name='red4', red=139, green=0, blue=0)
ROSYBROWN = RGB(name='rosybrown', red=188, green=143, blue=143)
ROSYBROWN1 = RGB(name='rosybrown1', red=255, green=193, blue=193)
ROSYBROWN2 = RGB(name='rosybrown2', red=238, green=180, blue=180)
ROSYBROWN3 = RGB(name='rosybrown3', red=205, green=155, blue=155)
ROSYBROWN4 = RGB(name='rosybrown4', red=139, green=105, blue=105)
ROYALBLUE = RGB(name='royalblue', red=65, green=105, blue=225)
ROYALBLUE1 = RGB(name='royalblue1', red=72, green=118, blue=255)
ROYALBLUE2 = RGB(name='royalblue2', red=67, green=110, blue=238)
ROYALBLUE3 = RGB(name='royalblue3', red=58, green=95, blue=205)
ROYALBLUE4 = RGB(name='royalblue4', red=39, green=64, blue=139)
SALMON = RGB(name='salmon', red=250, green=128, blue=114)
SALMON1 = RGB(name='salmon1', red=255, green=140, blue=105)
SALMON2 = RGB(name='salmon2', red=238, green=130, blue=98)
SALMON3 = RGB(name='salmon3', red=205, green=112, blue=84)
SALMON4 = RGB(name='salmon4', red=139, green=76, blue=57)
SANDYBROWN = RGB(name='sandybrown', red=244, green=164, blue=96)
SAPGREEN = RGB(name='sapgreen', red=48, green=128, blue=20)
SEAGREEN1 = RGB(name='seagreen1', red=84, green=255, blue=159)
SEAGREEN2 = RGB(name='seagreen2', red=78, green=238, blue=148)
SEAGREEN3 = RGB(name='seagreen3', red=67, green=205, blue=128)
SEAGREEN4 = RGB(name='seagreen4', red=46, green=139, blue=87)
SEASHELL1 = RGB(name='seashell1', red=255, green=245, blue=238)
SEASHELL2 = RGB(name='seashell2', red=238, green=229, blue=222)
SEASHELL3 = RGB(name='seashell3', red=205, green=197, blue=191)
SEASHELL4 = RGB(name='seashell4', red=139, green=134, blue=130)

```

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```

SEPIA = RGB(name='sepia', red=94, green=38, blue=18)
SGIBEET = RGB(name='sgibeet', red=142, green=56, blue=142)
SGIBRIGHTGRAY = RGB(name='sgibrightgray', red=197, green=193, blue=170)
SGICHARTREUSE = RGB(name='sgichartreuse', red=113, green=198, blue=113)
SGIDARKGRAY = RGB(name='sgidarkgray', red=85, green=85, blue=85)
SGIGRAY12 = RGB(name='sgigray12', red=30, green=30, blue=30)
SGIGRAY16 = RGB(name='sgigray16', red=40, green=40, blue=40)
SGIGRAY32 = RGB(name='sgigray32', red=81, green=81, blue=81)
SGIGRAY36 = RGB(name='sgigray36', red=91, green=91, blue=91)
SGIGRAY52 = RGB(name='sgigray52', red=132, green=132, blue=132)
SGIGRAY56 = RGB(name='sgigray56', red=142, green=142, blue=142)
SGIGRAY72 = RGB(name='sgigray72', red=183, green=183, blue=183)
SGIGRAY76 = RGB(name='sgigray76', red=193, green=193, blue=193)
SGIGRAY92 = RGB(name='sgigray92', red=234, green=234, blue=234)
SGIGRAY96 = RGB(name='sgigray96', red=244, green=244, blue=244)
SGILIGHTBLUE = RGB(name='sgilightblue', red=125, green=158, blue=192)
SGILIGHTGRAY = RGB(name='sgilightgray', red=170, green=170, blue=170)
SGIOLIVEDRAB = RGB(name='sgiolivedrab', red=142, green=142, blue=56)
SGISALMON = RGB(name='sgisalmon', red=198, green=113, blue=113)
SGISLATEBLUE = RGB(name='sgislateblue', red=113, green=113, blue=198)
SGITEAL = RGB(name='sgiteal', red=56, green=142, blue=142)
SIENNA = RGB(name='sienna', red=160, green=82, blue=45)
SIENNA1 = RGB(name='sienna1', red=255, green=130, blue=71)
SIENNA2 = RGB(name='sienna2', red=238, green=121, blue=66)
SIENNA3 = RGB(name='sienna3', red=205, green=104, blue=57)
SIENNA4 = RGB(name='sienna4', red=139, green=71, blue=38)
SILVER = RGB(name='silver', red=192, green=192, blue=192)
SKYBLUE = RGB(name='skyblue', red=135, green=206, blue=235)
SKYBLUE1 = RGB(name='skyblue1', red=135, green=206, blue=255)
SKYBLUE2 = RGB(name='skyblue2', red=126, green=192, blue=238)
SKYBLUE3 = RGB(name='skyblue3', red=108, green=166, blue=205)
SKYBLUE4 = RGB(name='skyblue4', red=74, green=112, blue=139)
SLATEBLUE = RGB(name='slateblue', red=106, green=90, blue=205)
SLATEBLUE1 = RGB(name='slateblue1', red=131, green=111, blue=255)
SLATEBLUE2 = RGB(name='slateblue2', red=122, green=103, blue=238)
SLATEBLUE3 = RGB(name='slateblue3', red=105, green=89, blue=205)
SLATEBLUE4 = RGB(name='slateblue4', red=71, green=60, blue=139)
SLATEGRAY = RGB(name='slategray', red=112, green=128, blue=144)
SLATEGRAY1 = RGB(name='slategray1', red=198, green=226, blue=255)
SLATEGRAY2 = RGB(name='slategray2', red=185, green=211, blue=238)
SLATEGRAY3 = RGB(name='slategray3', red=159, green=182, blue=205)
SLATEGRAY4 = RGB(name='slategray4', red=108, green=123, blue=139)
SNOW1 = RGB(name='snow1', red=255, green=250, blue=250)
SNOW2 = RGB(name='snow2', red=238, green=233, blue=233)
SNOW3 = RGB(name='snow3', red=205, green=201, blue=201)
SNOW4 = RGB(name='snow4', red=139, green=137, blue=137)
SPRINGGREEN = RGB(name='springgreen', red=0, green=255, blue=127)
SPRINGGREEN1 = RGB(name='springgreen1', red=0, green=238, blue=118)
SPRINGGREEN2 = RGB(name='springgreen2', red=0, green=205, blue=102)
SPRINGGREEN3 = RGB(name='springgreen3', red=0, green=139, blue=69)
STEELBLUE = RGB(name='steelblue', red=70, green=130, blue=180)
STEELBLUE1 = RGB(name='steelblue1', red=99, green=184, blue=255)
STEELBLUE2 = RGB(name='steelblue2', red=92, green=172, blue=238)
STEELBLUE3 = RGB(name='steelblue3', red=79, green=148, blue=205)
STEELBLUE4 = RGB(name='steelblue4', red=54, green=100, blue=139)
TAN = RGB(name='tan', red=210, green=180, blue=140)
TAN1 = RGB(name='tan1', red=255, green=165, blue=79)

```

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```

TAN2 = RGB(name='tan2', red=238, green=154, blue=73)
TAN3 = RGB(name='tan3', red=205, green=133, blue=63)
TAN4 = RGB(name='tan4', red=139, green=90, blue=43)
TEAL = RGB(name='teal', red=0, green=128, blue=128)
THISTLE = RGB(name='thistle', red=216, green=191, blue=216)
THISTLE1 = RGB(name='thistle1', red=255, green=225, blue=255)
THISTLE2 = RGB(name='thistle2', red=238, green=210, blue=238)
THISTLE3 = RGB(name='thistle3', red=205, green=181, blue=205)
THISTLE4 = RGB(name='thistle4', red=139, green=123, blue=139)
TOMATO1 = RGB(name='tomato1', red=255, green=99, blue=71)
TOMATO2 = RGB(name='tomato2', red=238, green=92, blue=66)
TOMATO3 = RGB(name='tomato3', red=205, green=79, blue=57)
TOMATO4 = RGB(name='tomato4', red=139, green=54, blue=38)
TURQUOISE = RGB(name='turquoise', red=64, green=224, blue=208)
TURQUOISE1 = RGB(name='turquoise1', red=0, green=245, blue=255)
TURQUOISE2 = RGB(name='turquoise2', red=0, green=229, blue=238)
TURQUOISE3 = RGB(name='turquoise3', red=0, green=197, blue=205)
TURQUOISE4 = RGB(name='turquoise4', red=0, green=134, blue=139)
TURQUOISEBLUE = RGB(name='turquoiseblue', red=0, green=199, blue=140)
VIOLET = RGB(name='violet', red=238, green=130, blue=238)
VIOLETRED = RGB(name='violetred', red=208, green=32, blue=144)
VIOLETRED1 = RGB(name='violetred1', red=255, green=62, blue=150)
VIOLETRED2 = RGB(name='violetred2', red=238, green=58, blue=140)
VIOLETRED3 = RGB(name='violetred3', red=205, green=50, blue=120)
VIOLETRED4 = RGB(name='violetred4', red=139, green=34, blue=82)
WARMGREY = RGB(name='warmgrey', red=128, green=128, blue=105)
WHEAT = RGB(name='wheat', red=245, green=222, blue=179)
WHEAT1 = RGB(name='wheat1', red=255, green=231, blue=186)
WHEAT2 = RGB(name='wheat2', red=238, green=216, blue=174)
WHEAT3 = RGB(name='wheat3', red=205, green=186, blue=150)
WHEAT4 = RGB(name='wheat4', red=139, green=126, blue=102)
WHITE = RGB(name='white', red=255, green=255, blue=255)
WHITESMOKE = RGB(name='whitesmoke', red=245, green=245, blue=245)
WHITESMOKE = RGB(name='whitesmoke', red=245, green=245, blue=245)
YELLOW1 = RGB(name='yellow1', red=255, green=255, blue=0)
YELLOW2 = RGB(name='yellow2', red=238, green=238, blue=0)
YELLOW3 = RGB(name='yellow3', red=205, green=205, blue=0)
YELLOW4 = RGB(name='yellow4', red=139, green=139, blue=0)

```

4.4 pyrevit.coreutils.configparser

Base module for pyRevit config parsing.

class pyrevit.coreutils.configparser.PyRevitConfigParser(*cfg_file_path=None*)

Bases: object

Config parser object. Handle config sections and io.

add_section(*section_name*)

Add section with given name to config.

get_config_file_hash()

Get calculated unique hash for this config.

get_section (*section_name*)
Get section with given name.

Raises `AttributeError` – if section is missing

has_section (*section_name*)
Check if config contains given section.

reload (*cfg_file_path=None*)
Reload config from original or given file.

remove_section (*section_name*)
Remove section from config.

save (*cfg_file_path=None*)
Save config to original or given file.

class `pyrevit.coreutils.configparser.PyRevitConfigSectionParser` (*config_parser*,
sec-
tion_name)

Bases: `object`

Config section parser object. Handle section options.

add_subsection (*section_name*)
Add subsection to section.

get_option (*op_name*, *default_value=None*)
Get option value or return default.

get_subsection (*section_name*)
Get subsection with given name.

get_subsections ()
Get all subsections.

has_option (*option_name*)
Check if section contains given option.

has_subsection (*section_name*)
Check if section has any subsections.

header
Section header.

remove_option (*option_name*)
Remove given option from section.

set_option (*op_name*, *value*)
Set value of given option.

subheader
Section sub-header e.g. `Section.SubSection`

4.5 pyrevit.coreutils.envvars

pyRevit managed environment variables framework.

pyRevit provides the environment variables framework to the pyRevit core and all pyRevit tools so they can store arbitrary data withing the running host session and share small data quickly between script runs.

Some settings needs to be set for the current session and might need to affect the behaviour of all individual scripts inside the extensions. (e.g. If user activates the DEBUG mode, all scripts should follow and log the debug entries.) The information is saved using `AppDomain.GetData` and `SetData` in a dictionary parameter. The dictionary is used to minimize the addition of named parameters to the `AppDomain`. The dictionary then includes all the internal parameters and their associated value. This way each script does not need to read the `usersettings` data which reduces io and saves time.

pyRevit uses environment variables extensively at its core and making changes to the core environment variables (starting with `PYREVIT_`) through scripts is strongly prohibited.

Example

```
>>> from pyrevit.coreutils import envvars
>>> envvars.set_pyrevit_env_var('MY_SCRIPT_STATUS', True)
>>> envvars.set_pyrevit_env_var('MY_SCRIPT_CONFIG', {'someconfig': True})
```

Then another script or same script when executed later within the same session can query the shared environment variable:

```
>>> envvars.get_pyrevit_env_vars('MY_SCRIPT_STATUS')
True
>>> envvars.get_pyrevit_env_vars('MY_SCRIPT_CONFIG')
{'someconfig': True}
```

`pyrevit.coreutils.envvars.get_pyrevit_env_var(param_name)`

Get value of a parameter shared between all scripts.

Parameters `param_name` (*str*) – name of environment variable

Returns any object stored as the environment variable value

Return type object

`pyrevit.coreutils.envvars.get_pyrevit_env_vars()`

Get the root dictionary, holding all environment variables.

`pyrevit.coreutils.envvars.set_pyrevit_env_var(param_name, param_value)`

Set value of a parameter shared between all scripts.

Parameters

- **param_name** (*str*) – name of environment variable
- **param_value** (*object*) – any python object

4.6 pyrevit.coreutils.git

Description: LibGit2Sharp wrapper module for pyRevit.

Documentation: <https://github.com/libgit2/libgit2sharp/wiki>

exception `pyrevit.coreutils.git.PyRevitGitAuthenticationError`

Bases: `pyrevit.PyRevitException`

Git authentication error.

class `pyrevit.coreutils.git.RepoInfo(repo)`

Bases: object

Repo wrapper for passing around repository information.

directory

repo directory

Type str

name

repo name

Type str

head_name

head branch name

Type str

last_commit_hash

hash of head commit

Type str

repo

LibGit2Sharp.Repository object

Type str

branch

current branch name

Type str

username

credentials - username

Type str

password

credentials - password

Type str

`pyrevit.coreutils.git.compare_branch_heads(repo_info)`

Compare local and remote branch heads and return ???

Parameters `repo_info` (*RepoInfo*) – target repo object

Returns desc

Return type type

`pyrevit.coreutils.git.get_all_new_commits(repo_info)`

Fetch and return new commits ahead of current head.

Parameters `repo_info` (*RepoInfo*) – target repo object

Returns str]: ordered dict of commit hash:message

Return type OrderedDict[str

`pyrevit.coreutils.git.get_repo(repo_dir)`

Return repo object for given git repo directory.

Parameters `repo_dir` (*str*) – full path of git repo directory

Returns repo object

Return type *RepoInfo*

`pyrevit.coreutils.git.git_clone(repo_url, clone_dir, username=None, password=None)`
Clone git repository to given location

Parameters

- **repo_url** (*str*) – repo .git url
- **clone_dir** (*str*) – destination path
- **username** (*str*) – credentials - username
- **password** (*str*) – credentials - password

`pyrevit.coreutils.git.git_fetch(repo_info)`
Fetch current branch of given repo.

Parameters **repo_info** (*RepoInfo*) – target repo object

Returns repo object with updated head

Return type *RepoInfo*

`pyrevit.coreutils.git.git_pull(repo_info)`
Pull the current head of given repo.

Parameters **repo_info** (*RepoInfo*) – target repo object

Returns repo object with updated head

Return type *RepoInfo*

4.7 pyrevit.coreutils.logger

Core logging module for pyRevit.

class `pyrevit.coreutils.logger.DispatchingFormatter` (*log_formatters*,
log_default_formatter)

Bases: object

Dispatching formatter to format by log level.

Parameters

- **(dict[int(*log_formatters*) – logging.Formatter])**: dict of level:formatter key pairs
- **log_default_formatter** (*logging.Formatter*) – default formatter

format (*record*)

Format given record by log level.

class `pyrevit.coreutils.logger.LoggerWrapper` (**args*)

Bases: logging.Logger

Custom logging object.

Parameters

- **val** (*type*) – desc
- **val** – desc

callHandlers (*record*)

Override logging.Logger.callHandlers

get_level()
Return current logging level.

has_errors()
Check if logger has reported any errors.

isEnabledFor(level)
Override logging.Logger.isEnabledFor

is_enabled_for(level)
Check if logger is enabled for level in pyRevit environment.

reset_level()
Reset logging level back to default.

set_debug_mode()
Activate debug mode. Log levels >= DEBUG are enabled.

set_level(level)
Set logging level to level.

set_quiet_mode()
Activate quiet mode. All log levels are disabled.

set_verbose_mode()
Activate verbose mode. Log levels >= INFO are enabled.

`pyrevit.coreutils.logger.get_file_hdlr()`
Return file logging handler object.

Returns configured instance of python's native stream handler

Return type logging.FileHandler

`pyrevit.coreutils.logger.get_logger(logger_name)`
Register and return a logger with given name.

Caches all registered loggers and returns the same logger object on second call with the same logger name.

Parameters

- **logger_name** (*str*) – logger name
- **val** (*type*) – desc

Returns logger object wrapper python's native logger

Return type *LoggerWrapper*

Example

```
>>> get_logger('my command')  
... <LoggerWrapper ...>
```

`pyrevit.coreutils.logger.get_stdout_hdlr()`
Return stdout logging handler object.

Returns configured instance of python's native stream handler

Return type logging.StreamHandler

`pyrevit.coreutils.logger.loggers_have_errors()`
Check if any errors have been reported by any of registered loggers.

`pyrevit.coreutils.logger.set_file_logging(status)`
Set file logging status (enable/disable).

Parameters `status` (*bool*) – True to enable, False to disable

4.8 pyrevit.coreutils.mathnet

MathNet importer module.

See <https://www.mathdotnet.com> for documentation.

Example

```
>>> from pyrevit.coreutils.mathnet import MathNet
```

4.9 pyrevit.coreutils.moduleutils

Utility functions to support smart modules.

`pyrevit.coreutils.moduleutils.collect_marked(module_obj, prop_name)`
Collect module objects that are marked with given property

`pyrevit.coreutils.moduleutils.copy_func(func, func_name, doc_string=None, arg_list=None)`

Copy a function object to create a new function.

This is used inside smart modules that auto-generate functions based on context.

Parameters

- **func** (*object*) – python source function object
- **func_name** (*str*) – new function name
- **doc_string** (*str*) – new function docstring
- **arg_list** (*list*) – list of default values for function arguments

Returns new python function objects

Return type object

`pyrevit.coreutils.moduleutils.filter_kwargs(function_obj, kwargs)`
Filter given arguments dict for function_obj arguments

`pyrevit.coreutils.moduleutils.has_any_arguments(function_obj, arg_name_list)`
Check if given function object has any of given arguments

`pyrevit.coreutils.moduleutils.has_argument(function_obj, arg_name)`
Check if given function object has argument matching arg_name

`pyrevit.coreutils.moduleutils.mark(prop_name)`
Decorator function to add a marker property to the given type

4.10 pyrevit.coreutils.pyutils

Helper functions for python.

Example

```
>>> from pyrevit.coreutils import pyutils
>>> pyutils.safe_cast('string', int, 0)
```

class pyrevit.coreutils.pyutils.**DefaultOrderedDict** (*default_factory=None, *a, **kw*)
Bases: collections.OrderedDict

Ordered dictionary with default type.

This is similar to defaultdict and maintains the order of items added to it so in that regards it functions similar to OrderedDict.

Example

```
>>> from pyrevit.coreutils import pyutils
>>> od = pyutils.DefaultOrderedDict(list)
>>> od['A'] = [1, 2, 3]
>>> od['B'] = [4, 5, 6]
>>> od['C'].extend([7, 8, 9])
>>> for k, v in od.items():
...     print(k, v)
('A', [1, 2, 3])
('B', [4, 5, 6])
('C', [7, 8, 9])
```

copy()

Copy the dictionary.

pyrevit.coreutils.pyutils.**almost_equal** (*a, b, rnd=5*)

Check if two numerical values almost equal

Parameters

- **a** (*float*) – value a
- **b** (*float*) – value b
- **rnd** (*int, optional*) – n digits after comma. Defaults to 5.

Returns True if almost equal

Return type bool

pyrevit.coreutils.pyutils.**compare_lists** (*x, y*)

Compare two lists.

See: <https://stackoverflow.com/a/10872313/2350244>

Parameters

- **x** (*list*) – first list
- **y** (*list*) – second list

`pyrevit.coreutils.pyutils.isnumber` (*token*)

Verify if given string token is int or float.

Parameters `token` (*str*) – string value

Returns True if token is int or float

Return type bool

Example

```
>>> isnumber('12.3')
True
```

`pyrevit.coreutils.pyutils.merge` (*d1, d2*)

Merge d2 into d1.

d2 dict values are recursively merged into d1 dict values other d2 values are added to d1 dict values with the same key new d2 values are added to d1 d2 values override other d1 values

Parameters

- **d1** (*dict*) – dict to be updated
- **d2** (*dict*) – dict to be merge into d1

Returns updated d1

Return type dict

Example

```
>>> d1 = {1: 1, 2: "B", 3: {1:"A", 2:"B"}, 4: "b", 5: ["a", "b"]}
>>> d2 = {1: 1, 2: {1:"A"}, 3: {1:"S", 3:"C"}, 4: ["a"], 5: ["c"]}
>>> merge(d1, d2)
... { 1:1,
...   2:{1:'A', 2:'B'},
...   3:{1:'S', 2:'B', 3:'C'},
...   4:['a', 'b'],
...   5: ['c', 'a', 'b']}
... }
```

`pyrevit.coreutils.pyutils.pairwise` (*iterable, step=2*)

Iterate through items in pairs.

Parameters

- **iterable** (*iterable*) – any iterable object
- **step** (*int*) – number of steps to move when making pairs

Returns list of pairs

Return type iterable

Example

```
>>> pairwise([1, 2, 3, 4, 5])
[(1, 2), (3, 4)] # 5 can not be paired
>>> pairwise([1, 2, 3, 4, 5, 6])
[(1, 2), (3, 4), (5, 6)]
>>> pairwise([1, 2, 3, 4, 5, 6], step=1)
[(1, 2), (2, 3), (3, 4), (4, 5), (5, 6)]
```

`pyrevit.coreutils.pyutils.safe_cast` (*val*, *to_type*, *default=None*)

Convert value to type gracefully.

This method basically calls `to_type(value)` and returns the default if exception occurs.

Parameters

- **val** (*any*) – value to be converted
- **to_type** (*type*) – target type
- **default** (*any*) – value to rerun on conversion exception

Example

