
Klovve
Release 0.9

unknown

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CONTENTS

1 License	3
2 Up-To-Date?	5
3 User Manual	7
3.1 Getting Started	7
4 API Reference	9
4.1 klovve package	9
Python Module Index	109
Index	111

Klovve is a UI lib.

**CHAPTER
ONE**

LICENSE

Klovve is distributed under the terms of the AGPL 3 license. This also affects all included files without a license header (non-source files like images), unless they are explicitly mentioned as third-party content. Read the ‘Dependencies’ section for included third-party stuff.

**CHAPTER
TWO**

UP-TO-DATE?

Are you currently reading from another source than the homepage? If you are in doubt whether your package is up-to-date, you should visit the project homepage and check that. You are currently reading the documentation for version 0.9.

CHAPTER
THREE

USER MANUAL

3.1 Getting Started

3.1.1 Foo

This section is about getting ready.

API REFERENCE

4.1 klovve package

Klovve.

Everything needed for a simple Klovve application is in that module. There are more things in various submodules, but you will rarely, if ever, need them.

4.1.1 Subpackages

klovve.+tests namespace

Submodules

klovve.+tests.data module

klovve.+tests.view module

klovve.app package

Application type and some application level utilities.

class klovve.app.Application(*, driver, view_spec)

Bases: object

A Klovve application. Each instance represents one (potential) running application instance, i.e. one window that actually exists somewhere on the screen as soon as it is started.

Parameters

- **driver** (`klovve.drivers.Driver`) – The driver to use.
- **view_spec** (`Callable[[klovve.view.tree.ViewFactory], klovve.view.tree.ViewTreeNode]`) – The view specification for the application’s *window*.

__running_apps = []

__running_apps_changed_event()

Return type

Event

```
__running_apps_changed_event__internal = None
```

```
property is_running: bool
```

Whether this application is currently running.

```
run()
```

Run the application and wait until it is closed.

This is only allowed to be called in the main thread, and when no *asyncio* event loop is currently running in that thread. In particular, it is not allowed to be called when another Klovve application is already running in that process. For running multiple applications, use `start()` and maybe `sleep_until_stopped()` instead.

Return type

None

```
async sleep_until_stopped()
```

Wait until the application is stopped. Also return if it was not even started yet.

Must be called from inside the Klovve mainloop.

Return type

None

```
async start()
```

Start the application.

Must be called from inside the Klovve mainloop. Returns directly after starting (non-blocking). Afterwards, until it gets closed, `sleep_until_stopped()` will sleep and `is_running` will be *True*.

Return type

None

```
exception klovve.app.ApplicationUnavailableError
```

Bases: `RuntimeError`

Error raised when the application to be started cannot run with any `klovve.drivers.Driver` that is available on this system.

```
class klovve.app.MainloopObjectProxy(obj)
```

Bases: `object`

Simple proxy object that is wrapped around another one, ensuring that all interactions with it take place inside the mainloop.

```
exception klovve.app.ProgramError
```

Bases: `Exception`

Internal program errors.

```
klovve.app._TViewSpec
```

View specification type (for type decoration purposes). A view specification defines the application window (what it contains and how it behaves) by a function that gets a view factory as input and returns the view tree node of the application window.

alias of `Callable[[klovve.view.tree.ViewFactory], klovve.view.tree.ViewTreeNode]`

```
klovve.app.call_maybe_async_func(func, *args, **kwargs)
```

Start running the input function (may be async or normal) in an async way on the Klovve mainloop.

Parameters

- **func** (*Callable*) – The function to call. May be an async function, or a usual, non-async one.
- **args** – Arguments to pass to the function.
- **kwargs** – Keyword arguments to pass to the function.

Return type*Awaitable***klovve.app.create_app**(*view_spec*)

Create and return a Klovve application, described by a view specification, but not start it yet.

Parameters

view_spec (*Callable*[*[ViewFactory]*, *ViewTreeNode*]) – The application's view specification.

Return type*Application***klovve.app.in_mainloop**(*func*)

Function decorator that dispatches function execution to the mainloop.

Parameters

func (*Callable*) – The function to call inside the mainloop.

Return type*Callable***klovve.app.mainloop**()

Return the mainloop.

Return type*AbstractEventLoop***klovve.app.verify_correct_thread**()

Raise an exception if called from another thread than the Klovve thread (i.e. the process main thread). Otherwise, do nothing.

Return type*None*

Submodules

klovve.app.context module

Contexts are objects with additional info and/or functionality that is available to the application developer for particular situations (e.g. user interactions).

class klovve.app.context.ActionContext(*pieces*)

Bases: *Generic*[*_TGoo*], *ABC*

Action contexts provide a way to interact with the user by means of dialogs in the execution of an action, e.g. after the user has clicked on a button. There is also some more functionality for action execution.

_abc_impl = <_abc._abc_data object>

abstract **async** **_create_dialog**(*view, done_future*)

TODO Create a dialog with the given view content, and wait until *done_future* is done. Implemented by subclasses, but not directly used from outside.

Parameters

- **view** ([View](#)) – The view to show in a dialog.
- **done_future** ([Future](#)) – The future to wait for before closing the dialog again.

async **dialog**(*view*)

Show a dialog to the user and return the answer that the user gave.

The model of this dialog must have a boolean *is_answered* property that is True once the user has chosen to close and continue (maybe via an OK button, or however the view shall behave), and an *answer* property that contains the value returned by this function then.

Parameters

view ([ViewTreeNode](#)) – The view node that describes the content to show in the dialog. You usually create it with a [klovve.view.tree.ViewFactory](#).

Return type

Any

error_message_for_exceptions(**exception_types*)

If exceptions (of particular types) get raised inside the with-block, a dialog with the exception message will be shown to the user.

Parameters

exception_types – The types to catch.

klovve.data package

Klovve data, models, etc.

Submodules

klovve.data.deps module

Dependency tracking for model properties.

Klovve applications typically do not need anything from here.

class klovve.data.deps.DependencySubject

Bases: ABC

Base class for objects that can attend on dependency tracking.

For details, read [klovve.data.model.PropertyBase](#) as well.

_abc_impl = <**_abc._abc_data** object>

abstract **_add_changed_handler**(*prop, func*)

Add a changed handler for a particular property, as a weak reference, which automatically gets removed when garbage-collected.

