
qtawesome Documentation

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CHAPTER 1

Introduction

QtAwesome enables iconic fonts such as Font Awesome and Elusive Icons in PyQt and PySide applications. It started as a Python port of the [QtAwesome](#) C++ library by Rick Blommers.

2.1 Supported Fonts

QtAwesome identifies icons by their **prefix** and their **icon name**, separated by a *period* (.) character.

The following prefixes are currently available to use:

- **FontAwesome:**
 - FA 5.4.2 features 1,393 free icons in different styles:
 - * fa5 prefix has 151 icons in the “regular” style.
 - * fa5s prefix has 852 icons in the “solid” style.
 - * fa5b prefix has 390 icons of various brands.
 - fa is the legacy FA 4.7 version with its 675 icons but **all** of them (*and more!*) are part of FA 5.x so you should probably use the newer version above.
- ei prefix holds Elusive Icons 2.0 with its 304 icons.
- mdi prefix holds Material Design Icons 2.7.94 with its 2794 icons.

2.2 Examples

```
import qtawesome as qta
```

- Use Font Awesome, Elusive Icons or Material Design Icons:

```
# Get FontAwesome 5.x icons by name in various styles:
fa5_icon = qta.icon('fa5.flag')
fa5_button = QtGui.QPushButton(fa5_icon, 'Font Awesome! (regular)')
fa5s_icon = qta.icon('fa5s.flag')
fa5s_button = QtGui.QPushButton(fa5s_icon, 'Font Awesome! (solid)')
```

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```
fa5b_icon = qta.icon('fa5b.github')
fa5b_button = QtGui.QPushButton(fa5b_icon, 'Font Awesome! (brands)')

# or Elusive Icons:
asl_icon = qta.icon('ei.asl')
elusive_button = QtGui.QPushButton(asl_icon, 'Elusive Icons!')

# or Material Design Icons:
apn_icon = qta.icon('mdi.access-point-network')
mdi_button = QtGui.QPushButton(apn_icon, 'Material Design Icons!')
```

- Apply some styling:

```
# Styling icons
styling_icon = qta.icon('fa5s.music',
                       active='fa5s.balance-scale',
                       color='blue',
                       color_active='orange')
music_button = QtGui.QPushButton(styling_icon, 'Styling')
```

- Stack multiple icons:

```
# Stacking icons
camera_ban = qta.icon('fa5s.camera', 'fa5s.ban',
                    options=[{'scale_factor': 0.5,
                              'active': 'fa5s.balance-scale'},
                              {'color': 'red'}])
stack_button = QtGui.QPushButton(camera_ban, 'Stack')
stack_button.setIconSize(QtGui.QSize(32, 32))
```

- Animations:

```
# Spining icons
spin_button = QtGui.QPushButton(' Spinning icon')
spin_icon = qta.icon('fa5s.spinner', color='red',
```

2.3 Screenshot

3.1 qtawesome

Font-Awesome and other iconic fonts for PyQt / PySide applications.

<code>icon(*names, **kwargs)</code>	Return a QIcon object corresponding to the provided icon name(s).
<code>load_font(prefix, ttf_filename, charmap_filename)</code>	Loads a font file and the associated charmap.
<code>charmap(prefixed_name)</code>	Return the character map used for a given font.
<code>font(prefix, size)</code>	Return the font corresponding to the specified prefix.
<code>set_defaults(**kwargs)</code>	Set default options for icons.

3.1.1 qtawesome.icon

`qtawesome.icon(*names, **kwargs)`

Return a QIcon object corresponding to the provided icon name(s).

This function is the main interface of qtawesome.

It can be used to create a QIcon instance from a single glyph or from a list of glyphs that are displayed on the top of each other. Such icon stacks are generally used to combine multiple glyphs to make more complex icons.

Glyph names are specified by strings, of the form `prefix.name`. The `prefix` corresponds to the font to be used and `name` is the name of the icon.

- The prefix corresponding to Font-Awesome 4.x is 'fa'
- The prefix corresponding to Font-Awesome 5.x (regular) is 'fa5'
- The prefix corresponding to Font-Awesome 5.x (solid) is 'fa5s'
- The prefix corresponding to Font-Awesome 5.x (brands) is 'fa5b'
- The prefix corresponding to Elusive-Icons is 'ei'

- The prefix corresponding to Material-Design-Icons is 'mdi'

When requesting a single glyph, options (such as color or positional offsets) can be passed as keyword arguments:

```
import qtawesome as qta

music_icon = qta.icon(
    'fa5s.music',
    color='blue',
    color_active='orange')
```

When requesting multiple glyphs, the *options* keyword argument contains the list of option dictionaries to be used for each glyph:

```
camera_ban = qta.icon('fa5s.camera', 'fa5s.ban', options=[{
    'scale_factor': 0.5,
    'active': 'fa5s.balance-scale'
}, {
    'color': 'red',
    'opacity': 0.7
}])
```

Qt's QIcon object has four modes

- Normal: The user is not interacting with the icon, but the functionality represented by the icon is available.
- Disabled: The functionality corresponding to the icon is not available.
- Active: The functionality corresponding to the icon is available. The user is interacting with the icon, for example, moving the mouse over it or clicking it.
- Selected: The item represented by the icon is selected.

The glyph for the Normal mode is the one specified with the main positional argument.

- color: icon color in the Normal mode.

The following four options will apply to the icon regardless of the mode.

- offset: tuple (x, y) corresponding to the horizontal and vertical offsets for the glyph, specified as a proportion of the icon size.
- animation: animation object for the icon.
- scale_factor: multiplicative scale factor to be used for the glyph.

The following options apply to the different modes of the icon

- active: name of the glyph to be used when the icon is Active.
- color_active: the corresponding icon color.
- disabled: name of the glyph to be used when the icon is Disabled.
- color_disabled: the corresponding icon color.
- selected: name of the glyph to be used when the icon is Selected.
- color_selected: the corresponding icon color.

Default values for these options can be specified via the function `set_defaults`. If unspecified, the default defaults are:

```
{
    'opacity': 1.0,
    'scale_factor': 1.0
    'color': QColor(50, 50, 50),
    'color_disabled': QColor(150, 150, 150),
}
```

If no default value is provided for active, disabled or selected the glyph specified for the Normal mode will be used.

3.1.2 qtawesome.load_font

`qtawesome.load_font` (*prefix*, *ttf_filename*, *charmap_filename*, *directory=None*)

Loads a font file and the associated charmap.

If *directory* is `None`, the files will be looked for in `./fonts/`.

Parameters

- **prefix** (*str*) – Prefix string to be used when accessing a given font set
- **ttf_filename** (*str*) – Ttf font filename
- **charmap_filename** (*str*) – Character map filename
- **directory** (*str or None, optional*) – Directory for font and charmap files

Example

The spyder ide uses qtawesome and uses a custom font for spyder-specific icons:

```
qta.load_font('spyder', 'spyder.ttf', 'spyder-charmap.json')
```

3.1.3 qtawesome.charmap

`qtawesome.charmap` (*prefixed_name*)

Return the character map used for a given font.

Returns `return_value` – The dictionary mapping the icon names to the corresponding unicode character.

Return type `dict`

3.1.4 qtawesome.font

`qtawesome.font` (*prefix*, *size*)

Return the font corresponding to the specified prefix.

This can be used to render text using the iconic font directly:

```
import qtawesome as qta
from qtpy import QtWidgets

label = QtWidgets.QLabel(unichr(0xf19c) + ' ' + 'Label')
label.setFont(qta.font('fa', 16))
```

Parameters

- **prefix** (*str*) – prefix string of the loaded font
- **size** (*int*) – size for the font

3.1.5 qtawesome.set_defaults

qtawesome.**set_defaults** (**kwargs)

Set default options for icons.

The valid keyword arguments are:

‘active’, ‘animation’, ‘color’, ‘color_active’, ‘color_disabled’, ‘color_selected’, ‘disabled’, ‘offset’, ‘scale_factor’, ‘selected’.

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