```
>>> safe_cast('name', int, default=0)
0
```

4.11 pyrevit.coreutils.ribbon

Base module to interact with Revit ribbon.

class `pyrevit.coreutils.ribbon.ButtonIcons` (*image_file*)

Bases: `object`

pyRevit ui element icon.

Upon init, this type reads the given image file into an io stream and releases the os lock on the file.

Parameters **image_file** (*str*) – image file path to be used as icon

icon_file_path

icon image file path

Type `str`

filestream

io stream containing image binary data

Type `IO.FileStream`

check_icon_size ()

Verify icon size is within acceptable range.

create_bitmap (*icon_size*)

Resamples image and creates bitmap for the given size.

Icons are assumed to be square.

Parameters **icon_size** (*int*) – icon size (width or height)

Returns object containing image data at given size

Return type Imaging.BitmapSource

large_bitmap

Resamples image and creates bitmap for size ICON_LARGE.

Returns object containing image data at given size

Return type Imaging.BitmapSource

medium_bitmap

Resamples image and creates bitmap for size ICON_MEDIUM.

Returns object containing image data at given size

Return type Imaging.BitmapSource

small_bitmap

Resamples image and creates bitmap for size ICON_SMALL.

Returns object containing image data at given size

Return type Imaging.BitmapSource

class pyrevit.coreutils.ribbon.GenericPyRevitUIContainer

Bases: object

Common type for all pyRevit ui containers.

name

container name

Type str

itemdata_mode

if container is wrapping UI.*ItemData

Type bool

activate()

Activate this container in ui.

contains (*pyrvt_cmp_name*)

Check if container contains a component with given name.

Parameters

- **pyrvt_cmp_name** (*str*) – target component name
- **val** (*type*) – desc

deactivate()

Deactivate this container in ui.

enabled

Is container enabled.

find_child (*child_name*)

Find a component with given name in children.

Parameters **child_name** (*str*) – target component name

Returns component object if found, otherwise None

Return type

•

get_adwindows_object ()

Return underlying AdWindows API object for this container.

get_flagged_children (*state=True*)

Get all children with their flag equal to given state.

Flagging is a mechanism to mark certain containers. There are various reasons that container flagging might be used e.g. marking updated containers or the ones in need of an update or removal.

Parameters *state* (*bool*) – flag state to filter children

Returns list of filtered child objects

Return type list[*]

get_rvtapi_object ()

Return underlying Revit API object for this container.

is_dirty ()

Is dirty flag set.

static is_native ()

Is this container generated by pyRevit or is native.

reorder_after (*item_name*, *ritem_name*)

Reorder and place *item_name* after *ritem_name*

Parameters

- **item_name** (*str*) – name of component to be moved
- **ritem_name** (*str*) – name of component that should be on the left

reorder_afterall (*item_name*)

Reorder and place *item_name* after all others.

Parameters *item_name* (*str*) – name of component to be moved

reorder_before (*item_name*, *ritem_name*)

Reorder and place *item_name* before *ritem_name*

Parameters

- **item_name** (*str*) – name of component to be moved
- **ritem_name** (*str*) – name of component that should be on the right

reorder_beforeall (*item_name*)

Reorder and place *item_name* before all others.

Parameters *item_name* (*str*) – name of component to be moved

set_dirty_flag (*state=True*)

Set dirty flag to given state.

See `.get_flagged_children()`

Parameters *state* (*bool*) – state to set flag

set_rvtapi_object (*rvtapi_obj*)

Set underlying Revit API object for this container.

Parameters *rvtapi_obj* (*obj*) – Revit API container object

visible

Is container visible.

class `pyrevit.coreutils.ribbon.GenericRevitNativeUIContainer`

Bases: `pyrevit.coreutils.ribbon.GenericPyRevitUIContainer`

Common base type for native Revit API UI containers.

activate ()

Activate this container in ui.

Under current implementation, raises `PyRevitUIError` exception as native Revit API UI components should not be changed.

deactivate ()

Deactivate this container in ui.

Under current implementation, raises `PyRevitUIError` exception as native Revit API UI components should not be changed.

static is_native ()

Is this container generated by pyRevit or is native.

exception `pyrevit.coreutils.ribbon.PyRevitUIError`

Bases: `pyrevit.PyRevitException`

Common base class for all pyRevit ui-related exceptions.

class `pyrevit.coreutils.ribbon.RevitNativeRibbonButton` (`adwnd_ribbon_button`)

Bases: `pyrevit.coreutils.ribbon.GenericRevitNativeUIContainer`

Revit API UI native ribbon button.

class `pyrevit.coreutils.ribbon.RevitNativeRibbonGroupItem` (`adwnd_ribbon_item`)

Bases: `pyrevit.coreutils.ribbon.GenericRevitNativeUIContainer`

Revit API UI native ribbon button.

button (*name*)

Get button item with given name.

Parameters *name* (*str*) – name of button item to find

Returns button object if found

Return type `RevitNativeRibbonButton`

class `pyrevit.coreutils.ribbon.RevitNativeRibbonPanel` (`adwnd_ribbon_panel`)

Bases: `pyrevit.coreutils.ribbon.GenericRevitNativeUIContainer`

Revit API UI native ribbon button.

ribbon_item (*item_name*)

Get panel item with given name.

Parameters *item_name* (*str*) – name of panel item to find

Returns panel item if found, could be `RevitNativeRibbonButton` or `RevitNativeRibbonGroupItem`

Return type object

class `pyrevit.coreutils.ribbon.RevitNativeRibbonTab` (`adwnd_ribbon_tab`)

Bases: `pyrevit.coreutils.ribbon.GenericRevitNativeUIContainer`

Revit API UI native ribbon tab.

static is_pyrevit_tab ()

Is this tab generated by pyRevit.

ribbon_panel (*panel_name*)

Get panel with given name.

Parameters **panel_name** (*str*) – name of panel to find

Returns panel if found

Return type *RevitNativeRibbonPanel*

`pyrevit.coreutils.ribbon.get_current_ui` (*all_native=False*)

Revit UI Wrapper class for interacting with current pyRevit UI.

Returned class provides min required functionality for user interaction

Example

```
>>> current_ui = pyrevit.session.current_ui()
>>> this_script = pyrevit.session.get_this_command()
>>> current_ui.update_button_icon(this_script, new_icon)
```

Returns wrapper around active ribbon gui

Return type *_PyRevitUI*

`pyrevit.coreutils.ribbon.get_uibutton` (*command_unique_name*)

Find and return ribbon ui button with given unique id.

Parameters **command_unique_name** (*str*) – unique id of pyRevit command

Returns ui button wrapper object

Return type *_PyRevitRibbonButton*

`pyrevit.coreutils.ribbon.load_bitmapimage` (*image_file*)

Load given png file.

Parameters **image_file** (*str*) – image file path

Returns bitmap image object

Return type *Imaging.BitmapImage*

Misc Helper functions for pyRevit.

Example

```
>>> from pyrevit import coreutils
>>> coreutils.cleanup_string('some string')
```

class `pyrevit.coreutils.FileWatcher` (*filepath*)

Bases: *object*

Simple file version watcher.

This is a simple utility class to look for changes in a file based on its timestamp.

Example

```
>>> watcher = FileWatcher('/path/to/file.ext')
>>> watcher.has_changed
True
```

has_changed

Compare current file timestamp to the cached timestamp.

update_tstamp()

Update the cached timestamp for later comparison.

class pyrevit.coreutils.SafeDict

Bases: dict

Dictionary that does not fail on any key.

This is a dictionary subclass to help with string formatting with unknown key values.

Example

```
>>> string = '{target} {attr} is {color}.'
>>> safedict = SafeDict({'target': 'Apple',
...                     'attr': 'Color'})
>>> string.format(safedict) # will not fail with missing 'color' key
'Apple Color is {color}.'
```

class pyrevit.coreutils.ScriptFileParser(*file_address*)

Bases: object

Parse python script to extract variables and docstrings.

Primarily designed to assist pyRevit in determining script configurations but can work for any python script.

Example

```
>>> finder = ScriptFileParser('/path/to/coreutils/__init__.py')
>>> finder.docstring()
... "Misc Helper functions for pyRevit."
>>> finder.extract_param('SomeValue', [])
[]
```

extract_node_value(*node*)

Manual extraction of values from node

extract_param(*param_name*, *default_value=None*)

Find variable and extract its value.

Parameters

- **param_name** (*str*) – variable name
- **default_value** (*any*) – default value to be returned if variable does not exist

Returns value of the variable or None

Return type any

get_docstring()
Get global docstring.

class pyrevit.coreutils.**Timer**
Bases: object
Timer class using python native time module.

Example

```
>>> timer = Timer()
>>> timer.get_time()
12
```

get_time()
Get Elapsed Time.

restart()
Restart Timer.

pyrevit.coreutils.**calculate_dir_hash**(*dir_path*, *dir_filter*, *file_filter*)
Create a unique hash to represent state of directory.

Parameters

- **dir_path** (*str*) – target directory
- **dir_filter** (*str*) – exclude directories matching this regex
- **file_filter** (*str*) – exclude files matching this regex

Returns hash value as string

Return type str

Example

```
>>> calculate_dir_hash(source_path, '\\.extension', '\\.json')
"1a885a0cae99f53d6088b9f7cee3bf4d"
```

pyrevit.coreutils.**can_access_url**(*url_to_open*, *timeout=1000*)
Check if url is accessible within timeout.

Parameters

- **url_to_open** (*str*) – url to check access for
- **timeout** (*int*) – timeout in milliseconds

Returns true if accessible

Return type bool

pyrevit.coreutils.**check_encoding_bom**(*filename*, *bom_bytes='\\xef\\xbb\\xbf'*)
Check if given file contains the given BOM bytes at the start

Parameters

- **filename** (*str*) – file path
- **bom_bytes** (*bytes*, *optional*) – BOM bytes to check

`pyrevit.coreutils.check_internet_connection (timeout=1000)`
Check if internet connection is available.

Pings a few well-known websites to check if internet connection is present.

Parameters `timeout (int)` – timeout in milliseconds

Returns url if internet connection is present, None if no internet.

`pyrevit.coreutils.cleanup_filename (file_name, windows_safe=False)`
Cleanup file name from special characters.

Parameters `file_name (str)` – file name

Returns cleaned up file name

Return type str

Example

```
>>> cleanup_filename('Myfile-(3).txt')
"Myfile(3).txt"
```

```
>>> cleanup_filename('Perforations 1/8" (New)')
"Perforations 18 (New).txt"
```

`pyrevit.coreutils.cleanup_string (input_str, skip=None)`
Replace special characters in string with another string.

This function was created to help cleanup pyRevit command unique names from any special characters so C# class names can be created based on those unique names.

`coreutils.SPECIAL_CHARS` is the conversion table for this function.

Parameters `input_str (str)` – input string to be cleaned

Example

```
>>> src_str = 'TEST@Some*<value>'
>>> cleanup_string(src_str)
"TEST@SomeSTARvalue"
```

`pyrevit.coreutils.current_date ()`
Return formatted current date.

Current implementation uses `%Y-%m-%d` to format date.

Returns formatted current date.

Return type str

Example

```
>>> current_date()
'2018-01-03'
```

`pyrevit.coreutils.current_time()`

Return formatted current time.

Current implementation uses `%H:%M:%S` to format time.

Returns formatted current time.

Return type `str`

Example

```
>>> current_time()
'07:50:53'
```

`pyrevit.coreutils.decrement_str(input_str, step=1, shrink=False)`

Decrement identifier.

Parameters

- **input_str** (`str`) – identifier e.g. A310a
- **step** (`int`) – number of steps to change the identifier

Returns modified identifier

Return type `str`

Example

```
>>> decrement_str('A310a')
'A309z'
```

`pyrevit.coreutils.dletter_to_unc(dletter_path)`

Convert drive letter path into UNC path of that drive.

Parameters **dletter_path** (`str`) – drive letter path

Returns UNC path

Return type `str`

Example

```
>>> # assuming J: is mapped to //filestore/server/jdrive
>>> dletter_to_unc('J:/somefile.txt')
'//filestore/server/jdrive/somefile.txt'
```

`pyrevit.coreutils.extend_counter(input_str, upper=True, use_zero=False)`

Add a new level to identifier. e.g. A310 -> A310A

Parameters

- **input_str** (`str`) – identifier e.g. A310
- **upper** (`bool`) – use UPPERCASE characters for extension
- **use_zero** (`bool`) – start from 0 for numeric extension

Returns extended identifier

Return type str

Example

```
>>> extend_counter('A310')
'A310A'
>>> extend_counter('A310A', use_zero=True)
'A310A0'
```

`pyrevit.coreutils.extract_guid` (*source_str*)

Extract GUID number from a string.

`pyrevit.coreutils.extract_range` (*formatted_str*, *max_range=500*)

Extract range from formatted string.

String must be formatted as below A103 No range A103-A106 A103 to A106 A103:A106 A103 to A106 A103,A105a A103 and A105a A103;A105a A103 and A105a

Parameters `formatted_str` (*str*) – string specifying range

Returns list of names in the specified range

Return type list

Example

```
>>> extract_range('A103:A106')
['A103', 'A104', 'A105', 'A106']
>>> extract_range('S203-S206')
['S203', 'S204', 'S205', 'S206']
>>> extract_range('M00A,M00B')
['M00A', 'M00B']
```

`pyrevit.coreutils.filter_null_items` (*src_list*)

Remove None items in the given list.

Parameters `src_list` (*list*) – list of any items

Returns cleaned list

Return type list

`pyrevit.coreutils.format_hex_rgb` (*rgb_value*)

Formats rgb value as #RGB value string.

`pyrevit.coreutils.fully_remove_dir` (*dir_path*)

Remove directory recursively.

Parameters `dir_path` (*str*) – directory path

`pyrevit.coreutils.fuzzy_search_ratio` (*target_string*, *filter*, *regex=False*)

Match target string against the filter and return a match ratio.

Parameters

- **target_string** (*str*) – target string
- **sfilter** (*str*) – search term
- **regex** (*bool*) – treat the sfilter as regular expression pattern

Returns integer between 0 to 100, with 100 being the exact match

Return type int

`pyrevit.coreutils.get_all_subclasses` (*parent_classes*)

Return all subclasses of a python class.

Parameters `parent_classes` (*list*) – list of python classes

Returns list of python subclasses

Return type list

`pyrevit.coreutils.get_canonical_parts` (*canonical_string*)

Spots argument using dot, returning all composing parts.

Parameters `canonical_string` (*str*) – Source string e.g. “Config.SubConfig”

Returns list of composing parts

Return type list[*str*]

Example

```
>>> get_canonical_parts("Config.SubConfig")
['Config', 'SubConfig']
```

`pyrevit.coreutils.get_enum_none` (*enum_type*)

Returns the None value in given Enum.

`pyrevit.coreutils.get_enum_value` (*enum_type*, *value_string*)

Return enum value matching given value string (case insensitive)

`pyrevit.coreutils.get_enum_values` (*enum_type*)

Returns enum values.

`pyrevit.coreutils.get_exe_version` (*exepath*)

Extract Product Version value from EXE file.

`pyrevit.coreutils.get_file_name` (*file_path*)

Return file basename of the given file.

Parameters `file_path` (*str*) – file path

`pyrevit.coreutils.get_integer_length` (*number*)

Return digit length of given number.

`pyrevit.coreutils.get_mapped_drives_dict` ()

Return a dictionary of currently mapped network drives.

`pyrevit.coreutils.get_my_ip` ()

Return local ip address of this machine

`pyrevit.coreutils.get_paper_sizes` (*printer_name=None*)

Get paper sizes defined on this system

Returns list of papersize instances

Return type list[]

`pyrevit.coreutils.get_reg_key` (*key*, *subkey*)

Get value of the given Windows registry key and subkey.

Parameters

- **key** (*PyHKEY*) – parent registry key
- **subkey** (*str*) – subkey path

Returns registry key if found, None if not found

Return type PyHKEY

Example

```
>>> get_reg_key(wr.HKEY_CURRENT_USER, 'Control Panel/International')
... <PyHKEY at 0x...>
```

`pyrevit.coreutils.get_revit_instance_count()`

Return number of open host app instances.

Returns number of open host app instances.

Return type int

`pyrevit.coreutils.get_str_hash(source_str)`

Calculate hash value of given string.

Current implementation uses `hashlib.md5()` hash function.

Parameters `source_str` (*str*) – source str

Returns hash value as string

Return type str

`pyrevit.coreutils.get_sub_folders(search_folder)`

Get a list of all subfolders directly inside provided folder.

Parameters `search_folder` (*str*) – folder path

Returns list of subfolder names

Return type list

`pyrevit.coreutils.has_nonprintable(input_str)`

Check input string for non-printable characters.

Parameters `input_str` (*str*) – input string

Returns True if contains non-printable characters

Return type bool

`pyrevit.coreutils.hex2int_long(hex_string)`

Hexadecimal string to Integer.

`pyrevit.coreutils.increment_str(input_str, step=1, expand=False)`

Increment identifier.

Parameters

- **input_str** (*str*) – identifier e.g. A310a
- **step** (*int*) – number of steps to change the identifier

Returns modified identifier

Return type str

Example

```
>>> increment_str('A319z')
'A320a'
```

`pyrevit.coreutils.inspect_calling_scope_global_var` (*variable_name*)

Trace back the stack to find the variable in the caller global stack.

Parameters `variable_name` (*str*) – variable name to look up in caller global scope

`pyrevit.coreutils.inspect_calling_scope_local_var` (*variable_name*)

Trace back the stack to find the variable in the caller local stack.

PyRevitLoader defines `__revit__` in builtins and `__window__` in locals. Thus, modules have access to `__revit__` but not to `__window__`. This function is used to find `__window__` in the caller stack.

Parameters `variable_name` (*str*) – variable name to look up in caller local scope

`pyrevit.coreutils.int2hex_long` (*number*)

Integer to hexadecimal string.

`pyrevit.coreutils.is_blank` (*input_string*)

Check if input string is blank (multiple white spaces is blank).

Parameters `input_string` (*str*) – input string

Returns True if string is blank

Return type bool

Example

```
>>> is_blank(' ')
True
```

`pyrevit.coreutils.is_box_visible_on_screens` (*left, top, width, height*)

Check if given box is visible on any screen.

`pyrevit.coreutils.is_url_valid` (*url_string*)

Check if given URL is in valid format.

Parameters `url_string` (*str*) – URL string

Returns True if URL is in valid format

Return type bool

Example

```
>>> is_url_valid('https://www.google.com')
True
```

`pyrevit.coreutils.join_strings` (*str_list, separator=';*)

Join strings using provided separator.

Parameters

- **str_list** (*list*) – list of string values
- **separator** (*str*) – single separator character, defaults to `DEFAULT_SEPARATOR`

Returns joined string

Return type str

`pyrevit.coreutils.kill_tasks(task_name)`
Kill running tasks matching task_name

Parameters `task_name` (*str*) – task name

Example

```
>>> kill_tasks('Revit.exe')
```

`pyrevit.coreutils.make_canonical_name(*args)`
Join arguments with dot creating a unique id.

Parameters `*args` – Variable length argument list of type `str`

Returns dot separated unique name

Return type str

Example

```
>>> make_canonical_name('somename', 'someid', 'txt')
"somename.someid.txt"
```

`pyrevit.coreutils.new_uuid()`
Create a new UUID (using dotnet Guid.NewGuid)

`pyrevit.coreutils.open_folder_in_explorer(folder_path)`
Open given folder in Windows Explorer.

Parameters `folder_path` (*str*) – directory path

`pyrevit.coreutils.prepare_html_str(input_string)`
Reformat html string and prepare for pyRevit output window.

pyRevit output window renders html content. But this means that `<` and `>` characters in outputs from python (e.g. `<class at xxx>`) will be treated as html tags. To avoid this, all `<>` characters that are defining html content need to be replaced with special phrases. pyRevit output later translates these phrases back in to `<` and `>`. That is how pyRevit distinguishes between `<>` printed from python and `<>` that define html.

Parameters `input_string` (*str*) – input html string

Example

```
>>> prepare_html_str('<p>Some text</p>')
"&lt;t;p&cg;t;Some text&lt;t;/p&cg;t;"
```

`pyrevit.coreutils.random_alpha()`
Return a random alpha value (between 0 and 1.00).

`pyrevit.coreutils.random_color()`
Return a random color channel value (between 0 and 255).

`pyrevit.coreutils.random_hex_color()`
Return a random color in hex format.

Example

```
>>> random_hex_color()
'#FF0000'
```

`pyrevit.coreutils.random_rgb_color()`
Return a random color in rgb format.

Example

```
>>> random_rgb_color()
'rgb(255, 0, 0)'
```

`pyrevit.coreutils.random_rgba_color()`
Return a random color in rgba format.

Example

```
>>> random_rgba_color()
'rgba(255, 0, 0, 0.5)'
```

`pyrevit.coreutils.read_source_file(source_file_path)`
Read text file and return contents.

Parameters `source_file_path` (*str*) – target file path

Returns file contents

Return type `str`

Raises `PyRevitException` on read error

`pyrevit.coreutils.read_url(url_to_open)`
Get the url and return response.

Parameters `url_to_open` (*str*) – url to check access for

`pyrevit.coreutils.reformat_string(orig_str, orig_format, new_format)`
Reformat a string into a new format.

Extracts information from a string based on a given pattern, and recreates a new string based on the given new pattern.

Parameters

- **orig_str** (*str*) – Original string to be reformatted
- **orig_format** (*str*) – Pattern of the original str (data to be extracted)
- **new_format** (*str*) – New pattern (how to recompose the data)

Returns Reformatted string

Return type `str`

Example

```
>>> reformat_string('150 - FLOOR/CEILING - WD - 1 HR - FLOOR ASSEMBLY',
                    '{section} - {loc} - {mat} - {rating} - {name}',
                    '{section}:{mat}:{rating} - {name} ({{loc}})')
'150:WD:1 HR - FLOOR ASSEMBLY (FLOOR/CEILING)'
```

`pyrevit.coreutils.reverse_dict` (*input_dict*)

Reverse the key, value pairs.

Parameters `input_dict` (*dict*) – source ordered dict

Returns reversed dictionary

Return type `defaultdict`

Example