See also [_remove_changed_handler\(\)](#).

Parameters

- **prop** (`PropertyBase`) – The property to add a changed handler for.
- **func** (`Callable[[], None]`) – The changed handler.

Return type

None

abstract _available_version(prop)

Return which version of `prop` is currently available (i.e. is stored in `__values`).

Parameters

`prop` (`PropertyBase`) – The property to consider.

Return type

int

_detect_dependencies(prop, *, append=False)

Detect dependencies for a code block.

Use it for a `with` statement.

Parameters

- **prop** (`PropertyBase`) – The property of that object to track dependencies for.
- **append** (`bool`) – If to append dependencies in this block to the known one (instead of replacing them).

Return type`ContextManager[None]`**abstract _flush_dependency_handlers(prop)**

Remove all change handlers on any object and property which handle the dependency of a particular property. Afterward, all change handlers anywhere that would trigger the computation of `prop` are removed. This method is usually called just before the dependencies of `prop` are determined again, i.e. just before its computation.

Parameters

`prop` (`PropertyBase`) – The property to consider.

Return type

None

abstract _get_dependencies(prop)

Return all dependencies of a particular property.

Parameters

`prop` (`PropertyBase`) – The property to consider.

Return type`Iterable[tuple[klovve.data.deps.DependencySubject, klovve.data.deps.PropertyBase, int]]`**_notify_dependency(prop)**

Notify the dependency tracking about a new dependency for the current computation (usually after a property read access).

Parameters

`prop` (`PropertyBase`) – The dependency property in the model.

Return type

None

_notify_property_value_changed(prop)

Notify the dependency tracking about the change of a model property and return whether it can proceed computations instantly (instead of stopping here, relying on being triggered again later).

Parameters

prop (`PropertyBase`) – The changed property in the model.

Return type

`bool`

_remove_changed_handler(prop, func)

Remove a changed handler for a particular property.

Parameters

- **prop** (`PropertyBase`) – The property to remove a changed handler from.
- **func** (`Callable[[], None]`) – The changed handler.

Return type

`None`

abstract _set_dependencies(prop, new_dependencies)

Set the dependencies of a particular property and register change handlers for each one, so *prop* gets recomputed whenever the value of a dependency changed.

Parameters

- **prop** (`PropertyBase`) – The property to consider.
- **new_dependencies** (`Iterable[tuple[klovve.data.deps.DependencySubject, klovve.data.deps.PropertyBase, int]]`) – *prop*'s new dependencies.

Return type

`None`

class klovve.data.deps.PropertyBase

Bases: `object`

Base class for properties on dependency trackable objects. This is mostly a marker, TODO.

klovve.data.deps._TDependencyTuple

A tuple that refers to a particular property from a particular object at a particular time (by a version number). Internally used for dependency tracking.

alias of `tuple[DependencySubject, PropertyBase, int]`

klovve.data.deps._current_compute_dependencies:
`ContextVar[Optional[list[tuple[klovve.data.deps.DependencySubject, klovve.data.deps.PropertyBase, int]]]] = <ContextVar name='_current_compute_dependencies' default=None>`

Context variable that gets filled with all dependencies for a particular property, while it is computed.

`klovve.data.deps._defer_value_propagation = 0`

Counts how many `pause_refreshing()` blocks exist on the current stack. If it is larger than 0, refreshing is considered to be paused.

```
klovve.data.deps._defer_value_propagation_for:  
Optional[list[tuple[klovve.data.deps.DependencySubject, klovve.data.deps.PropertyBase]]]  
= None
```

Context variable that gets filled with all dependencies for a particular property, while it is computed.

`klovve.data.deps.no_dependency_tracking()`

Stops dependency tracking of the current computation for a code block.

Use it for a `with` statement. Model property accesses do not count as a dependency in that `with` block.

It will not influence dependency tracking for other computations inside yours (i.e. if you access a computed property, the dependency tracking of this one will not break).

Return type

`ContextManager[None]`

`klovve.data.deps.pause_refreshing()`

Defers the automatic refreshes on model property changes for a code block and applies them afterward.

Use it for a `with` statement. Model property modifications do not instantly lead to updates on depending properties in that `with` block.

Computed properties will always return the right value on access nevertheless, and not an outdated one.

Return type

`ContextManager[None]`

klovve.data.lists module

Klovve lists.

`class klovve.data.lists.List(content=())`

Bases: `MutableSequence`, `CommonObservableValue`

A list implementation that is observable (with `ListObserver` or via `klovve.data.observable_value.ObservableValueProtocol`) and has some convenience methods.

Parameters

`content (Iterable) –`

`__correct_index(i)`

Parameters

`i (int) –`

Return type

`int`

`_abc_impl = <_abc._abc_data object>`

`_add_observer(observer, *, initialize=True)`

Attach a `ListObserver` to this list.

For a model's list property, you have to use `klovve.data.model.Model.add_list_observer()` instead.

Parameters

- **observer** ([ListObserver](#)) – The observer to attach.
- **initialize** (*bool*) – Whether to initialize the observer with the current content.

Return type

None

_is_protocol = False**_remove_observer**(*observer*)Detach a [ListObserver](#) from this list.

For a model's list property, you have to use TODO instead.

Parameters

- **observer** ([ListObserver](#)) – The observer to detach.

Return type

None

insert(*i, v*)

S.insert(index, value) – insert value before index

move(*target_index, source_index*)

Move an element.

Parameters

- **target_index** (*int*) – The new index.
- **source_index** (*int*) – The old index.

Return type

None

update(*source_list*, *, *create_target_object_func*=<*function _update__default_create_target_object*>,
update_target_object_func=<*function _update__default_update_target_object*>,
is_matching_target_object_func=<*function _update__default_is_matching_target_object*>)

Update this list with the content of another one.

Parameters

- **source_list** (*Iterable[Any]*) – The content to apply to this list.
- **create_target_object_func** (*Callable[[Any], Any]*) – Function that creates a representation for a source object in the target list. Advanced feature.
- **update_target_object_func** (*Callable[[Any, Any], None]*) – Function that updates the representation for a source object in the target list. Advanced feature.
- **is_matching_target_object_func** (*Callable[[Any, Any], bool]*) – Function that checks if a particular object is the representation for a particular source object in the target list. Advanced feature.

class klovve.data.lists.ListObserver

Bases: ABC

Abstract base class for objects that can listen to changes on a [List](#).**_abc_impl** = <*_abc._abc_data object*>

abstract item_added(index, item)

Called when an item was added to the observed list.

