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# **uos activpal Documentation**

**R Bradley**

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## 1.1 uos\_activpal.io

### 1.1.1 uos\_activpal.io.raw module

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<code>uos_activpal.io.raw.ActivpalData</code>
<code>uos_activpal.io.raw.Meta</code>
<code>uos_activpal.io.raw.change_file_code</code>
<code>uos_activpal.io.raw.extract_metadata_from_file</code>
<code>uos_activpal.io.raw.load_activpal_data</code>

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## 1.2 uos\_activpal.gui

### 1.2.1 uos\_activpal.gui.base module

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<code>uos_activpal.gui.base.BaseMainWindow([parent])</code>	A QMainWindow subclass which includes additional setup, mainly styling.
<code>uos_activpal.gui.base.BaseSubWindow([parent])</code>	A BaseMainWindow subclass designed for creating additional windows.
<code>uos_activpal.gui.base.BaseDialog([parent])</code>	A QDialog subclass which includes additional setup, mainly styling.
<code>uos_activpal.gui.base.BaseMessageDialog(...)</code>	A BaseDialog subclass designed for displaying messages.
<code>uos_activpal.gui.base.BaseQuestionDialog(...)</code>	A BaseDialog subclass designed for asking binary (yes   no) questions.

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<code>uos_activpal.gui.base.SpacerWidget([parent])</code>	A Qwidget which fills horizontal and vertical space.
<code>uos_activpal.gui.base.QuestionResponse([parent])</code>	A combo widget designed to put a question and textbox on one line.
<code>uos_activpal.gui.base.VQuestionResponse([parent])</code>	A combo widget designed to stack a question on top of a textbox.

### uos\_activpal.gui.base.BaseMainWindow

**class** `uos_activpal.gui.base.BaseMainWindow` (*parent=None*)

A QMainWindow subclass which includes additional setup, mainly styling.

`__init__` (*parent=None*)

Create an instance of a BaseMainWindow.

**Parameters** `parent` (*object*) – The parent object.

#### Methods

<code>__init__</code> ([parent])	Create an instance of a BaseMainWindow.
<code>centerOnScreen</code> ()	Centers the window on the screen.

#### Attributes

<code>base_geometry</code>	( <i>left, top, width, height</i> ) – The default window geometry.
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### uos\_activpal.gui.base.BaseSubWindow

**class** `uos_activpal.gui.base.BaseSubWindow` (*parent=None*)

A BaseMainWindow subclass designed for creating additional windows.

**See also:**

***BaseDialog*** A QDialog subclass which includes additional setup, mainly styling.

`__init__` (*parent=None*)

Create an instance of a BaseSubWindow.

**Parameters** `parent` (*object*) – The parent object.

#### Methods

<code>__init__</code> ([parent])	Create an instance of a BaseSubWindow.
<code>centerOnScreen</code> ()	Centers the window on the screen.
<code>closeEvent</code> (*args, **kwargs)	Close the window.
<code>left_button_action</code> ()	Define the left button action.
<code>right_button_action</code> ()	Define the right button action.

## Attributes

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<code>base_geometry</code>	<i>(left, top, width, height)</i> – The default window geometry.
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## uos\_activpal.gui.base.BaseDialog

**class** `uos_activpal.gui.base.BaseDialog` (*parent=None*)  
 A QDialog subclass which includes additional setup, mainly styling.

### See also:

*BaseMessageDialog* A BaseDialog subclass designed for displaying messages.

*BaseQuestionDialog* A BaseDialog subclass designed for asking binary (yes | no) questions.

`__init__` (*parent=None*)  
 Create an instance of a BaseDialog.

**Parameters** `parent` (*object*) – The parent object.

## Methods

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<code>__init__</code> ([ <i>parent</i> ])	Create an instance of a BaseDialog.
<code>centerOnScreen</code> ()	Centers the window on the screen.
<code>controlbar_addWidget</code> ( <i>widget</i> )	Add a widget to the controlbar.
<code>left_button_action</code> ()	Define the left button action.
<code>main_space_addWidget</code> ( <i>widget</i> )	Add a widget to the main space.
<code>right_button_action</code> ()	Define the right button action.

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## Attributes

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<code>base_geometry</code>	<i>(left, top, width, height)</i> – The default window geometry.
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## uos\_activpal.gui.base.BaseMessageDialog

**class** `uos_activpal.gui.base.BaseMessageDialog` (*parent=None, msg=None*)  
 A BaseDialog subclass designed for displaying messages.