```
>>> reverse_dict({1: 2, 3: 4})
defaultdict(<type 'list'>, {2: [1], 4: [3]})
```

`pyrevit.coreutils.reverse_html` (*input_html*)

Reformat codified pyRevit output html string back to normal html.

pyRevit output window renders html content. But this means that < and > characters in outputs from python (e.g. <class at xxx>) will be treated as html tags. To avoid this, all <> characters that are defining html content need to be replaced with special phrases. pyRevit output later translates these phrases back in to < and >. That is how pyRevit distinguishes between <> printed from python and <> that define html.

Parameters `input_html` (*str*) – input codified html string

Example

```
>>> prepare_html_str('&lt;p&gt;Some text&lt;/p&gt;')
"<p>Some text</p>"
```

`pyrevit.coreutils.run_process` (*proc, cwd='C:')*

Run shell process silently.

Parameters

- `proc` (*str*) – process executive name
- `cwd` (*str*) – current working directory

Example:

```
>>> run_process('notepad.exe', 'c:/')
```

`pyrevit.coreutils.show_entry_in_explorer` (*entry_path*)

Show given entry in Windows Explorer.

Parameters `entry_path` (*str*) – directory or file path

`pyrevit.coreutils.split_words` (*input_string*)

Splits given string by uppercase characters

Parameters `input_string` (*str*) – input string

Returns split string

Return type list[str]

Example

```
>>> split_words("UIApplication_ApplicationClosing")
... ['UIApplication', 'Application', 'Closing']
```

`pyrevit.coreutils.timestamp()`

Return timestamp for current time.

Returns timestamp in string format

Return type str

Example

```
>>> timestamp()
'01003075032506808'
```

`pyrevit.coreutils.touch(fname, times=None)`

Update the timestamp on the given file.

Parameters

- **fname** (*str*) – target file path
- **times** (*int*) – number of times to touch the file

`pyrevit.coreutils.unc_to_dletter(unc_path)`

Convert UNC path into drive letter path.

Parameters **unc_path** (*str*) – UNC path

Returns drive letter path

Return type str

Example

```
>>> # assuming J: is mapped to //filestore/server/jdrive
>>> unc_to_dletter('//filestore/server/jdrive/somefile.txt')
'J:/somefile.txt'
```

`pyrevit.coreutils.verify_directory(folder)`

Check if the folder exists and if not create the folder.

Parameters **folder** (*str*) – path of folder to verify

Returns path of verified folder, equals to provided folder

Return type str

Raises OSError on folder creation error.

5.1 pyrevit.forms.toaster

Base module for pushing toast messages on Win 10.

This module is a wrapper for a cli utility that provides toast message functionality. See <https://github.com/go-toast/toast>

`pyrevit.forms.toaster.get_toaster()`

Return full file path of the toast binary utility.

`pyrevit.forms.toaster.send_toast(message, title=None, appid=None, icon=None, click=None, actions=None)`

Send toast notificaton.

Parameters

- **message** (*str*) – notification message
- **title** (*str*) – notification title
- **appid** (*str*) – application unique id (see `-app-id` cli option)
- **icon** (*str*) – notification icon (see `-icon` cli option)
- **click** (*str*) – click action (see `-activation-arg` cli option)
- **(dict[str(actions) – str])**: list of actions (see `-action` and `-action-arg` cli options)

5.2 pyrevit.forms.utils

Utility functions to support forms module.

`pyrevit.forms.utils.bitmap_from_file(bitmap_file)`

Create BitmapImage from a bitmap file.

Parameters `bitmap_file` (*str*) – path to bitmap file

Returns bitmap image object

Return type BitmapImage

`pyrevit.forms.utils.load_component(xaml_file, comp_type)`

Load WPF component from xaml file.

Parameters

- **xaml_file** (*str*) – xaml file path
- **comp_type** (*System.Windows.Controls*) – WPF control type

Returns loaded WPF control

Return type System.Windows.Controls

`pyrevit.forms.utils.load_ctrl_template(xaml_file)`

Load System.Windows.Controls.ControlTemplate from xaml file.

Parameters **xaml_file** (*str*) – xaml file path

Returns loaded control template

Return type System.Windows.Controls.ControlTemplate

`pyrevit.forms.utils.load_itemspanel_template(xaml_file)`

Load System.Windows.Controls.ItemsPanelTemplate from xaml file.

Parameters **xaml_file** (*str*) – xaml file path

Returns loaded items-panel template

Return type System.Windows.Controls.ControlTemplate

Reusable WPF forms for pyRevit.

Example

```
>>> from pyrevit.forms import WPFWindow
```

```
class pyrevit.forms.CommandSwitchWindow(context, title, width, height, **kwargs)
```

Standard form to select from a list of command options.

Parameters

- **context** (*list[str]*) – list of command options to choose from
- **switches** (*list[str]*) – list of on/off switches
- **message** (*str*) – window title message
- **config** (*dict*) – dictionary of config dicts for options or switches
- **recognize_access_key** (*bool*) – recognize ‘_’ as mark of access key

Returns name of selected option

Return type str

Returns if `switches` option is used, returns a tuple of selection option name and dict of switches

Return type tuple(str, dict)

Example

This is an example with series of command options:

```
>>> from pyrevit import forms
>>> ops = ['option1', 'option2', 'option3', 'option4']
>>> forms.CommandSwitchWindow.show(ops, message='Select Option')
'option2'
```

A more advanced example of combining command options, on/off switches, and option or switch configuration options:

```
>>> from pyrevit import forms
>>> ops = ['option1', 'option2', 'option3', 'option4']
>>> switches = ['switch1', 'switch2']
>>> cfgs = {'option1': { 'background': '0xFF55FF'}}
>>> rops, rswitches = forms.CommandSwitchWindow.show(
...     ops,
...     switches=switches
...     message='Select Option',
...     config=cfgs,
...     recognize_access_key=False
...     )
>>> rops
'option2'
>>> rswitches
{'switch1': False, 'switch2': True}
```

handle_click (*sender, args*)

Handle mouse click.

handle_input_key (*sender, args*)

Handle keyboard inputs.

process_option (*sender, args*)

Handle click on command option button.

search_txt_changed (*sender, args*)

Handle text change in search box.

class `pyrevit.forms.GetValueWindow` (*context, title, width, height, **kwargs*)

Standard form to get simple values from user.

Args:

Example

```
>>> from pyrevit import forms
>>> items = ['item1', 'item2', 'item3']
>>> forms.SelectFromList.show(items, button_name='Select Item')
>>> ['item1']
```

select (*sender, args*)

Process input data and set the response.

string_value_changed (*sender, args*)

Handle string vlaue update event.

class `pyrevit.forms.ParamDef` (*name, istype, definition, isreadonly*)

Parameter definition tuple.

name

parameter name

Type `str`

istype

true if type parameter, otherwise false

Type `bool`

definition

parameter definition object

Type `Autodesk.Revit.DB.Definition`

isreadonly

true if the parameter value can't be edited

Type `bool`

definition

Alias for field number 2

isreadonly

Alias for field number 3

istype

Alias for field number 1

name

Alias for field number 0

class `pyrevit.forms.ProgressBar` (*height=32, **kwargs*)

Show progress bar at the top of Revit window.

Parameters

- **title** (*string*) – progress bar text, defaults to 0/100 progress format
- **indeterminate** (*bool*) – create indeterminate progress bar
- **cancellable** (*bool*) – add cancel button to progress bar
- **step** (*int*) – update progress intervals

Example

```
>>> from pyrevit import forms
>>> count = 1
>>> with forms.ProgressBar(title='my command progress message') as pb:
...     # do stuff
...     pb.update_progress(count, 100)
...     count += 1
```

Progress bar title could also be customized to show the current and total progress values. In example below, the progress bar message will be in format “0 of 100”

```
>>> with forms.ProgressBar(title='{value} of {max_value}') as pb:
```

By default progress bar updates the progress every time the `.update_progress` method is called. For operations with a large number of max steps, the gui update process time will have a significant effect on the overall execution time of the command. In these cases, set the value of `step` argument to something larger than 1. In example below, the progress bar updates once per every 10 units of progress.

```
>>> with forms.ProgressBar(title='message', steps=10):
```

Progress bar could also be set to indeterminate for operations of unknown length. In this case, the progress bar will show an infinitely running ribbon:

```
>>> with forms.ProgressBar(title='message', indeterminate=True):
```

if `cancellable` is set on the object, a cancel button will show on the progress bar and `.cancelled` attribute will be set on the `ProgressBar` instance if users clicks on cancel button:

```
>>> with forms.ProgressBar(title='message',
...                       cancellable=True) as pb:
...     # do stuff
...     if pb.cancelled:
...         # wrap up and cancel operation
```

clicked_cancel (*sender, args*)

Handler for cancel button clicked event.

indeterminate

Progress bar indeterminate state.

reset ()

Reset progress value to 0.

title

Progress bar title.

update_progress (*new_value, max_value=1*)

Update progress bar state with given min, max values.

Parameters

- **new_value** (*float*) – current progress value
- **max_value** (*float*) – total progress value

class `pyrevit.forms.SearchPrompt` (*search_db, width, height, **kwargs*)

Standard prompt for pyRevit search.

Parameters

- **search_db** (*list*) – list of possible search targets
- **search_tip** (*str*) – text to show in grayscale when search box is empty
- **switches** (*str*) – list of switches
- **width** (*int*) – width of search prompt window
- **height** (*int*) – height of search prompt window

Returns matched strings, and dict of switches if provided `str`: matched string if switches are not provided.

Return type `str, dict`

Example

```
>>> from pyrevit import forms
>>> # assume search input of '/switch1 target1'
>>> matched_str, args, switches = forms.SearchPrompt.show(
...     search_db=['target1', 'target2', 'target3', 'target4'],
...     switches=['/switch1', '/switch2'],
...     search_tip='pyRevit Search'
...     )
... matched_str
'target1'
... args
['--help', '--branch', 'branchname']
... switches
{'/switch1': True, '/switch2': False}
```

find_direct_match (*input_text*)

Find direct text matches in search term.

find_word_match (*input_text*)

Find direct word matches in search term.

handle_kb_key (*sender, args*)

Handle keyboard input event.

search_input

Current search input.

search_input_parts

Current cleaned up search term.

search_matches

List of matches for the given search term.

search_term

Current cleaned up search term.

search_term_args

Find arguments in search term.

search_term_main

Current cleaned up search term without the listed switches.

search_term_switches

Find matching switches in search term.

search_txt_changed (*sender, args*)

Handle text changed event.

set_search_results (**args*)

Set search results for returning.

classmethod show (*search_db, width=600, height=100, **kwargs*)

Show search prompt.

update_results_display (*fill_match=False*)

Update search prompt results based on current input text.

class pyrevit.forms.**SelectFromList** (*context, title, width, height, **kwargs*)

Standard form to select from a list of items.

Any object can be passed in a list to the `context` argument. This class wraps the objects passed to context, in `TemplateListItem`. This class provides the necessary mechanism to make this form work both for selecting items from a list, and from a list of checkboxes. See the list of arguments below for additional options and features.

Parameters

- **context** (*list[str]* or *dict[list[str]]*) – list of items to be selected from OR dict of list of items to be selected from. use dict when input items need to be grouped e.g. List of sheets grouped by sheet set.
- **title** (*str*, *optional*) – window title. see super class for defaults.
- **width** (*int*, *optional*) – window width. see super class for defaults.
- **height** (*int*, *optional*) – window height. see super class for defaults.
- **button_name** (*str*, *optional*) – name of select button. defaults to ‘Select’
- **name_attr** (*str*, *optional*) – object attribute that should be read as item name.
- **multiselect** (*bool*, *optional*) – allow multi-selection (uses check boxes). defaults to False
- **info_panel** (*bool*, *optional*) – show information panel and fill with `.description` property of item
- **return_all** (*bool*, *optional*) – return all items. This is handy when some input items have states and the script needs to check the state changes on all items. This options works in multiselect mode only. defaults to False
- **filterfunc** (*function*) – filter function to be applied to context items.
- **resetfunc** (*function*) – reset function to be called when user clicks on Reset button
- **group_selector_title** (*str*) – title for list group selector. defaults to ‘List Group’
- **default_group** (*str*) – name of default group to be selected

Example

```
>>> from pyrevit import forms
>>> items = ['item1', 'item2', 'item3']
>>> forms.SelectFromList.show(items, button_name='Select Item')
>>> ['item1']
```

```
>>> from pyrevit import forms
>>> ops = [viewsheet1, viewsheet2, viewsheet3]
>>> res = forms.SelectFromList.show(ops,
...                               multiselect=False,
...                               name_attr='Name',
...                               button_name='Select Sheet')
```

```
>>> from pyrevit import forms
>>> ops = {'Sheet Set A': [viewsheet1, viewsheet2, viewsheet3],
...       'Sheet Set B': [viewsheet4, viewsheet5, viewsheet6]}
>>> res = forms.SelectFromList.show(ops,
...                               multiselect=True,
...                               name_attr='Name',
```

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```
... group_selector_title='Sheet Sets',
... button_name='Select Sheets')
```

This module also provides a wrapper base class `TemplateListItem` for when the checkbox option is wrapping another element, e.g. a Revit ViewSheet. Derive from this base class and define the name property to customize how the checkbox is named on the dialog.

```
>>> from pyrevit import forms
>>> class MyOption(forms.TemplateListItem):
...     @property
...     def name(self):
...         return '{} - {}'.format(self.item.SheetNumber,
...                                 self.item.SheetNumber)
>>> ops = [MyOption('op1'), MyOption('op2', True), MyOption('op3')]
>>> res = forms.SelectFromList.show(ops,
...                                 multiselect=True,
...                                 button_name='Select Item')
>>> [bool(x) for x in res] # or [x.state for x in res]
[True, False, True]
```

button_select (*sender, args*)

Handle select button click.

check_all (*sender, args*)

Handle check all button to mark all check boxes as checked.

check_selected (*sender, args*)

Mark selected checkboxes as checked.

clear_search (*sender, args*)

Clear search box.

search_txt_changed (*sender, args*)

Handle text change in search box.

toggle_all (*sender, args*)

Handle toggle all button to toggle state of all check boxes.

toggle_regex (*sender, args*)

Activate regex in search

uncheck_all (*sender, args*)

Handle uncheck all button to mark all check boxes as un-checked.

uncheck_selected (*sender, args*)

Mark selected checkboxes as unchecked.

use_regex

Is using regex?

class `pyrevit.forms.TemplatePromptBar` (*height=32, **kwargs*)

Template context-manager class for creating prompt bars.

Prompt bars are show at the top of the active Revit window and are designed for better prompt visibility.

Parameters

- **height** (*int*) – window height
- ****kwargs** – other arguments to be passed to `__setup()`

update_window()

Update the prompt bar to match Revit window.

class pyrevit.forms.**TemplateUserInputWindow**(*context, title, width, height, **kwargs*)

Base class for pyRevit user input standard forms.

Parameters

- **context** (*any*) – window context element(s)
- **title** (*str*) – window title
- **width** (*int*) – window width
- **height** (*int*) – window height
- ****kwargs** – other arguments to be passed to `_setup()`

classmethod **show**(*context, title='User Input', width=500, height=600, **kwargs*)

Show user input window.

Parameters

- **context** (*any*) – window context element(s)
- **title** (*str*) – window title
- **width** (*int*) – window width
- **height** (*int*) – window height
- ****kwargs** (*any*) – other arguments to be passed to window

class pyrevit.forms.**WPFWindow**(*xaml_source, literal_string=False, handle_esc=True, set_owner=True*)

WPF Window base class for all pyRevit forms.

Parameters

- **xaml_source** (*str*) – xaml source filepath or xaml content
- **literal_string** (*bool*) – xaml_source contains xaml content, not filepath
- **handle_esc** (*bool*) – handle Escape button and close the window
- **set_owner** (*bool*) – set the owner of window to host app window

Example

```
>>> from pyrevit import forms
>>> layout = '<Window ' \
>>>         'xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation" ' \
→\
>>>         'xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml" ' \
>>>         'ShowInTaskbar="False" ResizeMode="NoResize" ' \
>>>         'WindowStartupLocation="CenterScreen" ' \
>>>         'HorizontalContentAlignment="Center">' \
>>>         '</Window>'
>>> w = forms.WPFWindow(layout, literal_string=True)
>>> w.show()
```

static **disable_element**(**wpf_elements*)

Enable elements.

Parameters ***wpf_elements** – WPF framework elements to be enabled

static enable_element (*wpf_elements)

Enable elements.

Parameters *wpf_elements – WPF framework elements to be enabled

handle_input_key (sender, args)

Handle keyboard input and close the window on Escape.

handle_url_click (sender, args)

Callback for handling click on package website url

static hide_element (*wpf_elements)

Collapse elements.

Parameters *wpf_elements – WPF framework elements to be collapsed

pyrevit_version

Active pyRevit formatted version e.g. '4.9-beta'

set_icon (icon_path)

Set window icon to given icon path.

set_image_source (wpf_element, image_file)

Set source file for image element.

Parameters

- **element_name** (*System.Windows.Controls.Image*) – xaml image element
- **image_file** (*str*) – image file path

static set_image_source_file (wpf_element, image_file)

Set source file for image element.

Parameters

- **element_name** (*System.Windows.Controls.Image*) – xaml image element
- **image_file** (*str*) – image file path

setup_icon ()

Setup default window icon.

show (modal=False)

Show window.

show_dialog ()

Show modal window.

static show_element (*wpf_elements)

Show collapsed elements.

Parameters *wpf_elements – WPF framework elements to be set to visible.

static toggle_element (*wpf_elements)

Toggle visibility of elements.

Parameters *wpf_elements – WPF framework elements to be toggled.

class pyrevit.forms.**WarningBar** (height=32, **kwargs)

Show warning bar at the top of Revit window.

Parameters title (*string*) – warning bar text

Example

```
>>> with WarningBar(title='my warning'):
...     # do stuff
```

`pyrevit.forms.alert` (*msg*, *title=None*, *sub_msg=None*, *expanded=None*, *footer=""*, *ok=True*, *cancel=False*, *yes=False*, *no=False*, *retry=False*, *warn_icon=True*, *options=None*, *exitscript=False*)

Show a task dialog with given message.

Parameters

- **msg** (*str*) – message to be displayed
- **title** (*str*, *optional*) – task dialog title
- **sub_msg** (*str*, *optional*) – sub message
- **expanded** (*str*, *optional*) – expanded area message
- **ok** (*bool*, *optional*) – show OK button, defaults to True
- **cancel** (*bool*, *optional*) – show Cancel button, defaults to False
- **yes** (*bool*, *optional*) – show Yes button, defaults to False
- **no** (*bool*, *optional*) – show NO button, defaults to False
- **retry** (*bool*, *optional*) – show Retry button, defaults to False
- **options** (*list[str]*, *optional*) – list of command link titles in order
- **exitscript** (*bool*, *optional*) – exit if cancel or no, defaults to False

Returns True if okay, yes, or retry, otherwise False

Return type bool

Example

```
>>> from pyrevit import forms
>>> forms.alert('Are you sure?',
...           ok=False, yes=True, no=True, exitscript=True)
```

`pyrevit.forms.alert_ifnot` (*condition*, *msg*, **args*, ***kwargs*)

Show a task dialog with given message if condition is NOT met.

Parameters

- **condition** (*bool*) – condition to test
- **msg** (*str*) – message to be displayed
- **title** (*str*, *optional*) – task dialog title
- **ok** (*bool*, *optional*) – show OK button, defaults to True
- **cancel** (*bool*, *optional*) – show Cancel button, defaults to False
- **yes** (*bool*, *optional*) – show Yes button, defaults to False
- **no** (*bool*, *optional*) – show NO button, defaults to False
- **retry** (*bool*, *optional*) – show Retry button, defaults to False

- **exitscript** (*bool, optional*) – exit if cancel or no, defaults to False

Returns True if okay, yes, or retry, otherwise False

Return type bool

Example

```
>>> from pyrevit import forms
>>> forms.alert_ifnot(value > 12,
...                 'Are you sure?',
...                 ok=False, yes=True, no=True, exitscript=True)
```

`pyrevit.forms.ask_for_color` (*default=None*)

Show system color picker and ask for color

Parameters

- **default** (*str*) – default color in HEX ARGB e.g. #ff808080
- **val** (*type*) – desc

Returns selected color in HEX ARGB e.g. #ff808080, or None if cancelled

Return type str

Example

```
>>> forms.ask_for_color()
... '#ff808080'
```

`pyrevit.forms.ask_for_date` (*default=None, prompt=None, title=None, **kwargs*)

Ask user to select a date value.

This is a shortcut function that configures `GetValueWindow` for date data types. `kwargs` can be used to pass on other arguments.

Parameters

- **default** (*datetime.datetime*) – default selected date value
- **prompt** (*str*) – prompt message
- **title** (*str*) – title message
- **kwargs** (*type*) – other arguments to be passed to `GetValueWindow`

Returns selected date

Return type datetime.datetime

Example

```
>>> forms.ask_for_date(default="", title="Enter deadline:")
... datetime.datetime(2019, 5, 17, 0, 0)
```

`pyrevit.forms.ask_for_number_slider` (*default=None, min=0, max=100, prompt=None, title=None, **kwargs*)

Ask user to select a number value.

This is a shortcut function that configures `GetValueWindow` for numbers. `kwargs` can be used to pass on other arguments.

Parameters

- **default** (*str*) – default unique string. must not be in `reserved_values`
- **min** (*int*) – minimum value on slider
- **max** (*int*) – maximum value on slider
- **prompt** (*str*) – prompt message
- **title** (*str*) – title message
- **kwargs** (*type*) – other arguments to be passed to `GetValueWindow`

Returns selected string value

Return type `str`

Example

```
>>> forms.ask_for_string(
...     default=50,
...     min = 0
...     max = 100
...     prompt='Select a number:',
...     title='test title')
... '50'
```

`pyrevit.forms.ask_for_one_item(items, default=None, prompt=None, title=None, **kwargs)`

Ask user to select an item from a list of items.

This is a shortcut function that configures `GetValueWindow` for ‘single-select’ data types. `kwargs` can be used to pass on other arguments.