Parameters

- **index** (*int*) – The position where the new item was inserted.
- **item** (*object*) – The new item.

Return type

None

abstract item_moved(from_index, to_index)

Called when an item was moved inside the observed list.

Parameters

- **from_index** (*int*) – The position of the element that was moved.
- **to_index** (*int*) – The new position of the moved element.

Return type

None

abstract item_removed(index)

Called when an item was removed from the observed list.

Parameters

index (*int*) – The position of the item that was removed.

Return type

None

item_replaced(index, item)

Called when an item was replaced by another one in the observed list.

Parameters

- **index** – The position where the item was replaced.
- **item** – The new item.

Return type

None

klovve.data.lists._update__default_create_target_object(source_object)

Default function for target object creation in [*List.update\(\)*](#).

It just returns the source object.

Parameters

source_object (*Any*) – The source object.

Return type

Any

klovve.data.lists._update__default_is_matching_target_object(target_object, source_object)

Default function for target/source object comparison in [*List.update\(\)*](#).

It compares the objects with the `==` operator.

Parameters

- **target_object** (*Any*) – The target object.
- **source_object** (*Any*) – The source object.

Return type

bool

klovve.data.lists._update__default_update_target_object(*target_object*, *source_object*)Default function for target object updating in *List.update()*.

It does nothing.

Parameters

- **target_object** (*Any*) – The target object.
- **source_object** (*Any*) – The source object.

Return type

None

klovve.data.model module

Klovve data models.

klovve.data.model.ComputedProperty(*func=None*, *, *initially=<function _none>*,
use_last_value_during_recompute=True)

Decorate a method to be a computed property.

Parameters

- **func** (*Optional[Callable[[], Any]]*) – The method (of a *Model* subclass) to consider as computed property.
- **initially** (*Callable[[], Any]*) – Function that returns the initial value, which this property holds before any computation. This is only relevant if *func* is *async*.
- **use_last_value_during_recompute** (*bool*) – Whether this property should keep the old value during computation (instead of falling back to the initial value meanwhile). This is only relevant if *func* is *async*.

Return type*Callable[[Callable[[], Any]], _ComputedProperty]***class klovve.data.model.ListProperty**(*, *default=<function ListProperty.<lambda>>*)Bases: *Property*A variable-like property, but containing a list. The list itself cannot be replaced (i.e. not settable), but you can modify its content (in the same way as for Python lists and some additional ones; see *klovve.data.lists.List*).**Parameters****default** (*Callable[[], Iterable[Any]]*) –**_fset**(*obj, value*)

Set the property to a new value.

Parameters

- **obj** – The object to set the value for.
- **value** – The new value.

```
class klovve.data.model.Model(**kwargs)
```

Bases: *DependencySubject*

Base class for Klovve data models.

As a *klovve.data.deps.DependencySubject* it is part of Klovve data dependency tracking, with special properties defined on it (see *Property*, *ComputedProperty*, and others).

`__compute(prop)`

Refresh the value for a particular property. This either makes the fresh value directly available, or at least triggers async computation to make a fresh value appear as soon as possible.

Parameters

`prop (PropertyBase)` – The property to refresh.

Return type

None

`__head_version(prop)`

Return which version of a particular property is the most recent one. This will automatically be higher than the available version if any dependency has changed its value since the last computation of `prop`.

Parameters

`prop (PropertyBase)` – The property to consider.

`__invalidate(prop)`

Mark the current value of a particular property as outdated. This does not directly execute any re-computation (but will enforce it on next access).

Parameters

`prop (PropertyBase)` – The property to mark.

`_abc_impl = <_abc._abc_data object>`

`_add_changed_handler(prop, func)`

Add a changed handler for a particular property, as a weak reference, which automatically gets removed when garbage-collected.

See also `_remove_changed_handler()`.

Parameters

- `prop` – The property to add a changed handler for.
- `func` – The changed handler.

`_available_version(prop)`

Return which version of `prop` is currently available (i.e. is stored in `__values`).

Parameters

`prop` – The property to consider.

`_flush_dependency_handlers(prop)`

Remove all change handlers on any object and property which handle the dependency of a particular property. Afterward, all change handlers anywhere that would trigger the computation of `prop` are removed. This method is usually called just before the dependencies of `prop` are determined again, i.e. just before its computation.

Parameters

`prop` – The property to consider.

_get_dependencies(*prop*)

Return all dependencies of a particular property.

Parameters

prop – The property to consider.

_remove_changed_handler(*prop, func*)

Remove a changed handler for a particular property.

Parameters

- **prop** – The property to remove a changed handler from.
- **func** – The changed handler.

_set_dependencies(*prop, new_dependencies*)

Set the dependencies of a particular property and register change handlers for each one, so *prop* gets re-computed whenever the value of a dependency changed.

Parameters

- **prop** – The property to consider.
- **new_dependencies** – *prop*'s new dependencies.

_set_value(*prop, value*)

Set a property to a new value and trigger automatic re-computation of dependent values.

Parameters

- **prop** ([PropertyBase](#)) – The property to set.
- **value** ([Any](#)) – The new value.

Return type

None

_trigger_changed(*prop*)

React to a changed value for a particular property, refresh all dependent computed properties, and so on.

Inside a `klovve.deps.pause_refreshing()` block, it will do nothing, but just ensure to be called again after that block.

Parameters

prop ([PropertyBase](#)) – The property which value has been changed.

Return type

None

_value(*prop*)

Return the value for a property.

It always returns the recent version, i.e. no (synchronous) computation or reaction is going on for this property anymore (even during `klovve.deps.pause_refreshing()`). There can be async computations going on, though.

Parameters

prop ([PropertyBase](#)) – The property to fetch the value for.

Return type

[Any](#)

```
class klovve.data.model.Property(*, default=<function _none>)
```

Bases: *PropertyBase*

A variable-like property (i.e. gettable and settable). If you want to store a list, you should use [ListProperty](#) instead (otherwise performance may degrade and the user interface may behave in undesired ways).

