

Kivy

A not entirely random selection of notes and comments

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Introducing Kivy

- ▶ “A cross platform framework for multi-touch User Interfaces”
- ▶ Nifty GPU accelerated (OpenGL ES) effects
- ▶ Works on Windows, Linux, MacOS, iOS, Android
- ▶ LGPL3

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- ▶ Automatic config options

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 - ▶ Very little automatic widget management by default
- ▶ No support for python 3 yet
 - ▶ PSF grant given for porting to python 3.3 recently
 - ▶ There have been a fair number of python3 fixes in kivy 1.8 (currently unreleased), so hopefully full support is not too far off
 - ▶ Some work on py4a support from python 3 in 2012, but no-one currently seems to be working on that

- ▶ Still changing quite rapidly
 - ▶ New release approximately every 3 months:
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 - ▶ API is reasonably stable, so forward porting usually not too hard, but widget behaviour changes need to be dealt with
- ▶ Default kivy installer for android often missing useful modules
 - ▶ Rolling your own doable, but decidedly tedious

More complicated examples

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 - ▶ Does allow some really neat tricks, though
- ▶ Some provision for automatic layout effects
 - ▶ Positioning is still global, though
 - ▶ Except when it isn't (RelativeLayout and friends)
 - ▶ Learn to love RelativeLayout
- ▶ Some useful containers
 - ▶ ScrollView
 - ▶ Lists
 - ▶ etc.

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- ▶ Way more magic than it needs to be
 - ▶ Imports often have very unexpected side-effects
 - ▶ The kv language adds a whole new range of magic
- ▶ Decent performance often requires considerable work
 - ▶ Avoid having many widgets
 - ▶ Avoid event dispatch to child widgets if possible