Parameters

- **items** (*list[str]*) – list of items to choose from
- **default** (*str*) – default selected item
- **prompt** (*str*) – prompt message
- **title** (*str*) – title message
- **kwargs** (*type*) – other arguments to be passed to `GetValueWindow`

Returns selected item

Return type `str`

Example

```
>>> forms.ask_for_one_item(
...     ['test item 1', 'test item 2', 'test item 3'],
...     default='test item 2',
...     prompt='test prompt',
...     title='test title'
... )
... 'test item 1'
```

`pyrevit.forms.ask_for_string` (*default=None, prompt=None, title=None, **kwargs*)

Ask user to select a string value.

This is a shortcut function that configures `GetValueWindow` for string data types. `kwargs` can be used to pass on other arguments.

Parameters

- **default** (*str*) – default unique string. must not be in `reserved_values`
- **prompt** (*str*) – prompt message
- **title** (*str*) – title message
- **kwargs** (*type*) – other arguments to be passed to `GetValueWindow`

Returns selected string value

Return type `str`

Example

```
>>> forms.ask_for_string(  
...     default='some-tag',  
...     prompt='Enter new tag name:',  
...     title='Tag Manager')  
... 'new-tag'
```

`pyrevit.forms.ask_for_unique_string` (*reserved_values, default=None, prompt=None, title=None, **kwargs*)

Ask user to select a unique string value.

This is a shortcut function that configures `GetValueWindow` for unique string data types. `kwargs` can be used to pass on other arguments.

Parameters

- **reserved_values** (*list[str]*) – list of reserved (forbidden) values
- **default** (*str*) – default unique string. must not be in `reserved_values`
- **prompt** (*str*) – prompt message
- **title** (*str*) – title message
- **kwargs** (*type*) – other arguments to be passed to `GetValueWindow`

Returns selected unique string

Return type `str`

Example

```
>>> forms.ask_for_unique_string(  
...     prompt='Enter a Unique Name',  
...     title=self.Title,  
...     reserved_values=['Ehsan', 'Gui', 'Guido'],  
...     owner=self)  
... 'unique string'
```

In example above, `owner` argument is provided to be passed to underlying `GetValueWindow`.

`pyrevit.forms.ask_to_use_selected` (*type_name*, *count=None*, *multiple=True*)
Ask user if wants to use currently selected elements.

Parameters

- **type_name** (*str*) – Element type of expected selected elements
- **count** (*int*) – Number of selected items
- **multiple** (*bool*) – Whether multiple selected items are allowed

`pyrevit.forms.check_familydoc` (*doc=None*, *family_cat=None*, *exitscript=False*)
Verify document is a Family and notify user if not.

Parameters

- **doc** (*DB.Document*) – target document, current of not provided
- **family_cat** (*str*) – family category name
- **exitscript** (*bool*) – exit script if returning False

Returns True if doc is a Family and of provided category

Return type bool

Example

```
>>> from pyrevit import forms
>>> forms.check_familydoc(doc=revit.doc, family_cat='Data Devices')
... True
```

`pyrevit.forms.check_graphicalview` (*view*, *exitscript=False*)
Verify target view is a graphical view

Parameters

- **view** (*DB.View*) – target view
- **exitscript** (*bool*) – exit script if returning False

Returns True if view is a graphical view

Return type bool

Example

```
>>> from pyrevit import forms
>>> forms.check_graphicalview(revit.active_view)
... True
```

`pyrevit.forms.check_modeldoc` (*doc=None*, *exitscript=False*)
Verify document is a not a Model and notify user if not.

Parameters

- **doc** (*DB.Document*) – target document, current of not provided
- **exitscript** (*bool*) – exit script if returning False

Returns True if doc is a Model

Return type bool

Example

```
>>> from pyrevit import forms
>>> forms.check_modeldoc(doc=revit.doc)
... True
```

`pyrevit.forms.check_modelview` (*view*, *exitscript=False*)
Verify target view is a model view.

Parameters

- **view** (*DB.View*) – target view
- **exitscript** (*bool*) – exit script if returning False

Returns True if view is model view

Return type bool

Example

```
>>> from pyrevit import forms
>>> forms.check_modelview(view=revit.active_view)
... True
```

`pyrevit.forms.check_selection` (*exitscript=False*, *message='At least one element must be selected.'*)
Verify if selection is not empty notify user if it is.

Parameters

- **exitscript** (*bool*) – exit script if returning False
- **message** (*str*) – prompt message if returning False

Returns True if selection has at least one item

Return type bool

`pyrevit.forms.check_viewtype` (*view*, *view_type*, *exitscript=False*)
Verify target view is of given type

Parameters

- **view** (*DB.View*) – target view
- **view_type** (*DB.ViewType*) – type of view
- **exitscript** (*bool*) – exit script if returning False

Returns True if view is of given type

Return type bool

Example

```
>>> from pyrevit import forms
>>> forms.check_viewtype(revit.active_view, DB.ViewType.DrawingSheet)
... True
```


`pyrevit.forms.check_workshared` (*doc=None, message='Model is not workshared.'*)
Verify if model is workshared and notify user if not.

Parameters

- **doc** (*DB.Document*) – target document, current if not provided
- **message** (*str*) – prompt message if returning False

Returns True if doc is workshared

Return type bool

`pyrevit.forms.close_dockable_panel` (*panel_type_or_id*)
Close previously registered dockable panel

Parameters **panel_type_or_id** (*forms.WPFPanel, str*) – panel type or id

`pyrevit.forms.inform_wip` ()
Show work-in-progress prompt to user and exit script.

Example

```
>>> forms.inform_wip()
```

`pyrevit.forms.is_registered_dockable_panel` (*panel_type*)
Check if dockable panel is already registered

Parameters **panel_type** (*forms.WPFPanel*) – dockable panel type

`pyrevit.forms.open_dockable_panel` (*panel_type_or_id*)
Open previously registered dockable panel

Parameters **panel_type_or_id** (*forms.WPFPanel, str*) – panel type or id

`pyrevit.forms.pick_excel_file` (*save=False, title=None*)
File pick/save dialog for an excel file.

Parameters

- **save** (*bool*) – show file save dialog, instead of file pick dialog
- **title** (*str*) – text to show in the title bar

Returns file path

Return type str

`pyrevit.forms.pick_file` (*file_ext='*', files_filter="", init_dir="", restore_dir=True, multi_file=False, unc_paths=False, title=None*)
Pick file dialog to select a destination file.

Parameters

- **file_ext** (*str*) – file extension
- **files_filter** (*str*) – file filter
- **init_dir** (*str*) – initial directory
- **restore_dir** (*bool*) – restore last directory
- **multi_file** (*bool*) – allow select multiple files
- **unc_paths** (*bool*) – return unc paths

- **title** (*str*) – text to show in the title bar

Returns file path or list of file paths if `multi_file=True`

Return type `str` or `list[str]`

Example

```
>>> from pyrevit import forms
>>> forms.pick_file(file_ext='csv')
... r'C:\output\somefile.csv'
```

```
>>> forms.pick_file(file_ext='csv', multi_file=True)
... [r'C:\output\somefile1.csv', r'C:\output\somefile2.csv']
```

```
>>> forms.pick_file(files_filter='All Files (*.*)|*.*|'
                    'Excel Workbook (*.xlsx)|*.xlsx|'
                    'Excel 97-2003 Workbook|*.xls',
                    multi_file=True)
... [r'C:\output\somefile1.xlsx', r'C:\output\somefile2.xls']
```

`pyrevit.forms.pick_folder` (*title=None, owner=None*)

Show standard windows pick folder dialog.

Parameters **title** (*str, optional*) – title for the window

Returns folder path

Return type `str`

class `pyrevit.forms.reactive` (*getter*)

Decorator for WPF bound properties

setter (*setter*)

Descriptor to change the setter on a property.

`pyrevit.forms.register_dockable_panel` (*panel_type, default_visible=True*)

Register dockable panel

Parameters

- **panel_type** (*forms.WPFPanel*) – dockable panel type
- **default_visible** (*bool, optional*) – whether panel should be visible by default

`pyrevit.forms.save_excel_file` (*title=None*)

File save dialog for an excel file.

Parameters **title** (*str*) – text to show in the title bar

Returns file path

Return type `str`

`pyrevit.forms.save_file` (*file_ext="", files_filter="", init_dir="", default_name="", restore_dir=True, unc_paths=False, title=None*)

Save file dialog to select a destination file for data.

Parameters

- **file_ext** (*str*) – file extension
- **files_filter** (*str*) – file filter

- **init_dir** (*str*) – initial directory
- **default_name** (*str*) – default file name
- **restore_dir** (*bool*) – restore last directory
- **unc_paths** (*bool*) – return unc paths
- **title** (*str*) – text to show in the title bar

Returns file path

Return type str

Example

```
>>> from pyrevit import forms
>>> forms.save_file(file_ext='csv')
... r'C:\output\somefile.csv'
```

`pyrevit.forms.select_family_parameters` (*family_doc*, *title*='Select Parameters', *button_name*='Select', *multiple*=True, *filterfunc*=None, *include_instance*=True, *include_type*=True, *include_builtin*=True, *include_labeled*=True)

Standard form for selecting parameters from given family document.

Parameters

- **family_doc** (*DB.Document*) – source family document
- **title** (*str*, *optional*) – list window title
- **button_name** (*str*, *optional*) – list window button caption
- **multiselect** (*bool*, *optional*) – allow multi-selection (uses check boxes). defaults to True
- **filterfunc** (*function*) – filter function to be applied to context items.
- **include_instance** (*bool*, *optional*) – list instance parameters
- **include_type** (*bool*, *optional*) – list type parameters
- **include_builtin** (*bool*, *optional*) – list builtin parameters
- **include_labeled** (*bool*, *optional*) – list parameters used as labels

Returns list of family parameter objects

Return type list[DB.FamilyParameter]

Example

```
>>> forms.select_family_parameters(
...     family_doc,
...     title='Select Parameters',
...     multiple=True,
...     include_instance=True,
...     include_type=True
... )
... [<DB.FamilyParameter >, <DB.FamilyParameter >]
```

`pyrevit.forms.select_image` (*images*, *title*='Select Image', *button_name*='Select')
Standard form for selecting an image.

Parameters

- **images** (*list[str]* | *list[framework.Imaging.BitmapImage]*) – list of image file paths or bitmaps
- **title** (*str*, *optional*) – swatch list window title
- **button_name** (*str*, *optional*) – swatch list window button caption

Returns path of the selected image

Return type `str`

Example

```
>>> from pyrevit import forms
>>> forms.select_image(['C:/path/to/image1.png',
                      'C:/path/to/image2.png'],
                      title="Select Variation")
... 'C:/path/to/image1.png'
```

`pyrevit.forms.select_levels` (*title*='Select Levels', *button_name*='Select', *width*=500, *multiple*=True, *filterfunc*=None, *doc*=None, *use_selection*=False)
Standard form for selecting levels.

Parameters

- **title** (*str*, *optional*) – list window title
- **button_name** (*str*, *optional*) – list window button caption
- **width** (*int*, *optional*) – width of list window
- **multiple** (*bool*, *optional*) – allow multi-selection (uses check boxes). defaults to True
- **filterfunc** (*function*) – filter function to be applied to context items.
- **doc** (*DB.Document*, *optional*) – source document for levels; defaults to active document
- **use_selection** (*bool*, *optional*) – ask if user wants to use currently selected levels.

Returns list of selected levels

Return type `list[DB.Level]`

Example

```
>>> from pyrevit import forms
>>> forms.select_levels()
... [<Autodesk.Revit.DB.Level object>,
...  <Autodesk.Revit.DB.Level object>]
```

`pyrevit.forms.select_open_docs` (*title*='Select Open Documents', *button_name*='OK', *width*=500, *multiple*=True, *check_more_than_one*=True, *filterfunc*=None)
Standard form for selecting open documents.

Parameters

- **title** (*str, optional*) – list window title
- **button_name** (*str, optional*) – list window button caption
- **width** (*int, optional*) – width of list window
- **multiselect** (*bool, optional*) – allow multi-selection (uses check boxes). defaults to True
- **filterfunc** (*function*) – filter function to be applied to context items.

Returns list of selected documents

Return type list[DB.Document]

Example

```
>>> from pyrevit import forms
>>> forms.select_open_docs()
... [<Autodesk.Revit.DB.Document object>,
...  <Autodesk.Revit.DB.Document object>]
```

```
pyrevit.forms.select_parameters(src_element, title='Select Parameters', button_name='Select',
                               multiple=True, filterfunc=None, include_instance=True, include_type=True, exclude_readonly=True)
```

Standard form for selecting parameters from given element.

Parameters

- **src_element** (*DB.Element*) – source element
- **title** (*str, optional*) – list window title
- **button_name** (*str, optional*) – list window button caption
- **multiselect** (*bool, optional*) – allow multi-selection (uses check boxes). defaults to True
- **filterfunc** (*function*) – filter function to be applied to context items.
- **include_instance** (*bool, optional*) – list instance parameters
- **include_type** (*bool, optional*) – list type parameters
- **exclude_readonly** (*bool, optional*) – only shows parameters that are editable

Returns list of paramdef objects

Return type list[ParamDef]

Example

```
>>> forms.select_parameter(
...     src_element,
...     title='Select Parameters',
...     multiple=True,
...     include_instance=True,
...     include_type=True
... )
... [<ParamDef >, <ParamDef >]
```

```
pyrevit.forms.select_revisions (title='Select Revision', button_name='Select', width=500, multiple=True, filterfunc=None, doc=None)
```

Standard form for selecting revisions.

Parameters

- **title** (*str, optional*) – list window title
- **button_name** (*str, optional*) – list window button caption
- **width** (*int, optional*) – width of list window
- **multiselect** (*bool, optional*) – allow multi-selection (uses check boxes). defaults to True
- **filterfunc** (*function*) – filter function to be applied to context items.
- **doc** (*DB.Document, optional*) – source document for revisions; defaults to active document

Returns list of selected revisions

Return type list[DB.Revision]

Example

```
>>> from pyrevit import forms
>>> forms.select_revisions()
... [<Autodesk.Revit.DB.Revision object>,
...  <Autodesk.Revit.DB.Revision object>]
```

```
pyrevit.forms.select_schedules (title='Select Schedules', button_name='Select', width=500, multiple=True, filterfunc=None, doc=None)
```

Standard form for selecting schedules.

Parameters

- **title** (*str, optional*) – list window title
- **button_name** (*str, optional*) – list window button caption
- **width** (*int, optional*) – width of list window
- **multiselect** (*bool, optional*) – allow multi-selection (uses check boxes). defaults to True
- **filterfunc** (*function*) – filter function to be applied to context items.
- **doc** (*DB.Document, optional*) – source document for views; defaults to active document

Returns list of selected schedules

Return type list[DB.ViewSchedule]

Example

```
>>> from pyrevit import forms
>>> forms.select_schedules()
... [<Autodesk.Revit.DB.ViewSchedule object>,
...  <Autodesk.Revit.DB.ViewSchedule object>]
```

```
pyrevit.forms.select_sheets(title='Select Sheets', button_name='Select', width=500, multiple=True, filterfunc=None, doc=None, include_placeholder=True, use_selection=False)
```

Standard form for selecting sheets.

Sheets are grouped into sheet sets and sheet set can be selected from a drop down box at the top of window.

Parameters

- **title** (*str, optional*) – list window title
- **button_name** (*str, optional*) – list window button caption
- **width** (*int, optional*) – width of list window
- **multiple** (*bool, optional*) – allow multi-selection (uses check boxes). defaults to True
- **filterfunc** (*function*) – filter function to be applied to context items.
- **doc** (*DB.Document, optional*) – source document for sheets; defaults to active document
- **use_selection** (*bool, optional*) – ask if user wants to use currently selected sheets.

Returns list of selected sheets

Return type list[DB.ViewSheet]

Example

```
>>> from pyrevit import forms
>>> forms.select_sheets()
... [<Autodesk.Revit.DB.ViewSheet object>,
... <Autodesk.Revit.DB.ViewSheet object>]
```

```
pyrevit.forms.select_swatch(title='Select Color Swatch', button_name='Select')
```

Standard form for selecting a color swatch.

Parameters

- **title** (*str, optional*) – swatch list window title
- **button_name** (*str, optional*) – swatch list window button caption

Returns rgb color

Return type *pyrevit.coreutils.colors.RGB*

Example

```
>>> from pyrevit import forms
>>> forms.select_swatch(title="Select Text Color")
... <RGB #CD8800>
```

```
pyrevit.forms.select_titleblocks(title='Select Titleblock', button_name='Select', no_tb_option='No Title Block', width=500, multiple=False, filterfunc=None, doc=None)
```

Standard form for selecting a titleblock.

Parameters

- **title** (*str, optional*) – list window title
- **button_name** (*str, optional*) – list window button caption
- **no_tb_option** (*str, optional*) – name of option for no title block
- **width** (*int, optional*) – width of list window
- **multiselect** (*bool, optional*) – allow multi-selection (uses check boxes). defaults to True
- **filterfunc** (*function*) – filter function to be applied to context items.
- **doc** (*DB.Document, optional*) – source document for titleblocks; defaults to active document

Returns selected titleblock id.

Return type DB.ElementId

Example

```
>>> from pyrevit import forms
>>> forms.select_titleblocks()
... <Autodesk.Revit.DB.ElementId object>
```

pyrevit.forms.**select_views** (*title='Select Views', button_name='Select', width=500, multiple=True, filterfunc=None, doc=None, use_selection=False*)
Standard form for selecting views.

Parameters

- **title** (*str, optional*) – list window title
- **button_name** (*str, optional*) – list window button caption
- **width** (*int, optional*) – width of list window
- **multiple** (*bool, optional*) – allow multi-selection (uses check boxes). defaults to True
- **filterfunc** (*function*) – filter function to be applied to context items.
- **doc** (*DB.Document, optional*) – source document for views; defaults to active document
- **use_selection** (*bool, optional*) – ask if user wants to use currently selected views.

Returns list of selected views

Return type list[DB.View]

Example

```
>>> from pyrevit import forms
>>> forms.select_views()
... [<Autodesk.Revit.DB.View object>,
... <Autodesk.Revit.DB.View object>]
```



```
pyrevit.forms.select_viewtemplates (title='Select View Templates', button_name='Select',
                                     width=500, multiple=True, filterfunc=None, doc=None)
```

Standard form for selecting view templates.

Parameters

- **title** (*str*, *optional*) – list window title
- **button_name** (*str*, *optional*) – list window button caption
- **width** (*int*, *optional*) – width of list window
- **multiselect** (*bool*, *optional*) – allow multi-selection (uses check boxes). defaults to True
- **filterfunc** (*function*) – filter function to be applied to context items.
- **doc** (*DB.Document*, *optional*) – source document for views; defaults to active document

Returns list of selected view templates

Return type list[DB.View]

Example

```
>>> from pyrevit import forms
>>> forms.select_viewtemplates()
... [<Autodesk.Revit.DB.View object>,
... <Autodesk.Revit.DB.View object>]
```

```
pyrevit.forms.toast (message, title='pyRevit', appid='pyRevit', icon=None, click=None, actions=None)
```

Show a Windows 10 notification.

Parameters

- **message** (*str*) – notification message
- **title** (*str*) – notification title
- **appid** (*str*) – app name (will show under message)
- **icon** (*str*) – file path to icon .ico file (defaults to pyRevit icon)
- **click** (*str*) – click action commands string
- **actions** (*dict*) – dictionary of button names and action strings

Example

```
>>> script.toast("Hello World!",
...             title="My Script",
...             appid="MyAPP",
...             click="https://eirannejad.github.io/pyRevit/",
...             actions={
...                 "Open Google": "https://google.com",
...                 "Open Toast64": "https://github.com/go-toast/toast"
...             })
```

`pyrevit.forms.toggle_dockable_panel` (*panel_type_or_id*, *state*)

Toggle previously registered dockable panel

Parameters `panel_type_or_id` (*forms.WPFPanel*, *str*) – panel type or id

Provide access to DotNet Framework.

Example

```
>>> from pyrevit.framework import Assembly, Windows
```

```
pyrevit.framework.get_current_thread_id()  
    Return managed thread id of current thread.
```

```
pyrevit.framework.get_dll_file(assembly_name)  
    Return path to given assembly name.
```

```
pyrevit.framework.get_type(fw_object)  
    Return CLR type of an object.
```


7.1 pyrevit.loader.asmmaker

Assembly maker module.

class `pyrevit.loader.asmmaker.ExtensionAssemblyInfo` (*name, location, reloading*)

location

Alias for field number 1

name

Alias for field number 0

reloading

Alias for field number 2

`pyrevit.loader.asmmaker.create_assembly` (*extension*)

Parameters `extension` (*pyrevit.extensions.components.Extension*) –

Returns:

7.2 pyrevit.loader.sessioninfo

Manage information about pyRevit sessions.

class `pyrevit.loader.sessioninfo.RuntimeInfo` (*pyrevit_version, engine_version, host_version*)

Session runtime information tuple.

Parameters

- **pyrevit_version** (*str*) – formatted pyRevit version
- **engine_version** (*int*) – active IronPython engine version

- **host_version** (*str*) – Current Revit version

engine_version

Alias for field number 1

host_version

Alias for field number 2

pyrevit_version

Alias for field number 0

`pyrevit.loader.sessioninfo.get_loaded_pyrevit_assemblies()`

Return list of loaded pyRevit assemblies from environment variable.

Returns list of loaded assemblies

Return type list[str]

`pyrevit.loader.sessioninfo.get_runtime_info()`

Return runtime information tuple.

Returns runtime info tuple

Return type *RuntimeInfo*

Example

```
>>> sessioninfo.get_runtime_info()
```

`pyrevit.loader.sessioninfo.get_session_uuid()`

Read session uuid from environment variable.

Returns session uuid string

Return type str

`pyrevit.loader.sessioninfo.new_session_uuid()`

Create a new uuid for a pyRevit session.

Returns session uuid string

Return type str

`pyrevit.loader.sessioninfo.report_env()`

Report python version, home directory, config file, etc.

`pyrevit.loader.sessioninfo.set_loaded_pyrevit_assemblies(loaded_assm_name_list)`

Set the environment variable with list of loaded assemblies.

Parameters

- **loaded_assm_name_list** (*list[str]*) – list of assembly names
- **val** (*type*) – desc

`pyrevit.loader.sessioninfo.set_session_uuid(uuid_str)`

Set session uuid on environment variable.

Parameters **uuid_str** (*str*) – session uuid string

`pyrevit.loader.sessioninfo.setup_runtime_vars()`

Setup runtime environment variables with session information.