Parameters

default (*Union[Any, Callable[], Any]*) –

_compute(obj)

Compute and return the property value. This will execute the value computation if there is any.

Parameters

obj – The object to compute the value for.

```
class klovve.data.model.PropertyBase
```

Bases: *PropertyBase*, *property*

Base class for Klovve properties. They can be like variables (i.e. you can read and write them), or computed, like Python properties (i.e. you can read them, but they contain computed values). See subclasses.

Properties are defined in [Model](#) subclasses. For each instance of those models, a property will carry its value, very much like the most basic usage of variables and properties in usual classes.

On top of bare Python variables and properties, you can directly bind Klovve properties to properties of user interface elements, keeping everything up-to-date without any manual plumbing of change handlers or similar.

_compute(obj)

Compute and return the property value. This will execute the value computation if there is any.

Parameters

obj – The object to compute the value for.

Return type

Any

_fget(obj)

Return the property value.

Parameters

obj – The object to get the value from.

_fset(obj, value)

Set the property to a new value.

Parameters

- **obj** – The object to set the value for.
- **value** – The new value.

_initially()

Return type

Any

_use_last_value_during_recompute()

Return type

bool

```
class klovve.data.model._ComputedProperty(func, *, initially, use_last_value_during_recompute)
```

Bases: *PropertyBase*

A computed property. You will usually define it by means of [ComputedProperty\(\)](#).

Parameters

- **initially** (`Callable[[], Any]`) –
- **use_last_value_during_recompute** (`bool`) –

[_compute\(obj\)](#)

Compute and return the property value. This will execute the value computation if there is any.

Parameters

obj – The object to compute the value for.

[_fset\(obj, value\)](#)

Set the property to a new value.

Parameters

- **obj** – The object to set the value for.
- **value** – The new value.

[_initially\(\)](#)

[_use_last_value_during_recompute\(\)](#)

```
klovve.data.model._TGetValueFunc
```

Python type for a callable without parameters that returns some value (or not, which is as returning `None`).

alias of `Callable[[], Any]`

```
klovve.data.model._none()
```

Return `None`.

```
klovve.data.model.observe_list(model, prop_name, observer, *, initialize=True)
```

Start observing a list (i.e. a value of a [ListProperty](#)).

Parameters

- **model** ([Model](#)) – The model object to observe.
- **prop_name** (`str`) – The name of the list property.
- **observer** ([ListObserver](#)) – The observer.
- **initialize** (`bool`) – Whether to push the current list content to the observer now.

Return type

`None`

klovve.data.observable_value module

```
class klovve.data.observable_value.CommonObservableValue(*args, **kwargs)
```

Bases: *ObservableValueProtocol*

Basic implementation for the observable value protocol.

_abc_impl = <_abc._abc_data object>

_is_protocol = False

_trigger_changed()

Process a change (i.e. maybe recompute other property values, ...).

Call this from inside your observable class whenever the content has been changed.

add_changed_handler(func)

Add a change handler. It will be called for any subsequent changes, until *remove_changed_handler()* is used.

Parameters

func – The change handler to add.

remove_changed_handler(func)

Remove a change handler.

Parameters

func – The change handler to remove.

```
class klovve.data.observable_value.ObservableValueProtocol(*args, **kwargs)
```

Bases: *Protocol*

Protocol for an observable value. Observable values can be monitored by the Klovve model infrastructure, so it can refresh models (e.g. computed properties) not only when property values get reassigned, but also when it points to a mutable object (which implements this protocol) and the object `_content_` changes.

This is used for lists (see list properties), but could be used for any kind of mutable objects that you want to assign to Klovve properties (although, whenever you can, you should define it as a Klovve model class instead, which gives you all that for free).

_abc_impl = <_abc._abc_data object>

_is_protocol = True

_is_runtime_protocol = True

_trigger_changed()

Process a change (i.e. maybe recompute other property values, ...).

Call this from inside your observable class whenever the content has been changed.

Return type

None

add_changed_handler(func)

Add a change handler. It will be called for any subsequent changes, until *remove_changed_handler()* is used.

Parameters

func (Callable[], None) – The change handler to add.

Return type

None

remove_changed_handler(func)

Remove a change handler.

Parameters**func** (*Callable*[[], *None*]) – The change handler to remove.**Return type**

None

klovve.data.reaction module

Reactions are a way to define a computation that is repeated automatically whenever depending model values change. See [reaction\(\)](#).

exception klovve.data.reaction.DeleteBases: *Exception***class klovve.data.reaction._ReactionModel(func)**Bases: *Model*Artificial model, internally used by [reaction\(\)](#).**_abc_impl = <_abc._abc_data object>****property value**

Return the property value.

Parameters**obj** – The object to get the value from.**klovve.data.reaction.reaction(*, owner, initially=<function _none>, use_last_value_during_recompute=True)**

Define a function to be a reaction. It will automatically get executed when defined, and whenever any depending model values change.

Use it as a function decorator.

It is similar to a [klovve.data.model.ComputedProperty](#) in a model, but can be defined anywhere, which makes them very convenient in some situations.

Parameters

- **owner** (*Any*) – The object which owns the reaction. The reaction will usually stay alive as long as the owner still exists.
- **initially** (*Callable*[[], *Any*]) – Function which returns the initial value. Only relevant for async reactions.
- **use_last_value_during_recompute** (*bool*) – Whether to use the last computed value during re-computation (instead of setting it back to the initial value meanwhile).