### See also:

*BaseDialog* A QDialog subclass which includes additional setup, mainly styling.

*BaseQuestionDialog* A BaseDialog subclass designed for asking binary (yes | no) questions.

`__init__` (*parent=None, msg=None*)  
 Create an instance of a BaseMessageDialog.

### Parameters

- `parent` (*object*) – The parent object.

- **msg** (*str*) – The message to display.

### Methods

<code>__init__([parent, msg])</code>	Create an instance of a BaseMessageDialog.
<code>centerOnScreen()</code>	Centers the window on the screen.
<code>controlbar_addWidget(widget)</code>	Add a widget to the controlbar.
<code>left_button_action()</code>	Define the left button action.
<code>main_space_addWidget(widget)</code>	Add a widget to the main space.
<code>right_button_action()</code>	Define the right button action.
<code>set_message(msg)</code>	Set the message displayed by the dialog.

### Attributes

<code>base_geometry</code>	( <i>left, top, width, height</i> ) – The default window geometry.
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## uos\_activpal.gui.base.BaseQuestionDialog

**class** uos\_activpal.gui.base.**BaseQuestionDialog** (*parent=None, question=None*)  
A BaseDialog subclass designed for asking binary (yes | no) questions.

### See also:

**BaseDialog** A QDialog subclass which includes additional setup, mainly styling.

**BaseMessageDialog** A BaseDialog subclass designed for displaying messages.

`__init__` (*parent=None, question=None*)  
Create an instance of a BaseQuestionDialog.

### Parameters

- **parent** (*object*) – The parent object.
- **question** (*str*) – The question to display.

### Methods

<code>__init__([parent, question])</code>	Create an instance of a BaseQuestionDialog.
<code>centerOnScreen()</code>	Centers the window on the screen.
<code>controlbar_addWidget(widget)</code>	Add a widget to the controlbar.
<code>left_button_action()</code>	Define the left button action.
<code>main_space_addWidget(widget)</code>	Add a widget to the main space.
<code>right_button_action()</code>	Define the right button action.
<code>set_question(question)</code>	Set the question displayed by the dialog.

### Attributes

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<code>base_geometry</code>	<i>(left, top, width, height)</i> – The default window geometry.
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### uos\_activpal.gui.base.SpacerWidget

**class** uos\_activpal.gui.base.SpacerWidget (*parent=None*)

A Qwidget which fills horizontal and vertical space.

Most useful for aligning other widgets, a spacer either side will center, a spacer on the left will align right, a spacer on the right will align left.

`__init__` (*parent=None*)  
Create a SpacerWidget.

#### Methods

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<code>__init__</code> ([parent])	Create a SpacerWidget.
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### uos\_activpal.gui.base.QuestionResponse

**class** uos\_activpal.gui.base.QuestionResponse (*parent=None*)

A combo widget designed to put a question and textbox on one line.

`__init__` (*parent=None*)  
Create a QuestionResponse widget.

#### Methods

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<code>__init__</code> ([parent])	Create a QuestionResponse widget.
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#### Attributes

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<code>layout</code>	<i>QLayout</i> – The QLayout used to organise the question and response.
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### uos\_activpal.gui.base.VQuestionResponse

**class** uos\_activpal.gui.base.VQuestionResponse (*parent=None*)

A combo widget designed to stack a question on top of a textbox.

`__init__` (*parent=None*)  
Create a VQuestionResponse widget.

#### Methods

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<code>__init__</code> ([parent])	Create a VQuestionResponse widget.
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## Attributes

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layout	<i>QLayout</i> – The QLayout used to organise the question and response.
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### 1.2.2 uos\_activpal.gui.raw\_viewer module

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uos\_activpal.gui.raw\_viewer.  
MainWindow

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uos\_activpal.gui.raw\_viewer.  
UIFilePlot

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### 1.2.3 uos\_activpal.gui.raw\_marker module

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uos\_activpal.gui.raw\_marker.  
MainWindow

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uos\_activpal.gui.raw\_marker.  
UIFileMarkingPlot

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uos\_activpal.gui.raw\_marker.  
ConfidenceDialog

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uos\_activpal.gui.raw\_marker.  
AnotherPointDialog

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uos\_activpal.gui.raw\_marker.  
AnotherFileDialog

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uos\_activpal.gui.raw\_marker.  
ConfidenceSlider

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## CHAPTER 2

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### Indices and tables

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