7.3 pyrevit.loader.systemdiag

Session diagnostics.

```
pyrevit.loader.systemdiag.system_diag()
```

Verifies system status is appropriate for a pyRevit session.

7.4 pyrevit.loader.sessionmgr

The loader module manages the workflow of loading a new pyRevit session. It's main purpose is to orchestrate the process of finding pyRevit extensions, creating dll assemblies for them, and creating a user interface in the host application.

Everything starts from `sessionmgr.load_session()` function...

The only public function is `load_session()` that loads a new session. Everything else is private.

```
class pyrevit.loader.sessionmgr.AssembledExtension (ext, assm)
```

```
assm  
    Alias for field number 1
```

```
ext  
    Alias for field number 0
```

```
pyrevit.loader.sessionmgr.execute_command (pyrevitcmd_unique_id)
```

Executes a pyRevit command.

Parameters `pyrevitcmd_unique_id` (*str*) – Unique/Class Name of the pyRevit command

Returns results from the executed command

```
pyrevit.loader.sessionmgr.execute_extension_startup_script (script_path, ext_name,  
                                                         sys_paths=None)
```

Executes a script using pyRevit script executor.

Parameters `script_path` (*str*) – Address of the script file

Returns results dictionary from the executed script

```
pyrevit.loader.sessionmgr.find_pyrevitcmd (pyrevitcmd_unique_id)
```

Searches the pyRevit-generated assemblies under current session for the command with the matching unique name (class name) and returns the command type. Notice that this returned value is a 'type' and should be instantiated before use.

Example

```
>>> cmd = find_pyrevitcmd('pyRevitCorepyRevitpyRevittoolsReload')
>>> command_instance = cmd()
>>> command_instance.Execute() # Provide commandData, message, elements
```

Parameters `pyrevitcmd_unique_id` (*str*) – Unique name for the command

Returns Type for the command with matching unique name

`pyrevit.loader.sessionmgr.load_session()`

Handles loading/reloading of the pyRevit addin and extensions. To create a proper ui, pyRevit extensions needs to be properly parsed and a dll assembly needs to be created. This function handles these tasks through interactions with `.extensions`, `.loader.asmmaker`, and `.loader.uimaker`

Example

```
>>> from pyrevit.loader.sessionmgr import load_session
>>> load_session()      # start loading a new pyRevit session
```

Returns None

7.5 pyrevit.loader.uimaker

UI maker.

`pyrevit.loader.uimaker.update_pyrevit_ui(ui_ext, ext_asm_info, create_beta=False)`

Updates/Creates pyRevit ui for the given extension and provided assembly dll address.

Loader base module.

8.1 pyrevit.output.linkmaker

Handle creation of output window helper links.

`pyrevit.output.linkmaker.make_link(element_ids, contents=None)`
Create link for given element ids.

This link is a special format link with `revit://` scheme that is handled by the output window to select the provided element ids in current project. Scripts should not call this function directly. Creating clickable element links is handled by the output wrapper object through the `linkify()` method.

Example

```
>>> output = pyrevit.output.get_output()
>>> for idx, elid in enumerate(element_ids):
>>>     print('{}: {}'.format(idx+1, output.linkify(elid)))
```

Provide access to output window and its functionality.

This module provides access to the output window for the currently running pyRevit command. The proper way to access this wrapper object is through the `get_output()` of `pyrevit.script` module. This method, in return uses the `pyrevit.output` module to get access to the output wrapper.

Example

```
>>> from pyrevit import script
>>> output = script.get_output()
```

Here is the source of `pyrevit.script.get_output()`. As you can see this functions calls the `pyrevit.output.get_output()` to receive the output wrapper.

```
def get_output():
    """Return object wrapping output window for current script.

    Returns:
        :obj:`pyrevit.output.PyRevitOutputWindow`: Output wrapper object
    """
    return output.get_output()
```

class pyrevit.output.**PyRevitOutputWindow**

Wrapper to interact with the output window.

add_style (*style_code*, *attrs=None*)

Inject style tag into current html head of the output window.

Parameters

- **style_code** (*str*) – css styling code
- **attrs** (*dict*) – dictionary of attribute names and value

Example

```
>>> output = pyrevit.output.get_output()
>>> output.add_style('body { color: blue; }')
```

center ()

Center the output window on the screen

close ()

Close the window.

close_others (*all_open_outputs=False*)

Close all other windows that belong to the current command.

Parameters **all_open_outputs** (*bool*) – Close all any other windows if True

debug_mode

Set debug mode on output window and stream.

This will cause the output window to print information about the buffer stream and other aspects of the output window mechanism.

freeze ()

Freeze output content update.

get_head_html ()

str: Return inner code of html head element.

get_height ()

int: Return current window height.

get_title ()

str: Return current window title.

get_width ()

int: Return current window width.

hide ()

Hide the window.

hide_logpanel()
Hide output window logging panel.

hide_progress()
Hide output window progress bar.

indeterminate_progress(*state*)
Show or hide indeterminate progress bar.

inject_script(*script_code*, *attrs*=None, *body*=False)
Inject script tag into current head (or body) of the output window.

Parameters

- **script_code** (*str*) – javascript code
- **attrs** (*dict*) – dictionary of attribute names and value
- **body** (*bool*, *optional*) – injects script into body instead of head

Example

```
>>> output = pyrevit.output.get_output()
>>> output.inject_script('', # no script since it's a link
                        {'src': js_script_file_path})
```

inject_to_body(*element_tag*, *element_contents*, *attrs*=None)
Inject html element to current html body of the output window.

Parameters

- **element_tag** (*str*) – html tag of the element e.g. 'div'
- **element_contents** (*str*) – html code of the element contents
- **attrs** (*dict*) – dictionary of attribute names and value

Example

```
>>> output = pyrevit.output.get_output()
>>> output.inject_to_body('script',
                          '', # no script since it's a link
                          {'src': js_script_file_path})
```

inject_to_head(*element_tag*, *element_contents*, *attrs*=None)
Inject html element to current html head of the output window.

Parameters

- **element_tag** (*str*) – html tag of the element e.g. 'div'
- **element_contents** (*str*) – html code of the element contents
- **attrs** (*dict*) – dictionary of attribute names and value

Example

```
>>> output = pyrevit.output.get_output()
>>> output.inject_to_head('script',
                        '', # no script since it's a link
                        {'src': js_script_file_path})
```

insert_divider (*level=""*)

Add horizontal rule to the output window.

static linkify (*element_ids, title=None*)

Create clickable link for the provided element ids.

This method, creates the link but does not print it directly.

Parameters

- **element_ids** (*list of ElementId*) –
- **element_ids** – single or multiple ids
- **title** (*str*) – title of the link. defaults to list of element ids

Example

```
>>> output = pyrevit.output.get_output()
>>> for idx, elid in enumerate(element_ids):
>>>     print('{}: {}'.format(idx+1, output.linkify(elid)))
```

lock_size ()

Lock window size.

log_debug (*message*)

Report DEBUG message into output logging panel.

log_error (*message*)

Report ERROR message into output logging panel.

log_info (*message*)

Report INFO message into output logging panel.

log_success (*message*)

Report SUCCESS message into output logging panel.

log_warning (*message*)

Report WARNING message into output logging panel.

make_bar_chart (*version=None*)

PyRevitOutputChart: Return bar chart object.

make_bubble_chart (*version=None*)

PyRevitOutputChart: Return bubble chart object.

make_chart (*version=None*)

PyRevitOutputChart: Return chart object.

make_doughnut_chart (*version=None*)

PyRevitOutputChart: Return doughnut chart object.

make_line_chart (*version=None*)

PyRevitOutputChart: Return line chart object.

make_pie_chart (*version=None*)

PyRevitOutputChart: Return pie chart object.

make_polar_chart (*version=None*)

PyRevitOutputChart: Return polar chart object.

make_radar_chart (*version=None*)

PyRevitOutputChart: Return radar chart object.

make_stacked_chart (*version=None*)

PyRevitOutputChart: Return stacked chart object.

next_page ()

Add hidden next page tag to the output window.

This is helpful to silently separate the output to multiple pages for better printing.

open_page (*dest_file*)

Open html page in output window.

Parameters **dest_file** (*str*) – full path of the target html file

open_url (*dest_url*)

Open url page in output window.

Parameters **dest_url** (*str*) – web url of the target page

output_id

Return id of the output window.

In current implementation, Id of output window is equal to the unique id of the pyRevit command it belongs to. This means that all output windows belonging to the same pyRevit command, will have identical output_id values.

Type str

output_uniqueid

Return unique id of the output window.

In current implementation, unique id of output window is a GUID string generated when the output window is opened. This id is unique to the instance of output window.

Type str

static print_code (*code_str*)

Print code to the output window with special formatting.

Example

```
>>> output = pyrevit.output.get_output()
>>> output.print_code('value = 12')
```

static print_html (*html_str*)

Add the html code to the output window.

Example

```
>>> output = pyrevit.output.get_output()
>>> output.print_html('<strong>Title</strong>')
```

print_image (*image_path*)
Prints given image to the output.

Example

```
>>> output = pyrevit.output.get_output()
>>> output.print_image(r'C:\image.gif')
```

static print_md (*md_str*)
Process markdown code and print to output window.

Example

```
>>> output = pyrevit.output.get_output()
>>> output.print_md('### Title')
```

print_table (*table_data*, *columns=None*, *formats=None*, *title=""*, *last_line_style=""*)
Print provided data in a table in output window.

Parameters

- **table_data** (*list* of iterables) – 2D array of data
- **title** (*str*) – table title
- **columns** (*list str*) – list of column names
- **formats** (*list str*) – column data formats
- **last_line_style** (*str*) – css style of last row

Example

```
>>> data = [
... ['row1', 'data', 'data', 80 ],
... ['row2', 'data', 'data', 45 ],
... ]
>>> output.print_table(
... table_data=data,
... title="Example Table",
... columns=["Row Name", "Column 1", "Column 2", "Percentage"],
... formats=['', '', '', '{}%'],
... last_line_style='color:red;'
... )
```

renderer
Return html renderer inside output window.

Returns `System.Windows.Forms.WebBrowser` (In current implementation)

reset_icon ()
Sets icon on the output window.

reset_progress ()
Reset output window progress bar to zero.

resize (*width, height*)

Resize window to the new width and height.

save_contents (*dest_file*)

Save html code of the window.

Parameters **dest_file** (*str*) – full path of the destination html file

self_destruct (*seconds*)

Set self-destruct (close window) timer.

Parameters **seconds** (*int*) – number of seconds after which window is closed.

set_font (*font_family, font_size*)

Set window font family to the new font family and size.

Parameters

- **font_family** (*str*) – font family name e.g. ‘Courier New’
- **font_size** (*int*) – font size e.g. 16

set_height (*height*)

Set window height to the new height.

set_icon (*iconpath*)

Sets icon on the output window.

set_title (*new_title*)

Set window title to the new title.

set_width (*width*)

Set window width to the new width.

show ()

Show the window.

show_logpanel ()

Show output window logging panel.

unfreeze ()

Unfreeze output content update.

unhide_progress ()

Unhide output window progress bar.

unlock_size ()

Unock window size.

update_progress (*cur_value, max_value*)

Activate and update the output window progress bar.

Parameters

- **cur_value** (*float*) – current progress value e.g. 50
- **max_value** (*float*) – total value e.g. 100

Example

```
>>> output = pyrevit.output.get_output()
>>> for i in range(100):
>>>     output.update_progress(i, 100)
```

window

Return output window object.

Type `PyRevitLabs.PyRevit.Runtime.ScriptConsole`

`pyrevit.output.docclosing_eventhandler (sender, args)`

Close all output window on document closing.

`pyrevit.output.get_default_stylesheet ()`

Return default css stylesheet used by output window.

`pyrevit.output.get_output ()`

`pyrevit.output.PyRevitOutputWindow` : Return output window.

`pyrevit.output.get_stylesheet ()`

Return active css stylesheet used by output window.

`pyrevit.output.reset_stylesheet ()`

Reset active stylesheet to default.

`pyrevit.output.set_stylesheet (stylesheet)`

Set active css stylesheet used by output window.

Parameters `stylesheet (str)` – full path to stylesheet file

`pyrevit.output.setup_output_closer ()`

Setup document closing event listener.

9.1 pyrevit.revit.files

Helper functions for working with revit files.

`pyrevit.revit.files.cleanup_backups` (*main_revitfile*)
Remove all incremental saves of the given Revit file.

`pyrevit.revit.files.correct_text_encoding` (*filename*)
Convert encoding of text file generated by Revit to UTF-8.

Parameters `filename` (*str*) – file path

`pyrevit.revit.files.read_text` (*filepath*)
Safely read text files with Revit encoding

`pyrevit.revit.files.write_text` (*filepath, contents*)
Safely write text files with Revit encoding

9.2 pyrevit.revit.geom

Geometric utilities for Revit.

`pyrevit.revit.geom.convert_point_coord_system` (*rvt_point, rvt_transform*)
Return coordinates of point in another coordinate system.

Parameters

- `rvt_point` (*DB.XYZ*) – Revit point
- `rvt_transform` (*DB.Transform*) – Revit transform for target coord system

Returns Point coordinates in new coordinate system.

Return type *DB.XYZ*

`pyrevit revit geom.convert_point_to_metric (rvt_point)`
Convert given point coordinates to metric.

9.3 pyrevit.revit.serverutils

Helper functions for working with revit server.

class `pyrevit.revit.serverutils.SyncHistory (index, userid, timestamp)`
namedtuple for model sync history data in revit server

index

row index in history db

Type int

userid

user identifier

Type str

timestamp

time stamp string (e.g. "2017-12-13 19:56:20")

Type str

index

Alias for field number 0

timestamp

Alias for field number 2

userid

Alias for field number 1

`pyrevit.revit.serverutils.get_model_sync_history (server_path)`
Read model sync history from revit server sqlite history file.

Parameters `server_path (str)` – directory path of revit server filestore

Returns list of SyncHistory instances

Return type `list`(``SyncHistory``)`

Example

```
>>> get_model_sync_history("//servername/path/to/model.rvt")
... [SyncHistory(index=498, userid="user",
...             timestamp="2017-12-13 19:56:20")]
```

`pyrevit.revit.serverutils.get_server_path (doc, path_dict)`
Return file path of a model hosted on revit server.

Parameters

- **doc** (*Document*) – revit document object
- **path_dict** (*dict*) – dict of RSN paths and their directory paths

Example

```
>>> rsn_paths = {'RSN://SERVERNAME': '//servername/filestore'}
>>> get_server_path(doc, rsn_paths)
... '//servername/filestore/path/to/model.rvt'
```

9.4 pyrevit.revit.units

Unit conversion utilities for Revit.

`pyrevit.revit.units.format_area` (*area_value*, *doc=None*)

Return formatted area value in document units.

Parameters

- **area_value** (*float*) – area value
- **doc** (*DB.Document*, *optional*) – Revit document, defaults to current

Returns formatted value

Return type str

`pyrevit.revit.units.format_slope` (*slope_value*, *doc=None*)

Return formatted slope value in document units.

Parameters

- **slope_value** (*float*) – slope value
- **doc** (*DB.Document*, *optional*) – Revit document, defaults to current

Returns formatted value

Return type str

`pyrevit.revit.units.project_to_viewport` (*xyz*, *view*)

Project a point to viewport coordinates

Parameters

- **xyz** (*DB.XYZ*) – point to project
- **view** (*DB.View*) – target view

Returns [description]

Return type DB.UV

`pyrevit.revit.units.project_to_world` (*uv*, *view*)

Get view-based point (UV) back to model coordinates.

Parameters

- **uv** (*DB.UV*) – point on a view
- **view** (*DB.View*) – view to get coordinates from

Returns point in world coordinates

Return type DB.XYZ

`class pyrevit.revit.ErrorSwallower` (*log_errors=True*)

Suppresses warnings during script execution

Example

```
>>> with ErrorSwallower() as swallower:
>>>     for fam in families:
>>>         revit.doc.EditFamily(fam)
>>>         if swallower.get_swallowed():
>>>             logger.warn("Warnings swallowed")
```

get_swallowed_errors()

Return swallowed errors

on_failure_processing(_, *event_args*)

Failure processing event handler

reset()

Reset swallowed errors

class pyrevit.revit.RevitWrapper

static **close_doc**(*doc*)

Close given document.

Parameters **doc** (*DB.Document*) – document

static **open_doc**(*doc_path*)

Open document at given path.

Parameters **doc_path** (*str*) – document file path

Returns opened document

Return type *DB.Document*

static **post_command**(*command_id*)

Request Revit to run a command

Parameters **command_id** (*str*) – command identifier e.g.
ID_REVIT_SAVE_AS_TEMPLATE

10.1 pyrevit.routes.server

10.1.1 pyrevit.routes.server.base

Utility functions and types

```
class pyrevit.routes.server.base.Request (path='/', method='GET', data=None,  
                                           params=None)
```

Request wrapper object

```
add_header (key, value)  
    Add new header key:value
```

```
callback_url  
    Request callback url, if provided in payload
```

```
headers  
    Request headers dict
```

```
params  
    Request parameters
```

```
class pyrevit.routes.server.base.Response (status=200, data=None, headers=None)  
Response wrapper object
```

```
add_header (key, value)  
    Add new header key:value
```

```
headers  
    Response headers dict
```

Handles http api routing and serving with usage similar to flask.

```
class pyrevit.routes.server.Request (path='/', method='GET', data=None, params=None)  
Request wrapper object
```

add_header (*key, value*)
Add new header key:value

callback_url
Request callback url, if provided in payload

headers
Request headers dict

params
Request parameters

class `pyrevit.routes.server.Response` (*status=200, data=None, headers=None*)
Response wrapper object

add_header (*key, value*)
Add new header key:value

headers
Response headers dict

`pyrevit.routes.server.init` ()
Initialize routes. Reset all registered routes and shutdown servers

`pyrevit.routes.server.activate_server` ()
Activate routes server for this host instance

`pyrevit.routes.server.deactivate_server` ()
Deactivate the active routes server for this host instance

`pyrevit.routes.server.get_active_server` ()
Get active routes server for this host instance

`pyrevit.routes.server.make_response` (*data, status=200, headers=None*)
Create Reponse object with

`pyrevit.routes.server.get_routes` (*api_name*)
Get all registered routes for given API name

Parameters `api_name` (*str*) – unique name of the api

`pyrevit.routes.server.add_route` (*api_name, pattern, method, handler_func*)
Add new route for given API name

Parameters

- **api_name** (*str*) – unique name of the api
- **pattern** (*str*) – route pattern
- **method** (*str*) – method name
- **handler_func** (*function*) – route handler function

`pyrevit.routes.server.remove_route` (*api_name, pattern, method*)
Remove previously registered route for given API name

Parameters

- **api_name** (*str*) – unique name of the api
- **pattern** (*str*) – route pattern
- **method** (*str*) – method name

HTTP API framework similar to flask.

class `pyrevit.routes.API` (*name*)
API root object

Parameters `name` (*str*) – URL-safe unique root name of the API

Example

```
>>> from pyrevit import routes
>>> api = routes.API("pyrevit-core")
>>> @api.route('/sessions/', methods=['POST'])
>>> def reload_pyrevit(uiapp):
...     new_session_id = sessionmgr.reload_pyrevit()
...     return {"session_id": new_session_id}
```

route (*pattern, methods=['GET']*)
Define a new route on this API.

`pyrevit.routes.active_routes_api` ()
Activates routes API

Provide basic utilities for pyRevit scripts.

Example

```
>>> from pyrevit import script
>>> script.clipboard_copy('some text')
>>> data = script.journal_read('data-key')
>>> script.exit()
```

`pyrevit.script.clipboard_copy(string_to_copy)`
Copy string to Windows Clipboard.

`pyrevit.script.data_exists(slot_name, this_project=True)`
Checks if data file in a specified slot and for certain project exists.

Parameters

- **slot_name** (*type*) – desc
- **this_project** (*bool*) – data belongs to this project only

Returns true if the path exists

Return type bool

`pyrevit.script.dump_csv(data, filepath)`
Dumps given data into given csv file.

Parameters

- **data** (*list[list[str]]*) – data to be dumped
- **filepath** (*str*) – csv file path

`pyrevit.script.dump_json(data, filepath)`
Dumps given data into given json file.

Parameters

- **data** (*object*) – serializable data to be dumped
- **filepath** (*str*) – json file path

`pyrevit.script.exit()`

Stop the script execution and exit.

`pyrevit.script.get_all_buttons()`

Find and return all ui buttons matching current script command name.

Sometimes tools are duplicated across extensions for user access control so this would help smart buttons to find all the loaded buttons and make icon adjustments.

Returns list of ui button objects

Return type `list(pyrevit.coreutils.ribbon._PyRevitRibbonButton)`

`pyrevit.script.get_alt_script_path()`

Return config script path of the current pyRevit command.

Returns config script path

Return type `str`

`pyrevit.script.get_bundle_file(file_name)`

Return full path to file under current script bundle.

Parameters **file_name** (*str*) – bundle file name

Returns full bundle file path

Return type `str`

`pyrevit.script.get_bundle_files(sub_path=None)`

Return full path to all file under current script bundle.

Returns list of bundle file paths

Return type `list[str]`

`pyrevit.script.get_bundle_name()`

Return bundle name of the current pyRevit command.

Returns bundle name (e.g. MyButton.pushbutton)

Return type `str`

`pyrevit.script.get_button()`

Find and return current script ui button.

Returns ui button object

Return type `pyrevit.coreutils.ribbon._PyRevitRibbonButton`

`pyrevit.script.get_config(section=None)`

Create and return config section parser object for current script.

Parameters **section** (*str, optional*) – config section name

Returns Config section parser object

Return type `pyrevit.coreutils.configparser.PyRevitConfigSectionParser`

`pyrevit.script.get_data_file(file_id, file_ext, add_cmd_name=False)`

Return filename to be used by a user script to store data.

File name is generated in this format: `pyRevit_{Revit Version}_{file_id}.{file_ext}`

Example

```
>>> script.get_data_file('mydata', 'data')
'../pyRevit_2018_mydata.data'
>>> script.get_data_file('mydata', 'data', add_cmd_name=True)
'../pyRevit_2018_Command Name_mydata.data'
```

Data files are not cleaned up at pyRevit startup. Script should manage cleaning up these files.

Parameters

- **file_id** (*str*) – unique id for the filename
- **file_ext** (*str*) – file extension
- **add_cmd_name** (*bool, optional*) – add command name to file name

Returns full file path

Return type `str`

`pyrevit.script.get_document_data_file(file_id, file_ext, add_cmd_name=False)`

Return filename to be used by a user script to store data.