Return type*Callable*[[[*Callable*[[], *Any*]], *_ReactionModel*]]

klovve.data.value_holder module

```
class klovve.data.value_holder.BindFactory(model, two way=True, converter_in=None,  

converter_out=None)
```

Bases: object

Bind factories return value holders like bindings on attribute access. The *props* object that you often see in view implementations is a bind factory.

fu h(s)

```
class klovve.data.value_holder.ComputedValue(func, model, props, pieces)
```

Bases: ValueHolder

```
_abc_impl = <_abc._abc_data object>  
  
get_value()  
  
is_settable()  
  
set_value(value)
```

```
class klovve.data.value_holder.OneWayBinding(model, prop_name, converter_in=None,  

converter_out=None)
```

Bases: ValueHolder

Connection of a Klovve model object's property, with data flowing only away from it.

```
_abc_impl = <_abc._abc_data object>  
  
get_value()  
  
is_settable()  
  
set_value(value)
```

```
class klovve.data.value_holder.TwoWayBinding(model, prop_name, converter_in=None,  

converter_out=None)
```

Bases: OneWayBinding

Connection of a Klovve model object's property, with data flowing in both ways.

```
_abc_impl = <_abc._abc_data object>  
  
is_settable()
```

```
class klovve.data.value_holder.ValueHolder
```

Bases: ABC

Abstract base class for a single-value container that can be connected to properties of user interface elements; either unidirectional or bidirectional.

```
_abc_impl = <_abc._abc_data object>  
  
abstract get_value()
```

Return type

Any

```
abstract is_settable()

    Return type
        bool

abstract set_value(value)

    Parameters
        value (Any) –
            None

    Return type
        None
```

klovve.drivers package

Klovve drivers. Part of internal infrastructure. Klovve applications do not need it.

```
class klovve.drivers.Driver
```

Bases: ABC

Internal infrastructure functionality that depends on a particular UI provider implementation.

```
__driver = None
```

```
__mainloop = None
```

```
_abc_impl = <_abc._abc_data object>
```

```
abstract _create_mainloop()
```

Create and return a mainloop.

Return type

AbstractEventLoop

```
static get()
```

Return the current driver. It will automatically be created and initialized internally if needed.

Return type

 Driver

```
static mainloop()
```

Return Klovve's main loop.

May only be called after the driver is created.

Return type

AbstractEventLoop

```
model_type(name_tuple)
```

Return a model type by name.

Parameters

name_tuple (*Iterable[str]*) – The piece name as tuple.

Return type

 type['klovve.View']

abstract static name()

Return the driver name.

Return type

str

abstract static rank()

Return the rank number. Drivers with lower rank will be tried to load first.

Return type

float

abstract show_window(*window*)

Show a window.

Parameters

window (*BaseView*) – The window to show.

Return type

None

view_type(*name_tuple*)

Return a view type by name.

Parameters

name_tuple (*Iterable[str]*) – The piece name as tuple.

Return type

type[‘klovve.View’]

klovve.drivers._find_modules(*name_tuple*, *kind*)

Parameters

- **name_tuple** (*Iterable[str]*) –
- **kind** (*str*) –

klovve.drivers._try_find_type_in_module(*module_name*, *typename*)

Parameters

- **module_name** (*str*) –
- **typename** (*str*) –

klovve.drivers._try_find_type_per_name_tuple(*name_tuple*, *kind*, *typename*)

Parameters

- **name_tuple** (*Iterable[str]*) –
- **kind** (*str*) –
- **typename** (*str*) –

Subpackages

klovve.drivers.bare_terminal package

Klovve bare terminal driver.

class klovve.drivers.bare_terminal.Driver

Bases: *Driver*

_abc_impl = <_abc._abc_data object>

_create_mainloop()

Create and return a mainloop.

static name()

Return the driver name.

static rank()

Return the rank number. Drivers with lower rank will be tried to load first.

show_window(window)

Show a window.

Parameters

window – The window to show.

Subpackages

klovve.drivers.bare_terminal.views package

Subpackages

klovve.drivers.bare_terminal.views.interact package

Submodules

klovve.drivers.bare_terminal.views.interact.abstract module

class klovve.drivers.bare_terminal.views.interact.abstract.View(model, view_factory)

Bases: *View*, *BaseView*

Parameters

- **model** (*_TGo*) –
- **view_factory** (*klovve.view.tree.ViewFactory*) –

_abc_impl = <_abc._abc_data object>

create_native()

Create a native representation for this view.

This must be implemented in native views, but is only called internally. See also `native()`.

klovve.drivers.bare_terminal.views.viewer package

Submodules

klovve.drivers.bare_terminal.views.viewer.image module

```
class klovve.drivers.bare_terminal.views.viewer.image.View(model, view_factory)
```

Bases: *View*, *BaseView*

Parameters

- **model** (*_TGo0*) –
- **view_factory** (*klovve.view.tree.ViewFactory*) –

_abc_impl = <*_abc._abc_data object*>

create_native()

Create a native representation for this view.

This must be implemented in native views, but is only called internally. See also `native()`.

Submodules

klovve.drivers.bare_terminal.views.checkable module

```
class klovve.drivers.bare_terminal.views.checkable.View(model, view_factory)
```

Bases: *View*, *BaseView*

Parameters

- **model** (*_TGo0*) –
- **view_factory** (*klovve.view.tree.ViewFactory*) –

_abc_impl = <*_abc._abc_data object*>

create_native()

Create a native representation for this view.

This must be implemented in native views, but is only called internally. See also `native()`.

klovve.drivers.bare_terminal.views.headered_panel module

```
class klovve.drivers.bare_terminal.views.headered_panel.View(model, view_factory)
```

Bases: *View*, *BaseView*

Parameters

- **model** (*_TGo0*) –
- **view_factory** (*klovve.view.tree.ViewFactory*) –

_abc_impl = <*_abc._abc_data object*>

create_native()

Create a native representation for this view.

This must be implemented in native views, but is only called internally. See also `native()`.

klovve.drivers.bare_terminal.views.label module

class klovve.drivers.bare_terminal.views.label.View(model, view_factory)

Bases: `View, BaseView`

Parameters

- `model (_TGo0)` –
- `view_factory (klovve.view.tree.ViewFactory)` –

_abc_impl = <_abc._abc_data object>

create_native()

Create a native representation for this view.

This must be implemented in native views, but is only called internally. See also `native()`.

klovve.drivers.bare_terminal.views.log_pager module

class klovve.drivers.bare_terminal.views.log_pager.View(model, view_factory)

Bases: `View, BaseView`

Parameters

- `model (_TGo0)` –
- `view_factory (klovve.view.tree.ViewFactory)` –

_abc_impl = <_abc._abc_data object>

create_native()

Create a native representation for this view.

This must be implemented in native views, but is only called internally. See also `native()`.

klovve.drivers.bare_terminal.views.placeholder module

class klovve.drivers.bare_terminal.views.placeholder.View(model, view_factory)

Bases: `View, BaseView`

Parameters

- `model (_TGo0)` –
- `view_factory (klovve.view.tree.ViewFactory)` –

_abc_impl = <_abc._abc_data object>

create_native()

Create a native representation for this view.

This must be implemented in native views, but is only called internally. See also `native()`.

klovve.drivers.bare_terminal.views.split module**class klovve.drivers.bare_terminal.views.split.View(model, view_factory)**Bases: *View*, *BaseView***Parameters**

- **model** (*_TGo0*) –
- **view_factory** (*klovve.view.tree.ViewFactory*) –

_abc_impl = <_abc._abc_data object>**create_native()**

Create a native representation for this view.

This must be implemented in native views, but is only called internally. See also `native()`.**klovve.drivers.bare_terminal.views.vertical_box module****class klovve.drivers.bare_terminal.views.vertical_box.View(model, view_factory)**Bases: *View*, *BaseView***Parameters**

- **model** (*_TGo0*) –
- **view_factory** (*klovve.view.tree.ViewFactory*) –

_abc_impl = <_abc._abc_data object>**create_native()**

Create a native representation for this view.

This must be implemented in native views, but is only called internally. See also `native()`.**klovve.drivers.bare_terminal.views.window module****class klovve.drivers.bare_terminal.views.window.View(model, view_factory)**Bases: *View*, *BaseView***Parameters**

- **model** (*_TGo0*) –
- **view_factory** (*klovve.view.tree.ViewFactory*) –

_abc_impl = <_abc._abc_data object>**create_native()**

Create a native representation for this view.

This must be implemented in native views, but is only called internally. See also `native()`.

klovve.drivers.gtk package

Klovve Gtk driver.

class klovve.drivers.gtk.Driver

Bases: *Driver*

`_abc_implementation = <__abc__.abc_data object>`

_create_mainloop()

Create and return a mainloop.

static name()

Return the driver name.

static rank()

Return the rank number. Drivers with lower rank will be tried to load first.

show_window(window)

Show a window.

Parameters

`window` – The window to show.

class klovve.drivers.gtk.View(model, view_factory)

Bases: *BaseView*

Parameters

- `model` (*_TGo*) –
- `view_factory` (*klovve.view.tree.ViewFactory*) –

`_bind(*, gprop_name, value_holder)`

Parameters

`value_holder` (*ValueHolder*) –

`_abc_implementation = <__abc__.abc_data object>`

static bind(gobj, gprop_name, value)

Parameters

`value` (*Any*) –

static gtk_children(widget)

static gtk_new(viewtype, *, to_parent=None, **kwargs)

class klovve.drivers.gtk._EventLoop

Bases: *_UnixSelectorEventLoop*

_call_soon(callback, args, context)

call_at(when, callback, *args, context=None)

Like `call_later()`, but uses an absolute time.

Absolute time corresponds to the event loop's `time()` method.

```

create_task(coro, *, name=None)
    Schedule a coroutine object.

    Returns
        Return a task object.

class klovve.drivers.gtk._Selector(context)
    Bases: _BaseSelectorImpl
    _abc_implementation = <_abc_.abc_data object>

close()
    Close the selector.

    This must be called to make sure that any underlying resource is freed.

interrupt_glib_mainloop()

register(fileobj, events, data=None)
    Register a file object.

    Parameters: fileobj – file object or file descriptor events – events to monitor (bitwise mask of EVENT_READ|EVENT_WRITE) data – attached data

    Returns: SelectorKey instance

    Raises: ValueError if events is invalid KeyError if fileobj is already registered OSError if fileobj is closed or otherwise is unacceptable to

        the underlying system call (if a system call is made)

    Note: OSError may or may not be raised

select(timeout=None)
    Perform the actual selection, until some monitored file objects are ready or a timeout expires.

    Parameters: timeout – if timeout > 0, this specifies the maximum wait time, in

        seconds if timeout <= 0, the select() call won't block, and will report the currently ready file objects if timeout is None, select() will block until a monitored file object becomes ready

    Returns: list of (key, events) for ready file objects events is a bitwise mask of EVENT_READ|EVENT_WRITE

unregister(fileobj)
    Unregister a file object.

    Parameters: fileobj – file object or file descriptor

    Returns: SelectorKey instance

    Raises: KeyError if fileobj is not registered

    Note: If fileobj is registered but has since been closed this does not raise OSError (even if the wrapped syscall does)

class klovve.drivers.gtk._Source(*args, **kwargs)
    Bases: Source

    Constructors

    Source()
    new(source_funcs:GLib.SourceFuncs, struct_size:int) -> GLib.Source

```

```
EVENT_TO_GLIB = dict_items([(1, <flags G_IO_IN of type GLib.IOCondition>), (2,
<flags G_IO_OUT of type GLib.IOCondition>)])  
  
add_fd(fd, events)  
check()  
dispatch(callback, args)  
get_events(fd)  
prepare()  
remove_fd(fd)  
  
klovve.drivers gtk.children(widget)
```

Subpackages

[klovve.drivers gtk.views package](#)

Subpackages

[klovve.drivers gtk.views._gtk_private package](#)

Submodules

[klovve.drivers gtk.views._gtk_private.box module](#)

`class klovve.drivers gtk.views._gtk_private.box.View(model, view_factory)`

Bases: `View`

Parameters

- `model (_TGo0) –`
- `view_factory (klovve.view.tree.ViewFactory) –`

`_abc_impl = <_abc._abc_data object>`

`_orientation()`

`create_native()`

Create a native representation for this view.

This must be implemented in native views, but is only called internally. See also `native()`.

klovve.drivers.gtk.views.form package

```
class klovve.drivers.gtk.views.form.View(model, view_factory)
```

Bases: `View`, `View`

Parameters

- `model` (`_TGo`) –
- `view_factory` (`klovve.view.tree.ViewFactory`) –

`_abc_impl = <_abc._abc_data object>`

`create_native()`

Create a native representation for this view.

This must be implemented in native views, but is only called internally. See also `native()`.

Submodules

klovve.drivers.gtk.views.form.section module

```
class klovve.drivers.gtk.views.form.section.View(model, view_factory)
```

Bases: `View`, `View`

Parameters

- `model` (`_TGo`) –
- `view_factory` (`klovve.view.tree.ViewFactory`) –

`_abc_impl = <_abc._abc_data object>`

`create_native()`

Create a native representation for this view.