File name is generated in this format: `pyRevit_{Revit Version}_{file_id}_{Project Name}.{file_ext}`

Example

```
>>> script.get_document_data_file('mydata', 'data')
'../pyRevit_2018_mydata_Project1.data'
>>> script.get_document_data_file('mydata', 'data', add_cmd_name=True)
'../pyRevit_2018_Command Name_mydata_Project1.data'
```

Document data files are not cleaned up at pyRevit startup. Script should manage cleaning up these files.

Parameters

- **file_id** (*str*) – unique id for the filename
- **file_ext** (*str*) – file extension
- **add_cmd_name** (*bool, optional*) – add command name to file name

Returns full file path

Return type `str`

`pyrevit.script.get_envvar(envvar)`

Return value of give pyRevit environment variable.

The environment variable system is used to retain small values in memory between script runs (e.g. active/inactive state for toggle tools). Do not store large objects in memory using this method. List of currently set environment variables could be sees in pyRevit settings window.

Parameters **envvar** (*str*) – name of environment variable

Returns type of object stored in environment variable

Return type `any`

Example

```
>>> script.get_envvar('ToolActiveState')
True
```

`pyrevit.script.get_extension_name()`

Return extension name of the current pyRevit command.

Returns extension name (e.g. `MyExtension.extension`)

Return type `str`

`pyrevit.script.get_info()`

Return info on current pyRevit command.

Returns Command info object

Return type `pyrevit.extensions.genericcomps.GenericUICommand`

`pyrevit.script.get_instance_data_file(file_id, add_cmd_name=False)`

Return filename to be used by a user script to store data.

File name is generated in this format: `pyRevit_{Revit Version}_{Process Id}_{file_id}.
{file_ext}`

Example

```
>>> script.get_instance_data_file('mydata')
'../pyRevit_2018_6684_mydata.tmp'
>>> script.get_instance_data_file('mydata', add_cmd_name=True)
'../pyRevit_2018_6684_Command Name_mydata.tmp'
```

Instance data files are cleaned up at pyRevit startup.

Parameters

- **file_id** (*str*) – unique id for the filename
- **add_cmd_name** (*bool, optional*) – add command name to file name

Returns full file path

Return type `str`

`pyrevit.script.get_logger()`

Create and return logger named for current script.

Returns Logger object

Return type `pyrevit.coreutils.logger.LoggerWrapper`

`pyrevit.script.get_output()`

Return object wrapping output window for current script.

Returns Output wrapper object

Return type `pyrevit.output.PyRevitOutputWindow`

`pyrevit.script.get_pyrevit_version()`

Return pyRevit version.

Returns pyRevit version provider

Return type `pyrevit.versionmgr._PyRevitVersion`

```
pyrevit.script.get_results()
```

Return command results dictionary for logging.

Returns Command results dict

Return type `pyrevit.telemetry.record.CommandCustomResults`

```
pyrevit.script.get_script_path()
```

Return script path of the current pyRevit command.

Returns script path

Return type `str`

```
pyrevit.script.get_unique_id()
```

Return unique id of the current pyRevit command.

Returns command unique id

Return type `str`

```
pyrevit.script.get_universal_data_file(file_id, file_ext, add_cmd_name=False)
```

Return filename to be used by a user script to store data.

File name is generated in this format: `pyRevit_{file_id}.{file_ext}`

Example

```
>>> script.get_universal_data_file('mydata', 'data')
'../pyRevit_mydata.data'
>>> script.get_universal_data_file('mydata', 'data', add_cmd_name=True)
'../pyRevit_Command Name_mydata.data'
```

Universal data files are not cleaned up at pyRevit startup. Script should manage cleaning up these files.

Parameters

- **file_id** (*str*) – unique id for the filename
- **file_ext** (*str*) – file extension
- **add_cmd_name** (*bool, optional*) – add command name to file name

Returns full file path

Return type `str`

```
pyrevit.script.journal_read(data_key)
```

Read value for provided key from active Revit journal.

Parameters **data_key** (*str*) – data key

Returns data value string

Return type `str`

```
pyrevit.script.journal_write(data_key, msg)
```

Write key and value to active Revit journal for current command.

Parameters

- **data_key** (*str*) – data key
- **msg** (*str*) – data value string

`pyrevit.script.load_csv(filepath)`

Read lines from given csv file

Parameters `filepath` (*str*) – csv file path

Returns csv data

Return type list[list[str]]

`pyrevit.script.load_data(slot_name, this_project=True)`

Wraps python pickle.load() to easily load data from pyRevit data files

To recover native Revit objects, use `revit.deserialize()`. See Example

Similar to pickle module, the custom data types must be defined in the main scope so the loader can create an instance and return original stored data

Parameters

- `slot_name` (*type*) – desc
- `this_project` (*bool*) – data belongs to this project only

Returns stored data

Return type obj

Example

```
>>> from pyrevit import revit
... from pyrevit import script
...
...
... class CustomData(object):
...     def __init__(self, count, element_ids):
...         self._count = count
...         # serializes the Revit native objects
...         self._elmnt_ids = [revit.serialize(x) for x in element_ids]
...
...     @property
...     def count(self):
...         return self._count
...
...     @property
...     def element_ids(self):
...         # de-serializes the Revit native objects
...         return [x.deserialize() for x in self._elmnt_ids]
...
... mydata = script.load_data("Selected Elements", element_ids)
... mydata.element_ids
[<DB.ElementId>, <DB.ElementId>, <DB.ElementId>]
```

`pyrevit.script.load_index(index_file='index.html')`

Load html file into output window.

This method expects index.html file in the current command bundle, unless full path to an html file is provided.

Parameters `index_file` (*str, optional*) – full path of html file.

`pyrevit.script.load_json(filepath)`

Loads data from given json file.

Parameters `filepath` (*str*) – json file path

Returns deserialized data

Return type object

`pyrevit.script.open_url` (*url*)

Open url in a new tab in default webbrowser.

`pyrevit.script.remove_data_file` (*filepath*)

Remove given data file

`pyrevit.script.reset_config` (*section=None*)

Reset pyRevit config.

Script should call this to reset any save configuration by removing section related to current script.

Parameters `section` (*str, optional*) – config section name

`pyrevit.script.save_config` ()

Save pyRevit config.

Scripts should call this to save any changes they have done to their config section object received from `script.get_config()` method.

`pyrevit.script.set_envvar` (*envvar, value*)

Set value of give pyRevit environment variable.

The environment variable system is used to retain small values in memory between script runs (e.g. active/inactive state for toggle tools). Do not store large objects in memory using this method. List of currently set environment variables could be sees in pyRevit settings window.

Parameters

- **envvar** (*str*) – name of environment variable
- **value** (*any*) – value of environment variable

Example

```
>>> script.set_envvar('ToolActiveState', False)
>>> script.get_envvar('ToolActiveState')
False
```

`pyrevit.script.show_file_in_explorer` (*file_path*)

Show file in Windows Explorer.

`pyrevit.script.show_folder_in_explorer` (*folder_path*)

Show folder in Windows Explorer.

`pyrevit.script.store_data` (*slot_name, data, this_project=True*)

Wraps python `pickle.dump()` to easily store data to pyRevit data files

To store native Revit objects, use `revit.serialize()`. See Example

Parameters

- **slot_name** (*type*) – desc
- **data** (*obj*) – any pickalable data
- **this_project** (*bool*) – data belongs to this project only

Example

```

>>> from pyrevit import revit
... from pyrevit import script
...
...
... class CustomData(object):
...     def __init__(self, count, element_ids):
...         self._count = count
...         # serializes the Revit native objects
...         self._elmnt_ids = [revit.serialize(x) for x in element_ids]
...
...     @property
...     def count(self):
...         return self._count
...
...     @property
...     def element_ids(self):
...         # de-serializes the Revit native objects
...         return [x.deserialize() for x in self._elmnt_ids]
...
... mydata = CustomData(
...     count=3,
...     element_ids=[<DB.ElementId>, <DB.ElementId>, <DB.ElementId>]
... )
...
... script.store_data("Selected Elements", mydata)

```

`pyrevit.script.toggle_icon` (*new_state*, *on_icon_path=None*, *off_icon_path=None*)
Set the state of button icon (on or off).

This method expects `on.png` and `off.png` in command bundle for on and off icon states, unless full path of icon states are provided.

Parameters

- **new_state** (*bool*) – state of the ui button icon.
- **on_icon_path** (*str*, *optional*) – full path of icon for on state. default='on.png'
- **off_icon_path** (*str*, *optional*) – full path of icon for off state. default='off.png'

CHAPTER 12

pyrevit.userconfig

Handle reading and parsing, writing and saving of all user configurations.

This module handles the reading and writing of the pyRevit configuration files. It's been used extensively by pyRevit sub-modules. `user_config` is set up automatically in the global scope by this module and can be imported into scripts and other modules to access the default configurations.

All other modules use this module to query user config.

Example

```
>>> from pyrevit.userconfig import user_config
>>> user_config.add_section('newsection')
>>> user_config.newsection.property = value
>>> user_config.newsection.get('property', default_value)
>>> user_config.save_changes()
```

The `user_config` object is also the destination for reading and writing configuration by pyRevit scripts through `get_config()` of `pyrevit.script` module. Here is the function source:

```
def get_config(section=None):
    """Create and return config section parser object for current script.

    Args:
        section (str, optional): config section name

    Returns:
        :obj:`pyrevit.coreutils.configparser.PyRevitConfigSectionParser`:
        Config section parser object
    """
    from pyrevit.userconfig import user_config
    if not section:
        script_cfg_postfix = 'config'
        section = EXEC_PARAMS.command_name + script_cfg_postfix
```

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```

try:
    return user_config.get_section(section)
except Exception:
    return user_config.add_section(section)

```

Example

```

>>> from pyrevit import script
>>> cfg = script.get_config()
>>> cfg.property = value
>>> cfg.get('property', default_value)
>>> script.save_config()

```

class `pyrevit.userconfig.PyRevitConfig` (*cfg_file_path=None, config_type='Unknown'*)
Provide read/write access to pyRevit configuration.

Parameters

- **cfg_file_path** (*str*) – full path to config file to be used.
- **config_type** (*str*) – type of config file

Example

```

>>> cfg = PyRevitConfig(cfg_file_path)
>>> cfg.add_section('sectionname')
>>> cfg.sectionname.property = value
>>> cfg.sectionname.get('property', default_value)
>>> cfg.save_changes()

```

config_file

Current config file path.

get_active_cpython_engine ()

Return active cpython engine.

get_config_version ()

Return version of config file used for change detection.

get_current_attachment ()

Return current pyRevit attachment.

get_ext_root_dirs ()

Return a list of all extension directories.

Returns list of strings. user extension directories.

Return type list

get_ext_sources ()

Return a list of extension definition source files

static get_list_separator ()

Get list separator defined in user os regional settings.

get_thirdparty_ext_root_dirs (*include_default=True*)

Return a list of external extension directories set by the user.

Returns list of strings. External user extension directories.

Return type `list`

save_changes ()

Save user config into associated config file.

set_thirdparty_ext_root_dirs (*path_list*)

Updates list of external extension directories in config file

Parameters `path_list` (*list[str]*) – list of external extension paths

`pyrevit.userconfig.find_config_file` (*target_path*)

Find config file in target path.

`pyrevit.userconfig.verify_configs` (*config_file_path=None*)

Create a user settings file.

if `config_file_path` is not provided, configs will be in memory only

Parameters `config_file_path` (*str, optional*) – config file full name and path

Returns pyRevit config file handler

Return type `pyrevit.userconfig.PyRevitConfig`

13.1 pyrevit.versionmgr.about

Utility module for pyRevit project information.

Example

```
>>> from pyrevit.versionmgr import about
>>> a = about.get_pyrevit_about()
>>> a.subtitle
... 'python RAD Environment for Autodesk Revit®'
>>> a.copyright
... '© 2014-2022 Ehsan Iran-Nejad'
```

class pyrevit.versionmgr.about.**PyRevitAbout** (*subtitle, madein, copyright*)
pyRevit project info tuple.

subtitle
project subtitle
Type str

madein
project made-in info
Type str

copyright
project copyright info
Type str

copyright
Alias for field number 2

madein

Alias for field number 1

subtitle

Alias for field number 0

`pyrevit.versionmgr.about.get_pyrevit_about()`

Return information about pyRevit project.

Returns pyRevit project info tuple

Return type *PyRevitAbout*

13.2 pyrevit.versionmgr.updater

Handle updating pyRevit repository and its extensions.

`pyrevit.versionmgr.updater.check_for_updates()`

Check whether any available repo has pending updates.

`pyrevit.versionmgr.updater.get_all_extension_repos()`

Return a list of repos for all installed extensions.

`pyrevit.versionmgr.updater.get_thirdparty_ext_repos()`

Return a list of repos for installed third-party extensions.

`pyrevit.versionmgr.updater.get_updates(repo_info)`

Fetch updates on repository.

Parameters `repo_info` (*pyrevit.coreutils.git.RepoInfo*) – repository info wrapper object

`pyrevit.versionmgr.updater.has_core_updates()`

Check whether pyRevit repo has core updates.

This would require host application to be closed to release the file lock of core DLLs so they can be updated separately.

`pyrevit.versionmgr.updater.has_pending_updates(repo_info)`

Check for updates on repository.

Parameters `repo_info` (*pyrevit.coreutils.git.RepoInfo*) – repository info wrapper object

`pyrevit.versionmgr.updater.update_pyrevit()`

Update pyrevit and its extension repositories.

`pyrevit.versionmgr.updater.update_repo(repo_info)`

Update repository.

Parameters `repo_info` (*pyrevit.coreutils.git.RepoInfo*) – repository info wrapper object

13.3 pyrevit.versionmgr.upgrade

Perform upgrades between version, e.g. adding a new config parameter

`pyrevit.versionmgr.upgrade.remove_leftover_temp_files()`

4.8.5 had a bug that would create temp files with extension `..bak` This cleans them up

`pyrevit.versionmgr.upgrade.upgrade_existing_pyrevit()`
Upgrade existing pyRevit deployment.

`pyrevit.versionmgr.upgrade.upgrade_user_config(user_config)`
Upgarde user configurations.

Parameters

- **user_config** (`pyrevit.userconfig.PyRevitConfig`) – config object
- **val** (`type`) – desc

Utility functions for managing pyRevit versions.

Example