This must be implemented in native views, but is only called internally. See also `native()`.

klovve.drivers.gtk.views.interact package

Submodules

klovve.drivers.gtk.views.interact.abstract module

```
class klovve.drivers.gtk.views.interact.abstract.View(model, view_factory)
```

Bases: `View`, `View`

Parameters

- `model` (`_TGo`) –
- `view_factory` (`klovve.view.tree.ViewFactory`) –

`_abc_impl = <_abc._abc_data object>`

create_native()

Create a native representation for this view.

This must be implemented in native views, but is only called internally. See also `native()`.

klovve.drivers.gtk.views.property_panel package

class klovve.drivers.gtk.views.property_panel.View(model, view_factory)

Bases: `View`, `View`

Parameters

- `model (_TGo0)` –
- `view_factory (klovve.view.tree.ViewFactory)` –

`_abc_impl = <_abc._abc_data object>`

create_native()

Create a native representation for this view.

This must be implemented in native views, but is only called internally. See also `native()`.

klovve.drivers.gtk.views.tabbed package

class klovve.drivers.gtk.views.tabbed.View(model, view_factory)

Bases: `View`, `View`

Parameters

- `model (_TGo0)` –
- `view_factory (klovve.view.tree.ViewFactory)` –

`_abc_impl = <_abc._abc_data object>`

create_native()

Create a native representation for this view.

This must be implemented in native views, but is only called internally. See also `native()`.

Submodules

klovve.drivers.gtk.views.tabbed.tab module

class klovve.drivers.gtk.views.tabbed.tab.View(*args, **kwargs)

Bases: `View`, `ComposedView`

`_abc_impl = <_abc._abc_data object>`

compose()

klovve.drivers.gtk.views.viewer package

Submodules

klovve.drivers.gtk.views.viewer.image module

```
class klovve.drivers.gtk.views.viewer.Image(**kwargs)
```

Bases: Overlay

```
__ensure_config_correct()
```

```
__refresh(widget=None, *_, force=False)
```

```
_refresh()
```

```
display_coordinates_to_image_coordinates(x, y)
```

Parameters

- **x** (*float*) –

- **y** (*float*) –

Return type

tuple[float, float]

```
property display_height: int
```

```
property display_width: int
```

```
do_get_property(pspec)
```

```
do_set_property(pspec, value)
```

```
image_coordinates_to_display_coordinates(x, y)
```

Parameters

- **x** (*float*) –

- **y** (*float*) –

Return type

tuple[float, float]

```
image_offset_x
```

```
image_offset_y
```

```
property original_image_height: int
```

```
property original_image_width: int
```

```
pixbuf
```

```
zoom_factor
```

zoom_in(*by=0.1, *, center_x=0.5, center_y=0.5*)

Parameters

- **by** (*float*) –
- **center_x** (*float*) –
- **center_y** (*float*) –

Return type

None

zoom_out(*by=0.1, *, center_x=0.5, center_y=0.5*)

Parameters

- **by** (*float*) –
- **center_x** (*float*) –
- **center_y** (*float*) –

Return type

None

class klovve.drivers.gtk.views.viewer.image.Outer(kwargs)**

Bases: *Widget*

__on_mouse_button_pressed(*_, n_press, x, y*)
__on_mouse_button_released(*_, n_press, x, y*)
__on_mouse_moved(*_, x, y*)
__on_mouse_wheel(*_, dx, dy*)

do_get_property(*pspec*)

do_measure(*orientation, for_size*)

 measure(self, orientation:Gtk.Orientation, for_size:int) -> minimum:int, natural:int, minimum_baseline:int, natural_baseline:int

do_set_property(*pspec, value*)

do_size_allocate(*width, height, _*)

 size_allocate(self, width:int, height:int, baseline:int)

pixbuf

set_source(*source*)

Parameters

source (*str*) –

source

class klovve.drivers.gtk.views.viewer.image.View(*model, view_factory*)

Bases: *View*, *View*

Parameters

- **model** (*_TGo*) –

- **view_factory** ([klovve.view.tree.ViewFactory](#)) –
`_abc_impl = <_abc._abc_data object>`

create_native()

Create a native representation for this view.

This must be implemented in native views, but is only called internally. See also `native()`.

[klovve.drivers.gtk.views.viewer.pdf module](#)

class `klovve.drivers.gtk.views.viewer.pdf.View(model, view_factory)`

Bases: `View, BaseView`

Parameters

- **model** (`_TGo`) –
- **view_factory** ([klovve.view.tree.ViewFactory](#)) –
`_abc_impl = <_abc._abc_data object>`

create_native()

Create a native representation for this view.

This must be implemented in native views, but is only called internally. See also `native()`.

Submodules

[klovve.drivers.gtk.views.busy_animation module](#)

class `klovve.drivers.gtk.views.busy_animation.View(model, view_factory)`

Bases: `View, View`

Parameters

- **model** (`_TGo`) –
- **view_factory** ([klovve.view.tree.ViewFactory](#)) –
`_abc_impl = <_abc._abc_data object>`

create_native()

Create a native representation for this view.

This must be implemented in native views, but is only called internally. See also `native()`.

property gtk_orientation

Return the property value.

Parameters

`obj` – The object to get the value from.

property spinner_size

Return the property value.

Parameters

`obj` – The object to get the value from.

klovve.drivers.gtk.views.button module

```
class klovve.drivers.gtk.views.button.ActionContext(button, *args)
```

Bases: *ActionContext*

```
_abc_impl = <_abc._abc_data object>
```

```
async _create_dialog(view, done_future)
```

TODO Create a dialog with the given view content, and wait until *done_future* is done. Implemented by subclasses, but not directly used from outside.

Parameters

- **view** – The view to show in a dialog.
- **done_future** – The future to wait for before closing the dialog again.

```
class klovve.drivers.gtk.views.button.View(model, view_factory)
```

Bases: *View*, *View*

Parameters

- **model** (*_TGo0*) –
- **view_factory** (*klovve.view.tree.ViewFactory*) –

```
_abc_impl = <_abc._abc_data object>
```

```
create_native()
```

Create a native representation for this view.