```
>>> from pyrevit import versionmgr
>>> v = versionmgr.get_pyrevit_version()
>>> v.get_formatted()
... '4.10-beta2'
```

class `pyrevit.versionmgr._PyRevitVersion` (*signature*)
pyRevit version wrapper.

Parameters **commit_hash** (`str`) – signature

as_int_tuple ()
Returns version as an int tuple (major, minor, patch)

as_str_tuple ()
Returns version as a string tuple ('major', 'minor', 'patch')

get_formatted (*strict=False, extended=False*)
Returns 'major.minor.patch' in string

`pyrevit.versionmgr.get_pyrevit_cli_version()`
Return version of shipped pyRevit CLI utility.

Returns version string of pyRevit CLI utility binary

Return type `str`

`pyrevit.versionmgr.get_pyrevit_repo()`
Return pyRevit repository.

Returns repo wrapper object

Return type `pyrevit.coreutils.git.RepoInfo`

`pyrevit.versionmgr.get_pyrevit_version()`
Return information about active pyRevit version.

Returns version wrapper object

Return type `_PyRevitVersion`

p

- pyrevit, 3
- pyrevit.api, 9
- pyrevit.compat, 11
- pyrevit.coreutils, 40
 - pyrevit.coreutils.appdata, 13
 - pyrevit.coreutils.charts, 15
 - pyrevit.coreutils.colors, 17
 - pyrevit.coreutils.configparser, 27
 - pyrevit.coreutils.envvars, 28
 - pyrevit.coreutils.git, 29
 - pyrevit.coreutils.logger, 31
 - pyrevit.coreutils.mathnet, 33
 - pyrevit.coreutils.moduleutils, 33
 - pyrevit.coreutils.pyutils, 34
 - pyrevit.coreutils.ribbon, 36
- pyrevit.forms, 54
 - pyrevit.forms.toaster, 53
 - pyrevit.forms.utils, 53
- pyrevit.framework, 79
- pyrevit.loader, 84
 - pyrevit.loader.asmmaker, 81
 - pyrevit.loader.sessioninfo, 81
 - pyrevit.loader.sessionmgr, 83
 - pyrevit.loader.systemdiag, 83
 - pyrevit.loader.uimaker, 84
- pyrevit.output, 85
 - pyrevit.output.linkmaker, 85
- pyrevit.revit, 95
 - pyrevit.revit.files, 93
 - pyrevit.revit.geom, 93
 - pyrevit.revit.serverutils, 94
 - pyrevit.revit.units, 95
- pyrevit.routes, 98
 - pyrevit.routes.server, 97
 - pyrevit.routes.server.base, 97
- pyrevit.script, 101
- pyrevit.userconfig, 109
- pyrevit.versionmgr, 115
 - pyrevit.versionmgr.about, 113
 - pyrevit.versionmgr.updater, 114
 - pyrevit.versionmgr.upgrade, 114

Symbols

`_ExecutorParams` (class in `pyrevit`), 6
`_HostAppPostableCommand` (class in `pyrevit`), 3
`_HostApplication` (class in `pyrevit`), 4
`_PyRevitVersion` (class in `pyrevit.versionmgr`), 115

A

`activate()` (`pyrevit.coreutils.ribbon.GenericPyRevitUIContainer` method), 37
`activate()` (`pyrevit.coreutils.ribbon.GenericRevitNativeUIContainer` method), 39
`activate_server()` (in module `pyrevit.routes.server`), 98
`active_routes_api()` (in module `pyrevit.routes`), 99
`active_view` (`pyrevit._HostApplication` attribute), 4
`add_header()` (`pyrevit.routes.server.base.Request` method), 97
`add_header()` (`pyrevit.routes.server.base.Response` method), 97
`add_header()` (`pyrevit.routes.server.Request` method), 97
`add_header()` (`pyrevit.routes.server.Response` method), 98
`add_route()` (in module `pyrevit.routes.server`), 98
`add_section()` (`pyrevit.coreutils.configparser.PyRevitConfigParser` method), 27
`add_style()` (`pyrevit.output.PyRevitOutputWindow` method), 86
`add_subsection()` (`pyrevit.coreutils.configparser.PyRevitConfigSectionParser` method), 28
`addin_id` (`pyrevit._HostApplication` attribute), 4
`alert()` (in module `pyrevit.forms`), 63
`alert_ifnot()` (in module `pyrevit.forms`), 63
`almost_equal()` (in module `pyrevit.coreutils.pyutils`), 34
API (class in `pyrevit.routes`), 98

`app` (`pyrevit._HostApplication` attribute), 4
`as_int_tuple()` (`pyrevit.versionmgr.PyRevitVersion` method), 115
`as_str_tuple()` (`pyrevit.versionmgr.PyRevitVersion` method), 115

`ask_for_color()` (in module `pyrevit.forms`), 64
`ask_for_date()` (in module `pyrevit.forms`), 64
`ask_for_number_slider()` (in module `pyrevit.forms`), 64
`ask_for_one_item()` (in module `pyrevit.forms`), 65
`ask_for_string()` (in module `pyrevit.forms`), 65
`ask_for_unique_string()` (in module `pyrevit.forms`), 66
`ask_to_use_selected()` (in module `pyrevit.forms`), 66
`AssembledExtension` (class in `pyrevit.loader.sessionmgr`), 83
`asm` (`pyrevit.loader.sessionmgr.AssembledExtension` attribute), 83
`available_servers` (`pyrevit._HostApplication` attribute), 4

B

`bitmap_from_file()` (in module `pyrevit.forms.utils`), 53
`blue` (`pyrevit.coreutils.colors.RGB` attribute), 17
`branch` (`pyrevit.coreutils.git.RepoInfo` attribute), 30
`build` (`pyrevit._HostApplication` attribute), 4
`button()` (`pyrevit.coreutils.ribbon.RevitNativeRibbonGroupItem` method), 39
`button_select()` (`pyrevit.forms.SelectFromList` method), 60
`ButtonIcons` (class in `pyrevit.coreutils.ribbon`), 36

C

`cached_engine` (`pyrevit._ExecutorParams` attribute), 6

- `calculate_dir_hash()` (in module `pyrevit.coreutils`), 42
- `callback_url` (`pyrevit.routes.server.base.Request` attribute), 97
- `callback_url` (`pyrevit.routes.server.Request` attribute), 98
- `callHandlers()` (`pyrevit.coreutils.logger.LoggerWrapper` method), 31
- `can_access_url()` (in module `pyrevit.coreutils`), 42
- `center()` (`pyrevit.output.PyRevitOutputWindow` method), 86
- `chart_type` (`pyrevit.coreutils.charts.PyRevitOutputChart` attribute), 15
- `check_all()` (`pyrevit.forms.SelectFromList` method), 60
- `check_encoding_bom()` (in module `pyrevit.coreutils`), 42
- `check_familydoc()` (in module `pyrevit.forms`), 67
- `check_for_updates()` (in module `pyrevit.versionmgr.updater`), 114
- `check_graphicalview()` (in module `pyrevit.forms`), 67
- `check_icon_size()` (`pyrevit.coreutils.ribbon.ButtonIcons` method), 36
- `check_internet_connection()` (in module `pyrevit.coreutils`), 42
- `check_modeldoc()` (in module `pyrevit.forms`), 67
- `check_modelview()` (in module `pyrevit.forms`), 68
- `check_selected()` (`pyrevit.forms.SelectFromList` method), 60
- `check_selection()` (in module `pyrevit.forms`), 68
- `check_viewtype()` (in module `pyrevit.forms`), 68
- `check_workshared()` (in module `pyrevit.forms`), 68
- `cleanup_appdata_folder()` (in module `pyrevit.coreutils.appdata`), 13
- `cleanup_backups()` (in module `pyrevit.revit.files`), 93
- `cleanup_filename()` (in module `pyrevit.coreutils`), 43
- `cleanup_string()` (in module `pyrevit.coreutils`), 43
- `clear_search()` (`pyrevit.forms.SelectFromList` method), 60
- `clicked_cancel()` (`pyrevit.forms.ProgressBar` method), 57
- `clipboard_copy()` (in module `pyrevit.script`), 101
- `close()` (`pyrevit.output.PyRevitOutputWindow` method), 86
- `close_doc()` (`pyrevit.revit.RevitWrapper` static method), 96
- `close_dockable_panel()` (in module `pyrevit.forms`), 69
- `close_others()` (`pyrevit.output.PyRevitOutputWindow` method), 86
- `collect_marked()` (in module `pyrevit.coreutils.moduleutils`), 33
- `command_bundle` (`pyrevit._ExecutorParams` attribute), 6
- `command_config_path` (`pyrevit._ExecutorParams` attribute), 6
- `command_controlid` (`pyrevit._ExecutorParams` attribute), 6
- `command_data` (`pyrevit._ExecutorParams` attribute), 6
- `command_elements` (`pyrevit._ExecutorParams` attribute), 6
- `command_extension` (`pyrevit._ExecutorParams` attribute), 6
- `command_mode` (`pyrevit._ExecutorParams` attribute), 6
- `command_name` (`pyrevit._ExecutorParams` attribute), 7
- `command_path` (`pyrevit._ExecutorParams` attribute), 7
- `command_uibutton` (`pyrevit._ExecutorParams` attribute), 7
- `command_uniqueid` (`pyrevit._ExecutorParams` attribute), 7
- `CommandSwitchWindow` (class in `pyrevit.forms`), 54
- `compare_branch_heads()` (in module `pyrevit.coreutils.git`), 30
- `compare_lists()` (in module `pyrevit.coreutils.pyutils`), 34
- `config_file` (`pyrevit.userconfig.PyRevitConfig` attribute), 110
- `config_mode` (`pyrevit._ExecutorParams` attribute), 7
- `contains()` (`pyrevit.coreutils.ribbon.GenericPyRevitUIContainer` method), 37
- `convert_point_coord_system()` (in module `pyrevit.revit.geom`), 93
- `convert_point_to_metric()` (in module `pyrevit.revit.geom`), 93
- `copy()` (`pyrevit.coreutils.pyutils.DefaultOrderedDict` method), 34
- `copy_func()` (in module `pyrevit.coreutils.moduleutils`), 33
- `copyright` (`pyrevit.versionmgr.about.PyRevitAbout` attribute), 113
- `correct_text_encoding()` (in module `pyrevit.revit.files`), 93
- `create_assembly()` (in module `pyrevit.loader.asmmaker`), 81
- `create_bitmap()` (`pyrevit.coreutils.ribbon.ButtonIcons` method), 36
- `current_date()` (in module `pyrevit.coreutils`), 43
- `current_time()` (in module `pyrevit.coreutils`), 43
- D**
- `data_exists()` (in module `pyrevit.script`), 101

- deactivate() (pyrevit.coreutils.ribbon.GenericPyRevitUIContainer method), 37
- deactivate() (pyrevit.coreutils.ribbon.GenericRevitNativeUIContainer method), 39
- deactivate_server() (in module pyrevit.routes.server), 98
- debug_mode (pyrevit._ExecutorParams attribute), 7
- debug_mode (pyrevit.output.PyRevitOutputWindow attribute), 86
- decrement_str() (in module pyrevit.coreutils), 44
- DefaultOrderedDict (class in pyrevit.coreutils.pyutils), 34
- definition (pyrevit.forms.ParamDef attribute), 56
- directory (pyrevit.coreutils.git.RepoInfo attribute), 30
- disable_element() (pyrevit.forms.WPFWindow static method), 61
- DispatchingFormatter (class in pyrevit.coreutils.logger), 31
- dletter_to_unc() (in module pyrevit.coreutils), 44
- doc (pyrevit._HostApplication attribute), 4
- doc_mode (pyrevit._ExecutorParams attribute), 7
- docclosing_eventhandler() (in module pyrevit.output), 92
- docs (pyrevit._HostApplication attribute), 4
- draw() (pyrevit.coreutils.charts.PyRevitOutputChart method), 16
- dump_csv() (in module pyrevit.script), 101
- dump_json() (in module pyrevit.script), 101
- ## E
- enable_element() (pyrevit.forms.WPFWindow static method), 62
- enabled (pyrevit.coreutils.ribbon.GenericPyRevitUIContainer attribute), 37
- engine_cfgs (pyrevit._ExecutorParams attribute), 7
- engine_id (pyrevit._ExecutorParams attribute), 7
- engine_ver (pyrevit._ExecutorParams attribute), 7
- engine_version (pyrevit.loader.sessioninfo.RuntimeInfo attribute), 82
- ErrorSwallower (class in pyrevit.revit), 95
- event_args (pyrevit._ExecutorParams attribute), 7
- event_doc (pyrevit._ExecutorParams attribute), 7
- event_sender (pyrevit._ExecutorParams attribute), 7
- exec_id (pyrevit._ExecutorParams attribute), 7
- exec_timestamp (pyrevit._ExecutorParams attribute), 7
- execute_command() (in module pyrevit.loader.sessionmgr), 83
- execute_extension_startup_script() (in module pyrevit.loader.sessionmgr), 83
- executed_from_ui (pyrevit._ExecutorParams attribute), 8
- exit() (in module pyrevit.script), 102
- ext (pyrevit.loader.sessionmgr.AssembledExtension attribute), 83
- extend_counter() (in module pyrevit.coreutils), 44
- ExtensionAssemblyInfo (class in pyrevit.loader.asmmaker), 81
- extract_guid() (in module pyrevit.coreutils), 45
- extract_node_value() (pyrevit.coreutils.ScriptFileParser method), 41
- extract_param() (pyrevit.coreutils.ScriptFileParser method), 41
- extract_range() (in module pyrevit.coreutils), 45
- ## F
- filestream (pyrevit.coreutils.ribbon.ButtonIcons attribute), 36
- FileWatcher (class in pyrevit.coreutils), 40
- filter_kwargs() (in module pyrevit.coreutils.moduleutils), 33
- filter_null_items() (in module pyrevit.coreutils), 45
- find_child() (pyrevit.coreutils.ribbon.GenericPyRevitUIContainer method), 37
- find_config_file() (in module pyrevit.userconfig), 111
- find_data_files() (in module pyrevit.coreutils.appdata), 13
- find_direct_match() (pyrevit.forms.SearchPrompt method), 58
- find_instance_data_files() (in module pyrevit.coreutils.appdata), 13
- find_pyrevitcmd() (in module pyrevit.loader.sessionmgr), 83
- find_word_match() (pyrevit.forms.SearchPrompt method), 58
- first_load (pyrevit._ExecutorParams attribute), 8
- format() (pyrevit.coreutils.logger.DispatchingFormatter method), 31
- format_area() (in module pyrevit.revit.units), 95
- format_hex_rgb() (in module pyrevit.coreutils), 45
- format_slope() (in module pyrevit.revit.units), 95
- freeze() (pyrevit.output.PyRevitOutputWindow method), 86
- fully_remove_dir() (in module pyrevit.coreutils), 45
- fuzzy_search_ratio() (in module pyrevit.coreutils), 45
- ## G
- garbage_data_file() (in module pyrevit.coreutils.appdata), 14

GenericPyRevitUIContainer (class in *pyrevit.coreutils.ribbon*), 37

GenericRevitNativeUIContainer (class in *pyrevit.coreutils.ribbon*), 38

get_active_cpython_engine() (pyrevit.userconfig.PyRevitConfig method), 110

get_active_server() (in module *pyrevit.routes.server*), 98

get_adwindows_object() (pyrevit.coreutils.ribbon.GenericPyRevitUIContainer method), 37

get_all_buttons() (in module *pyrevit.script*), 102

get_all_extension_repos() (in module *pyrevit.versionmgr.updater*), 114

get_all_new_commits() (in module *pyrevit.coreutils.git*), 30

get_all_subclasses() (in module *pyrevit.coreutils*), 46

get_alt_script_path() (in module *pyrevit.script*), 102

get_bundle_file() (in module *pyrevit.script*), 102

get_bundle_files() (in module *pyrevit.script*), 102

get_bundle_name() (in module *pyrevit.script*), 102

get_button() (in module *pyrevit.script*), 102

get_canonical_parts() (in module *pyrevit.coreutils*), 46

get_config() (in module *pyrevit.script*), 102

get_config_file_hash() (pyrevit.coreutils.configparser.PyRevitConfigParser method), 27

get_config_version() (pyrevit.userconfig.PyRevitConfig method), 110

get_current_attachment() (pyrevit.userconfig.PyRevitConfig method), 110

get_current_thread_id() (in module *pyrevit.framework*), 79

get_current_ui() (in module *pyrevit.coreutils.ribbon*), 40

get_data_file() (in module *pyrevit.coreutils.appdata*), 14

get_data_file() (in module *pyrevit.script*), 102

get_default_stylesheet() (in module *pyrevit.output*), 92

get_dll_file() (in module *pyrevit.framework*), 79

get_docstring() (pyrevit.coreutils.ScriptFileParser method), 41

get_document_data_file() (in module *pyrevit.script*), 103

get_enum_none() (in module *pyrevit.coreutils*), 46

get_enum_value() (in module *pyrevit.coreutils*), 46

get_enum_values() (in module *pyrevit.coreutils*), 46

get_envvar() (in module *pyrevit.script*), 103

get_exe_version() (in module *pyrevit.coreutils*), 46

get_ext_root_dirs() (pyrevit.userconfig.PyRevitConfig method), 110

get_ext_sources() (pyrevit.userconfig.PyRevitConfig method), 110

get_extension_name() (in module *pyrevit.script*), 104

get_file_hdlr() (in module *pyrevit.coreutils.logger*), 32

get_file_name() (in module *pyrevit.coreutils*), 46

get_flagged_children() (pyrevit.coreutils.ribbon.GenericPyRevitUIContainer method), 38

get_formatted() (pyrevit.versionmgr.PyRevitVersion method), 115

get_head_html() (pyrevit.output.PyRevitOutputWindow method), 86

get_height() (pyrevit.output.PyRevitOutputWindow method), 86

get_info() (in module *pyrevit.script*), 104

get_instance_data_file() (in module *pyrevit.coreutils.appdata*), 14

get_instance_data_file() (in module *pyrevit.script*), 104

get_integer_length() (in module *pyrevit.coreutils*), 46

get_level() (pyrevit.coreutils.logger.LoggerWrapper method), 31

get_list_separator() (pyrevit.userconfig.PyRevitConfig static method), 110

get_loaded_pyrevit_assemblies() (in module *pyrevit.loader.sessioninfo*), 82

get_logger() (in module *pyrevit.coreutils.logger*), 32

get_logger() (in module *pyrevit.script*), 104

get_mapped_drives_dict() (in module *pyrevit.coreutils*), 46

get_model_sync_history() (in module *pyrevit.revit.serverutils*), 94

get_my_ip() (in module *pyrevit.coreutils*), 46

get_option() (pyrevit.coreutils.configparser.PyRevitConfigSectionParser method), 28

get_output() (in module *pyrevit.output*), 92

get_output() (in module *pyrevit.script*), 104

get_paper_sizes() (in module *pyrevit.coreutils*), 46

get_postable_commands() (pyrevit.HostApplication method), 4

get_product_serial_number() (in module *pyrevit.api*), 9

get_pyrevit_about() (in module *pyrevit*), 9

- vit.versionmgr.about*), 114
- `get_pyrevit_cli_version()` (in module *pyrevit.versionmgr*), 115
- `get_pyrevit_env_var()` (in module *pyrevit.coreutils.envvars*), 29
- `get_pyrevit_env_vars()` (in module *pyrevit.coreutils.envvars*), 29
- `get_pyrevit_repo()` (in module *pyrevit.versionmgr*), 115
- `get_pyrevit_version()` (in module *pyrevit.script*), 104
- `get_pyrevit_version()` (in module *pyrevit.versionmgr*), 115
- `get_reg_key()` (in module *pyrevit.coreutils*), 46
- `get_repo()` (in module *pyrevit.coreutils.git*), 30
- `get_results()` (in module *pyrevit.script*), 105
- `get_revit_instance_count()` (in module *pyrevit.coreutils*), 47
- `get_routes()` (in module *pyrevit.routes.server*), 98
- `get_runtime_info()` (in module *pyrevit.loader.sessioninfo*), 82
- `get_rvtapi_object()` (*pyrevit.coreutils.ribbon.GenericPyRevitUIContainer* method), 38
- `get_script_path()` (in module *pyrevit.script*), 105
- `get_section()` (*pyrevit.coreutils.configparser.PyRevitConfigParser* method), 27
- `get_server_path()` (in module *pyrevit.revit.serverutils*), 94
- `get_session_uuid()` (in module *pyrevit.loader.sessioninfo*), 82
- `get_stdout_hdlr()` (in module *pyrevit.coreutils.logger*), 32
- `get_str_hash()` (in module *pyrevit.coreutils*), 47
- `get_stylesheet()` (in module *pyrevit.output*), 92
- `get_sub_folders()` (in module *pyrevit.coreutils*), 47
- `get_subsection()` (*pyrevit.coreutils.configparser.PyRevitConfigSectionParser* method), 28
- `get_subsections()` (*pyrevit.coreutils.configparser.PyRevitConfigSectionParser* method), 28
- `get_swallowed_errors()` (*pyrevit.revit.ErrorSwallower* method), 96
- `get_thirdparty_ext_repos()` (in module *pyrevit.versionmgr.updater*), 114
- `get_thirdparty_ext_root_dirs()` (*pyrevit.userconfig.PyRevitConfig* method), 110
- `get_time()` (*pyrevit.coreutils.Timer* method), 42
- `get_title()` (*pyrevit.output.PyRevitOutputWindow* method), 86
- `get_toaster()` (in module *pyrevit.forms.toaster*), 53
- `get_type()` (in module *pyrevit.framework*), 79
- `get_uibutton()` (in module *pyrevit.coreutils.ribbon*), 40
- `get_unique_id()` (in module *pyrevit.script*), 105
- `get_universal_data_file()` (in module *pyrevit.coreutils.appdata*), 14
- `get_universal_data_file()` (in module *pyrevit.script*), 105
- `get_updates()` (in module *pyrevit.versionmgr.updater*), 114
- `get_width()` (*pyrevit.output.PyRevitOutputWindow* method), 86
- `GetValueWindow` (class in *pyrevit.forms*), 55
- `git_clone()` (in module *pyrevit.coreutils.git*), 30
- `git_fetch()` (in module *pyrevit.coreutils.git*), 31
- `git_pull()` (in module *pyrevit.coreutils.git*), 31
- `green` (*pyrevit.coreutils.colors.RGB* attribute), 17
- ## H
- `handle_click()` (*pyrevit.forms.CommandSwitchWindow* method), 55
- `handle_input_key()` (*pyrevit.forms.CommandSwitchWindow* method), 55
- `handle_input_key()` (*pyrevit.forms.WPFWindow* method), 62
- `handle_kb_key()` (*pyrevit.forms.SearchPrompt* method), 58
- `handle_url_click()` (*pyrevit.forms.WPFWindow* method), 62
- `has_any_arguments()` (in module *pyrevit.coreutils.moduleutils*), 33
- `has_api_context` (*pyrevit.HostApplication* attribute), 4
- `has_argument()` (in module *pyrevit.coreutils.moduleutils*), 33
- `has_changed` (*pyrevit.coreutils.FileWatcher* attribute), 41
- `has_core_updates()` (in module *pyrevit.versionmgr.updater*), 114
- `has_errors()` (*pyrevit.coreutils.logger.LoggerWrapper* method), 32
- `has_nonprintable()` (in module *pyrevit.coreutils*), 47
- `has_option()` (*pyrevit.coreutils.configparser.PyRevitConfigSectionParser* method), 28
- `has_pending_updates()` (in module *pyrevit.versionmgr.updater*), 114
- `has_section()` (*pyrevit.coreutils.configparser.PyRevitConfigParser* method), 28

has_subsection() (pyrevit.coreutils.configparser.PyRevitConfigSectionParser attribute), 28
 head_name (pyrevit.coreutils.git.RepoInfo attribute), 30
 header (pyrevit.coreutils.configparser.PyRevitConfigSectionParser attribute), 28
 headers (pyrevit.routes.server.base.Request attribute), 97
 headers (pyrevit.routes.server.base.Response attribute), 97
 headers (pyrevit.routes.server.Request attribute), 98
 headers (pyrevit.routes.server.Response attribute), 98
 hex2int_long() (in module pyrevit.coreutils), 47
 hex_color (pyrevit.coreutils.colors.RGB attribute), 17
 hide() (pyrevit.output.PyRevitOutputWindow method), 86
 hide_element() (pyrevit.forms.WPFWindow static method), 62
 hide_logpanel() (pyrevit.output.PyRevitOutputWindow method), 86
 hide_progress() (pyrevit.output.PyRevitOutputWindow method), 87
 host_version (pyrevit.loader.sessioninfo.RuntimeInfo attribute), 82
I
 icon_file_path (pyrevit.coreutils.ribbon.ButtonIcons attribute), 36
 id (pyrevit._HostAppPostableCommand attribute), 3
 increment_str() (in module pyrevit.coreutils), 47
 indeterminate (pyrevit.forms.ProgressBar attribute), 57
 indeterminate_progress() (pyrevit.output.PyRevitOutputWindow method), 87
 index (pyrevit.revit.serverutils.SyncHistory attribute), 94
 inform_wip() (in module pyrevit.forms), 69
 init() (in module pyrevit.routes.server), 98
 inject_script() (pyrevit.output.PyRevitOutputWindow method), 87
 inject_to_body() (pyrevit.output.PyRevitOutputWindow method), 87
 inject_to_head() (pyrevit.output.PyRevitOutputWindow method), 87
 insert_divider() (pyrevit.output.PyRevitOutputWindow method), 88
 inspect_calling_scope_global_var() (in module pyrevit.coreutils), 48
 inspect_calling_scope_local_var() (in module pyrevit.coreutils), 48
 int2hex_long() (in module pyrevit.coreutils), 48
 is_api_object() (in module pyrevit.api), 9
 is_blank() (in module pyrevit.coreutils), 48
 is_box_visible_on_screens() (in module pyrevit.coreutils), 48
 is_data_file_available() (in module pyrevit.coreutils.appdata), 14
 is_demo (pyrevit._HostApplication attribute), 4
 is_dirty() (pyrevit.coreutils.ribbon.GenericPyRevitUIContainer method), 38
 is_enabled_for() (pyrevit.coreutils.logger.LoggerWrapper method), 32
 is_exactly() (pyrevit._HostApplication method), 4
 is_file_available() (in module pyrevit.coreutils.appdata), 15
 is_native() (pyrevit.coreutils.ribbon.GenericPyRevitUIContainer static method), 38
 is_native() (pyrevit.coreutils.ribbon.GenericRevitNativeUIContainer static method), 39
 is_newer_than() (pyrevit._HostApplication method), 4
 is_older_than() (pyrevit._HostApplication method), 5
 is_product_demo() (in module pyrevit.api), 9
 is_pyrevit_data_file() (in module pyrevit.coreutils.appdata), 15
 is_pyrevit_tab() (pyrevit.coreutils.ribbon.RevitNativeRibbonTab static method), 39
 is_registered_dockable_panel() (in module pyrevit.forms), 69
 is_url_valid() (in module pyrevit.coreutils), 48
 isEnabledFor() (pyrevit.coreutils.logger.LoggerWrapper method), 32
 isnumber() (in module pyrevit.coreutils.pyutils), 34
 isreadonly (pyrevit.forms.ParamDef attribute), 56
 istype (pyrevit.forms.ParamDef attribute), 56
 itemdata_mode (pyrevit.coreutils.ribbon.GenericPyRevitUIContainer attribute), 37
J
 join_strings() (in module pyrevit.coreutils), 48
 journal_read() (in module pyrevit.script), 105
 journal_write() (in module pyrevit.script), 105

K

key (*pyrevit._HostAppPostableCommand* attribute), 3
 kill_tasks() (in module *pyrevit.coreutils*), 49

L

language (*pyrevit._HostApplication* attribute), 5
 large_bitmap (*pyrevit.coreutils.ribbon.ButtonIcons* attribute), 37
 last_commit_hash (*pyrevit.coreutils.git.RepoInfo* attribute), 30
 linkify() (*pyrevit.output.PyRevitOutputWindow* static method), 88
 list_data_files() (in module *pyrevit.coreutils.appdata*), 15
 list_instance_data_files() (in module *pyrevit.coreutils.appdata*), 15
 load_bitmapimage() (in module *pyrevit.coreutils.ribbon*), 40
 load_component() (in module *pyrevit.forms.utils*), 54
 load_csv() (in module *pyrevit.script*), 105
 load_ctrl_template() (in module *pyrevit.forms.utils*), 54
 load_data() (in module *pyrevit.script*), 106
 load_index() (in module *pyrevit.script*), 106
 load_itemspanel_template() (in module *pyrevit.forms.utils*), 54
 load_json() (in module *pyrevit.script*), 106
 load_session() (in module *pyrevit.loader.sessionmgr*), 83
 location (*pyrevit.loader.asmmaker.ExtensionAssemblyInfo* attribute), 81
 lock_size() (*pyrevit.output.PyRevitOutputWindow* method), 88
 log_debug() (*pyrevit.output.PyRevitOutputWindow* method), 88
 log_error() (*pyrevit.output.PyRevitOutputWindow* method), 88
 log_info() (*pyrevit.output.PyRevitOutputWindow* method), 88
 log_success() (*pyrevit.output.PyRevitOutputWindow* method), 88
 log_warning() (*pyrevit.output.PyRevitOutputWindow* method), 88
 loggers_have_errors() (in module *pyrevit.coreutils.logger*), 32
 LoggerWrapper (class in *pyrevit.coreutils.logger*), 31
 luminance (*pyrevit.coreutils.colors.RGB* attribute), 17

M

madein (*pyrevit.versionmgr.about.PyRevitAbout* attribute), 113

make_bar_chart() (*pyrevit.output.PyRevitOutputWindow* method), 88
 make_bubble_chart() (*pyrevit.output.PyRevitOutputWindow* method), 88
 make_canonical_name() (in module *pyrevit.coreutils*), 49
 make_chart() (*pyrevit.output.PyRevitOutputWindow* method), 88
 make_doughnut_chart() (*pyrevit.output.PyRevitOutputWindow* method), 88
 make_line_chart() (*pyrevit.output.PyRevitOutputWindow* method), 88
 make_link() (in module *pyrevit.output.linkmaker*), 85
 make_pie_chart() (*pyrevit.output.PyRevitOutputWindow* method), 88
 make_polar_chart() (*pyrevit.output.PyRevitOutputWindow* method), 89
 make_radar_chart() (*pyrevit.output.PyRevitOutputWindow* method), 89
 make_response() (in module *pyrevit.routes.server*), 98
 make_stacked_chart() (*pyrevit.output.PyRevitOutputWindow* method), 89
 mark() (in module *pyrevit.coreutils.moduleutils*), 33
 medium_bitmap (*pyrevit.coreutils.ribbon.ButtonIcons* attribute), 37
 merge() (in module *pyrevit.coreutils.pyutils*), 35

N

name (*pyrevit._HostAppPostableCommand* attribute), 3
 name (*pyrevit.coreutils.colors.RGB* attribute), 17
 name (*pyrevit.coreutils.git.RepoInfo* attribute), 30
 name (*pyrevit.coreutils.ribbon.GenericPyRevitUIContainer* attribute), 37
 name (*pyrevit.forms.ParamDef* attribute), 56
 name (*pyrevit.loader.asmmaker.ExtensionAssemblyInfo* attribute), 81
 needs_clean_engine (*pyrevit._ExecutorParams* attribute), 8
 needs_fullframe_engine (*pyrevit._ExecutorParams* attribute), 8
 needs_persistent_engine (*pyrevit._ExecutorParams* attribute), 8
 needs_refreshed_engine (*pyrevit._ExecutorParams* attribute), 8

new_dataset() (pyrevit.coreutils.charts.PyRevitOutputChartData method), 16
 new_session_uuid() (in module pyrevit.loader.sessioninfo), 82
 new_uuid() (in module pyrevit.coreutils), 49
 next_page() (pyrevit.output.PyRevitOutputWindow method), 89

O

on_failure_processing() (pyrevit.revit.ErrorSwallower method), 96
 open_doc() (pyrevit.revit.RevitWrapper static method), 96
 open_dockable_panel() (in module pyrevit.forms), 69
 open_folder_in_explorer() (in module pyrevit.coreutils), 49
 open_page() (pyrevit.output.PyRevitOutputWindow method), 89
 open_url() (in module pyrevit.script), 107
 open_url() (pyrevit.output.PyRevitOutputWindow method), 89
 output (pyrevit.coreutils.charts.PyRevitOutputChart attribute), 15
 output_id (pyrevit.output.PyRevitOutputWindow attribute), 89
 output_stream (pyrevit._ExecutorParams attribute), 8
 output_uniqueid (pyrevit.output.PyRevitOutputWindow attribute), 89

P

pairwise() (in module pyrevit.coreutils.pyutils), 35
 ParamDef (class in pyrevit.forms), 55
 params (pyrevit.routes.server.base.Request attribute), 97
 params (pyrevit.routes.server.Request attribute), 98
 password (pyrevit.coreutils.git.RepoInfo attribute), 30
 pick_excel_file() (in module pyrevit.forms), 69
 pick_file() (in module pyrevit.forms), 69
 pick_folder() (in module pyrevit.forms), 70
 post_command() (pyrevit._HostApplication method), 5
 post_command() (pyrevit.revit.RevitWrapper static method), 96
 prepare_html_str() (in module pyrevit.coreutils), 49
 pretty_name (pyrevit._HostApplication attribute), 5
 print_code() (pyrevit.output.PyRevitOutputWindow static method), 89
 print_html() (pyrevit.output.PyRevitOutputWindow static method), 89
 print_image() (pyrevit.output.PyRevitOutputWindow method), 89
 print_md() (pyrevit.output.PyRevitOutputWindow static method), 90
 print_table() (pyrevit.output.PyRevitOutputWindow method), 90
 proc (pyrevit._HostApplication attribute), 5
 proc_id (pyrevit._HostApplication attribute), 5
 proc_name (pyrevit._HostApplication attribute), 5
 proc_path (pyrevit._HostApplication attribute), 5
 proc_screen (pyrevit._HostApplication attribute), 5
 proc_screen_scalefactor (pyrevit._HostApplication attribute), 5
 proc_screen_workarea (pyrevit._HostApplication attribute), 5
 proc_window (pyrevit._HostApplication attribute), 5
 process_option() (pyrevit.forms.CommandSwitchWindow method), 55
 ProgressBar (class in pyrevit.forms), 56
 project_to_viewport() (in module pyrevit.revit.units), 95
 project_to_world() (in module pyrevit.revit.units), 95
 pyrevit (module), 3
 pyrevit.api (module), 9
 pyrevit.compat (module), 11
 pyrevit.coreutils (module), 40
 pyrevit.coreutils.appdata (module), 13
 pyrevit.coreutils.charts (module), 15
 pyrevit.coreutils.colors (module), 17
 pyrevit.coreutils.configparser (module), 27
 pyrevit.coreutils.envvars (module), 28
 pyrevit.coreutils.git (module), 29
 pyrevit.coreutils.logger (module), 31
 pyrevit.coreutils.mathnet (module), 33
 pyrevit.coreutils.moduleutils (module), 33
 pyrevit.coreutils.pyutils (module), 34
 pyrevit.coreutils.ribbon (module), 36
 pyrevit.forms (module), 54
 pyrevit.forms.toaster (module), 53
 pyrevit.forms.utils (module), 53
 pyrevit.framework (module), 79
 pyrevit.loader (module), 84
 pyrevit.loader.asmmaker (module), 81
 pyrevit.loader.sessioninfo (module), 81
 pyrevit.loader.sessionmgr (module), 83
 pyrevit.loader.systemdiag (module), 83
 pyrevit.loader.uimaker (module), 84
 pyrevit.output (module), 85
 pyrevit.output.linkmaker (module), 85

- pyrevit.revit (*module*), 95
 pyrevit.revit.files (*module*), 93
 pyrevit.revit.geom (*module*), 93
 pyrevit.revit.serverutils (*module*), 94
 pyrevit.revit.units (*module*), 95
 pyrevit.routes (*module*), 98
 pyrevit.routes.server (*module*), 97
 pyrevit.routes.server.base (*module*), 97
 pyrevit.script (*module*), 101
 pyrevit.userconfig (*module*), 109
 pyrevit.versionmgr (*module*), 115
 pyrevit.versionmgr.about (*module*), 113
 pyrevit.versionmgr.updater (*module*), 114
 pyrevit.versionmgr.upgrade (*module*), 114
 pyrevit_version (*pyrevit.forms.WPFWindow* attribute), 62
 pyrevit_version (*pyrevit.loader.sessioninfo.RuntimeInfo* attribute), 82
 PyRevitAbout (*class in pyrevit.versionmgr.about*), 113
 PyRevitConfig (*class in pyrevit.userconfig*), 110
 PyRevitConfigParser (*class in pyrevit.coreutils.configparser*), 27
 PyRevitConfigSectionParser (*class in pyrevit.coreutils.configparser*), 28
 PyRevitException (*class in pyrevit*), 3
 PyRevitGitAuthenticationError, 29
 PyRevitIOError (*class in pyrevit*), 3
 PyRevitOutputChart (*class in pyrevit.coreutils.charts*), 15
 PyRevitOutputChartData (*class in pyrevit.coreutils.charts*), 16
 PyRevitOutputChartDataset (*class in pyrevit.coreutils.charts*), 16
 PyRevitOutputChartOptions (*class in pyrevit.coreutils.charts*), 16
 PyRevitOutputWindow (*class in pyrevit.output*), 86
 PyRevitUIError, 39
- ## R
- random_alpha() (*in module pyrevit.coreutils*), 49
 random_color() (*in module pyrevit.coreutils*), 49
 random_hex_color() (*in module pyrevit.coreutils*), 49
 random_rgb_color() (*in module pyrevit.coreutils*), 50
 random_rgba_color() (*in module pyrevit.coreutils*), 50
 randomize_colors() (*pyrevit.coreutils.charts.PyRevitOutputChart* method), 16
 reactive (*class in pyrevit.forms*), 70
 read_source_file() (*in module pyrevit.coreutils*), 50
 read_text() (*in module pyrevit.revit.files*), 93
 read_url() (*in module pyrevit.coreutils*), 50
 red (*pyrevit.coreutils.colors.RGB* attribute), 17
 reformat_string() (*in module pyrevit.coreutils*), 50
 register_dockable_panel() (*in module pyrevit.forms*), 70
 reload() (*pyrevit.coreutils.configparser.PyRevitConfigParser* method), 28
 reloading (*pyrevit.loader.asmmaker.ExtensionAssemblyInfo* attribute), 81
 remove_data_file() (*in module pyrevit.script*), 107
 remove_leftover_temp_files() (*in module pyrevit.versionmgr.upgrade*), 114
 remove_option() (*pyrevit.coreutils.configparser.PyRevitConfigSectionParser* method), 28
 remove_route() (*in module pyrevit.routes.server*), 98
 remove_section() (*pyrevit.coreutils.configparser.PyRevitConfigParser* method), 28
 renderer (*pyrevit.output.PyRevitOutputWindow* attribute), 90
 reorder_after() (*pyrevit.coreutils.ribbon.GenericPyRevitUIContainer* method), 38
 reorder_afterall() (*pyrevit.coreutils.ribbon.GenericPyRevitUIContainer* method), 38
 reorder_before() (*pyrevit.coreutils.ribbon.GenericPyRevitUIContainer* method), 38
 reorder_beforeall() (*pyrevit.coreutils.ribbon.GenericPyRevitUIContainer* method), 38
 repo (*pyrevit.coreutils.git.RepoInfo* attribute), 30
 RepoInfo (*class in pyrevit.coreutils.git*), 29
 report_env() (*in module pyrevit.loader.sessioninfo*), 82
 Request (*class in pyrevit.routes.server*), 97
 Request (*class in pyrevit.routes.server.base*), 97
 reset() (*pyrevit.forms.ProgressBar* method), 57
 reset() (*pyrevit.revit.ErrorSwallower* method), 96
 reset_config() (*in module pyrevit.script*), 107
 reset_icon() (*pyrevit.output.PyRevitOutputWindow* method), 90
 reset_level() (*pyrevit.coreutils.logger.LoggerWrapper* method), 32
 reset_progress() (*pyrevit.output.PyRevitOutputWindow* method),

- 90
- `reset_stylesheet()` (in module `pyrevit.output`), 92
- `resize()` (`pyrevit.output.PyRevitOutputWindow` method), 90
- `Response` (class in `pyrevit.routes.server`), 98
- `Response` (class in `pyrevit.routes.server.base`), 97
- `restart()` (`pyrevit.coreutils.Timer` method), 42
- `result_dict` (`pyrevit._ExecutorParams` attribute), 8
- `reverse_dict()` (in module `pyrevit.coreutils`), 51
- `reverse_html()` (in module `pyrevit.coreutils`), 51
- `RevitNativeRibbonButton` (class in `pyrevit.coreutils.ribbon`), 39
- `RevitNativeRibbonGroupItem` (class in `pyrevit.coreutils.ribbon`), 39
- `RevitNativeRibbonPanel` (class in `pyrevit.coreutils.ribbon`), 39
- `RevitNativeRibbonTab` (class in `pyrevit.coreutils.ribbon`), 39
- `RevitWrapper` (class in `pyrevit.revit`), 96
- `RGB` (class in `pyrevit.coreutils.colors`), 17
- `ribbon_item()` (`pyrevit.coreutils.ribbon.RevitNativeRibbonPanel` method), 39
- `ribbon_panel()` (`pyrevit.coreutils.ribbon.RevitNativeRibbonTab` method), 39
- `route()` (`pyrevit.routes.API` method), 99
- `run_process()` (in module `pyrevit.coreutils`), 51
- `RuntimeInfo` (class in `pyrevit.loader.sessioninfo`), 81
- `rvtobj` (`pyrevit._HostAppPostableCommand` attribute), 4
- ## S
- `safe_cast()` (in module `pyrevit.coreutils.pyutils`), 36
- `safe_text_color` (`pyrevit.coreutils.colors.RGB` attribute), 17
- `SafeDict` (class in `pyrevit.coreutils`), 41
- `save()` (`pyrevit.coreutils.configparser.PyRevitConfigParser` method), 28
- `save_changes()` (`pyrevit.userconfig.PyRevitConfig` method), 111
- `save_config()` (in module `pyrevit.script`), 107
- `save_contents()` (`pyrevit.output.PyRevitOutputWindow` method), 91
- `save_excel_file()` (in module `pyrevit.forms`), 70
- `save_file()` (in module `pyrevit.forms`), 70
- `script_data` (`pyrevit._ExecutorParams` attribute), 8
- `script_runtime` (`pyrevit._ExecutorParams` attribute), 8
- `script_runtime_cfgs` (`pyrevit._ExecutorParams` attribute), 8
- `ScriptFileParser` (class in `pyrevit.coreutils`), 41
- `search_input` (`pyrevit.forms.SearchPrompt` attribute), 58
- `search_input_parts` (`pyrevit.forms.SearchPrompt` attribute), 58
- `search_matches` (`pyrevit.forms.SearchPrompt` attribute), 58
- `search_term` (`pyrevit.forms.SearchPrompt` attribute), 58
- `search_term_args` (`pyrevit.forms.SearchPrompt` attribute), 58
- `search_term_main` (`pyrevit.forms.SearchPrompt` attribute), 58
- `search_term_switches` (`pyrevit.forms.SearchPrompt` attribute), 58
- `search_txt_changed()` (`pyrevit.forms.CommandSwitchWindow` method), 55
- `search_txt_changed()` (`pyrevit.forms.SearchPrompt` method), 58
- `search_txt_changed()` (`pyrevit.forms.SelectFromList` method), 60
- `SearchPrompt` (class in `pyrevit.forms`), 57
- `select()` (`pyrevit.forms.GetValueWindow` method), 55
- `select_family_parameters()` (in module `pyrevit.forms`), 71
- `select_image()` (in module `pyrevit.forms`), 71
- `select_levels()` (in module `pyrevit.forms`), 72
- `select_open_docs()` (in module `pyrevit.forms`), 72
- `select_parameters()` (in module `pyrevit.forms`), 73
- `select_revisions()` (in module `pyrevit.forms`), 73
- `select_schedules()` (in module `pyrevit.forms`), 74
- `select_sheets()` (in module `pyrevit.forms`), 74
- `select_swatch()` (in module `pyrevit.forms`), 75
- `select_titleblocks()` (in module `pyrevit.forms`), 75
- `select_views()` (in module `pyrevit.forms`), 76
- `select_viewtemplates()` (in module `pyrevit.forms`), 76
- `SelectFromList` (class in `pyrevit.forms`), 58
- `self_destruct()` (`pyrevit.output.PyRevitOutputWindow` method), 91
- `send_toast()` (in module `pyrevit.forms.toaster`), 53
- `serial_no` (`pyrevit._HostApplication` attribute), 5
- `set_color()` (`pyrevit.coreutils.charts.PyRevitOutputChartDataset` method), 16
- `set_debug_mode()` (`pyrevit.coreutils.logger.LoggerWrapper` method), 32
- `set_dirty_flag()` (`pyrevit.coreutils.ribbon.GenericPyRevitUIContainer` method), 38
- `set_envvar()` (in module `pyrevit.script`), 107

- [set_file_logging\(\)](#) (in module `pyrevit.coreutils.logger`), 32
[set_font\(\)](#) (`pyrevit.output.PyRevitOutputWindow` method), 91
[set_height\(\)](#) (`pyrevit.coreutils.charts.PyRevitOutputChart` method), 16
[set_height\(\)](#) (`pyrevit.output.PyRevitOutputWindow` method), 91
[set_icon\(\)](#) (`pyrevit.forms.WPFWindow` method), 62
[set_icon\(\)](#) (`pyrevit.output.PyRevitOutputWindow` method), 91
[set_image_source\(\)](#) (`pyrevit.forms.WPFWindow` method), 62
[set_image_source_file\(\)](#) (`pyrevit.forms.WPFWindow` static method), 62
[set_level\(\)](#) (`pyrevit.coreutils.logger.LoggerWrapper` method), 32
[set_loaded_pyrevit_assemblies\(\)](#) (in module `pyrevit.loader.sessioninfo`), 82
[set_option\(\)](#) (`pyrevit.coreutils.configparser.PyRevitConfigSectionParser` method), 28
[set_pyrevit_env_var\(\)](#) (in module `pyrevit.coreutils.envvars`), 29
[set_quiet_mode\(\)](#) (`pyrevit.coreutils.logger.LoggerWrapper` method), 32
[set_rvtapi_object\(\)](#) (`pyrevit.coreutils.ribbon.GenericPyRevitUIContainer` method), 38
[set_search_results\(\)](#) (`pyrevit.forms.SearchPrompt` method), 58
[set_session_uuid\(\)](#) (in module `pyrevit.loader.sessioninfo`), 82
[set_style\(\)](#) (`pyrevit.coreutils.charts.PyRevitOutputChart` method), 16
[set_stylesheet\(\)](#) (in module `pyrevit.output`), 92
[set_thirdparty_ext_root_dirs\(\)](#) (`pyrevit.userconfig.PyRevitConfig` method), 111
[set_title\(\)](#) (`pyrevit.output.PyRevitOutputWindow` method), 91
[set_verbose_mode\(\)](#) (`pyrevit.coreutils.logger.LoggerWrapper` method), 32
[set_width\(\)](#) (`pyrevit.coreutils.charts.PyRevitOutputChart` method), 16
[set_width\(\)](#) (`pyrevit.output.PyRevitOutputWindow` method), 91
[setter\(\)](#) (`pyrevit.forms.reactive` method), 70
[setup_icon\(\)](#) (`pyrevit.forms.WPFWindow` method), 62
[setup_output_closer\(\)](#) (in module `pyrevit.output`), 92
[setup_runtime_vars\(\)](#) (in module `pyrevit.loader.sessioninfo`), 82
[show\(\)](#) (`pyrevit.forms.SearchPrompt` class method), 58
[show\(\)](#) (`pyrevit.forms.TemplateUserInputWindow` class method), 61
[show\(\)](#) (`pyrevit.forms.WPFWindow` method), 62
[show\(\)](#) (`pyrevit.output.PyRevitOutputWindow` method), 91
[show_dialog\(\)](#) (`pyrevit.forms.WPFWindow` method), 62
[show_element\(\)](#) (`pyrevit.forms.WPFWindow` static method), 62
[show_entry_in_explorer\(\)](#) (in module `pyrevit.coreutils`), 51
[show_file_in_explorer\(\)](#) (in module `pyrevit.script`), 107
[show_folder_in_explorer\(\)](#) (in module `pyrevit.script`), 107
[show_logpanel\(\)](#) (`pyrevit.output.PyRevitOutputWindow` method), 91
[small_bitmap](#) (`pyrevit.coreutils.ribbon.ButtonIcons` attribute), 37
[split_words\(\)](#) (in module `pyrevit.coreutils`), 51
[store_data\(\)](#) (in module `pyrevit.script`), 107
[string_value_changed\(\)](#) (`pyrevit.forms.GetValueWindow` method), 55
[subheader](#) (`pyrevit.coreutils.configparser.PyRevitConfigSectionParser` attribute), 28
[subtitle](#) (`pyrevit.versionmgr.about.PyRevitAbout` attribute), 113, 114
[subversion](#) (`pyrevit._HostApplication` attribute), 5
[SyncHistory](#) (class in `pyrevit.revit.serverutils`), 94
[system_diag\(\)](#) (in module `pyrevit.loader.systemdiag`), 83
- ## T
- [TemplatePromptBar](#) (class in `pyrevit.forms`), 60
[TemplateUserInputWindow](#) (class in `pyrevit.forms`), 61
[Timer](#) (class in `pyrevit.coreutils`), 42
[timestamp](#) (`pyrevit.revit.serverutils.SyncHistory` attribute), 94
[timestamp\(\)](#) (in module `pyrevit.coreutils`), 52
[title](#) (`pyrevit.forms.ProgressBar` attribute), 57
[toast\(\)](#) (in module `pyrevit.forms`), 77
[toggle_all\(\)](#) (`pyrevit.forms.SelectFromList` method), 60
[toggle_dockable_panel\(\)](#) (in module `pyrevit.forms`), 77
[toggle_element\(\)](#) (`pyrevit.forms.WPFWindow` static method), 62
[toggle_icon\(\)](#) (in module `pyrevit.script`), 108

toggle_regex() (pyrevit.forms.SelectFromList method), 60
 touch() (in module pyrevit.coreutils), 52

U

uiapp (pyrevit._HostApplication attribute), 6
 uidoc (pyrevit._HostApplication attribute), 6
 unc_to_dletter() (in module pyrevit.coreutils), 52
 uncheck_all() (pyrevit.forms.SelectFromList method), 60
 uncheck_selected() (pyrevit.forms.SelectFromList method), 60
 unfreeze() (pyrevit.output.PyRevitOutputWindow method), 91
 unhide_progress() (pyrevit.output.PyRevitOutputWindow method), 91
 unlock_size() (pyrevit.output.PyRevitOutputWindow method), 91
 update_progress() (pyrevit.forms.ProgressBar method), 57
 update_progress() (pyrevit.output.PyRevitOutputWindow method), 91
 update_pyrevit() (in module pyrevit.versionmgr.updater), 114
 update_pyrevit_ui() (in module pyrevit.loader.uimaker), 84
 update_repo() (in module pyrevit.versionmgr.updater), 114
 update_results_display() (pyrevit.forms.SearchPrompt method), 58
 update_tstamp() (pyrevit.coreutils.FileWatcher method), 41
 update_window() (pyrevit.forms.TemplatePromptBar method), 60
 upgrade_existing_pyrevit() (in module pyrevit.versionmgr.upgrade), 114
 upgrade_user_config() (in module pyrevit.versionmgr.upgrade), 115
 use_regex (pyrevit.forms.SelectFromList attribute), 60
 userid (pyrevit.revit.serverutils.SyncHistory attribute), 94
 username (pyrevit._HostApplication attribute), 6
 username (pyrevit.coreutils.git.RepoInfo attribute), 30

V

verify_configs() (in module pyrevit.userconfig), 111
 verify_directory() (in module pyrevit.coreutils), 52
 version (pyrevit._HostApplication attribute), 6
 version_name (pyrevit._HostApplication attribute), 6

W

WarningBar (class in pyrevit.forms), 62
 window (pyrevit.output.PyRevitOutputWindow attribute), 91
 window_handle (pyrevit._ExecutorParams attribute), 8
 WPFWindow (class in pyrevit.forms), 61
 write_text() (in module pyrevit.revit.files), 93