This must be implemented in native views, but is only called internally. See also `native()`.

klovve.drivers.gtk.views.checkable module

```
class klovve.drivers.gtk.views.checkable.View(model, view_factory)
```

Bases: *View*, *View*

Parameters

- **model** (*_TGo0*) –
- **view_factory** (*klovve.view.tree.ViewFactory*) –

```
_abc_impl = <_abc._abc_data object>
```

```
create_native()
```

Create a native representation for this view.

This must be implemented in native views, but is only called internally. See also `native()`.

klovve.drivers.gtk.views.disableable module

```
class klovve.drivers.gtk.views.disableable.View(model, view_factory)
```

Bases: `View`, `View`

Parameters

- `model` (`_TGo0`) –
- `view_factory` (`klovve.view.tree.ViewFactory`) –

`_abc_impl = <_abc._abc_data object>`

`create_native()`

Create a native representation for this view.

This must be implemented in native views, but is only called internally. See also `native()`.

`property gtk_sensitive`

Return the property value.

Parameters

`obj` – The object to get the value from.

klovve.drivers.gtk.views.dropdown module

```
class klovve.drivers.gtk.views.dropdown.View(model, view_factory)
```

Bases: `View`, `View`

Parameters

- `model` (`_TGo0`) –
- `view_factory` (`klovve.view.tree.ViewFactory`) –

`_abc_impl = <_abc._abc_data object>`

`create_native()`

Create a native representation for this view.

This must be implemented in native views, but is only called internally. See also `native()`.

klovve.drivers.gtk.views.dual module

```
class klovve.drivers.gtk.views.dual.View(model, view_factory)
```

Bases: `View`, `View`

Parameters

- `model` (`_TGo0`) –
- `view_factory` (`klovve.view.tree.ViewFactory`) –

`_abc_impl = <_abc._abc_data object>`

`create_native()`

Create a native representation for this view.

This must be implemented in native views, but is only called internally. See also `native()`.

klovve.drivers.gtk.views.formatted_text module

```
class klovve.drivers.gtk.views.formatted_text.View(model, view_factory)
```

Bases: `View`, `View`

Parameters

- `model` (`_TGo0`) –
- `view_factory` (`klovve.view.tree.ViewFactory`) –

`_abc_impl = <_abc._abc_data object>`

`create_native()`

Create a native representation for this view.

This must be implemented in native views, but is only called internally. See also `native()`.

klovve.drivers.gtk.views.header module

```
class klovve.drivers.gtk.views.header.View(model, view_factory)
```

Bases: `View`, `View`

Parameters

- `model` (`_TGo0`) –
- `view_factory` (`klovve.view.tree.ViewFactory`) –

`_abc_impl = <_abc._abc_data object>`

`create_native()`

Create a native representation for this view.

This must be implemented in native views, but is only called internally. See also `native()`.

klovve.drivers.gtk.views.headered_panel module

```
class klovve.drivers.gtk.views.headered_panel.View(model, view_factory)
```

Bases: `View`, `View`

Parameters

- `model` (`_TGo0`) –
- `view_factory` (`klovve.view.tree.ViewFactory`) –

`_abc_impl = <_abc._abc_data object>`

`create_native()`

Create a native representation for this view.

This must be implemented in native views, but is only called internally. See also `native()`.

`property title_label_css_classes`

Return the property value.

Parameters

`obj` – The object to get the value from.

klovve.drivers.gtk.views.horizontal_box module

```
class klovve.drivers.gtk.views.horizontal_box.View(model, view_factory)
```

Bases: `View`, `View`

Parameters

- `model` (`_TGo0`) –
- `view_factory` (`klovve.view.tree.ViewFactory`) –
`_abc_impl` = <`_abc._abc_data object`>
`_orientation()`

klovve.drivers.gtk.views.label module

```
class klovve.drivers.gtk.views.label.View(model, view_factory)
```

Bases: `View`, `View`

Parameters

- `model` (`_TGo0`) –
- `view_factory` (`klovve.view.tree.ViewFactory`) –
`_abc_impl` = <`_abc._abc_data object`>

create_native()

Create a native representation for this view.

This must be implemented in native views, but is only called internally. See also `native()`.

klovve.drivers.gtk.views.list module

```
class klovve.drivers.gtk.views.list.View(model, view_factory)
```

Bases: `View`, `View`

Parameters

- `model` (`_TGo0`) –
- `view_factory` (`klovve.view.tree.ViewFactory`) –
`_abc_impl` = <`_abc._abc_data object`>

create_native()

Create a native representation for this view.

This must be implemented in native views, but is only called internally. See also `native()`.

klovve.drivers.gtk.views.log_pager module

```
class klovve.drivers.gtk.views.log_pager.View(*args, **kwargs)
```

Bases: `View`, `View`

```
__inner_size_changed(widget, *_)
```

```
_abc_impl = <_abc._abc_data object>
```

```
create_native()
```

Create a native representation for this view.

This must be implemented in native views, but is only called internally. See also `native()`.

klovve.drivers.gtk.views.placeholder module

```
class klovve.drivers.gtk.views.placeholder.View(model, view_factory)
```

Bases: `View`, `View`

Parameters

- `model` (`_TGo`) –
- `view_factory` (`klovve.view.tree.ViewFactory`) –

```
_abc_impl = <_abc._abc_data object>
```

```
create_native()
```

Create a native representation for this view.

This must be implemented in native views, but is only called internally. See also `native()`.

klovve.drivers.gtk.views.progress module

```
class klovve.drivers.gtk.views.progress.View(model, view_factory)
```

Bases: `View`, `View`

Parameters

- `model` (`_TGo`) –
- `view_factory` (`klovve.view.tree.ViewFactory`) –

```
_abc_impl = <_abc._abc_data object>
```

```
create_native()
```

Create a native representation for this view.

This must be implemented in native views, but is only called internally. See also `native()`.

klovve.drivers.gtk.views.scrollable module

class klovve.drivers.gtk.views.scrollable.View(*model, view_factory*)

Bases: *View, View*

Parameters

- **model** (*_TGo*) –
- **view_factory** (*klovve.view.tree.ViewFactory*) –

_abc_impl = <*_abc._abc_data object*>

create_native()

Create a native representation for this view.

This must be implemented in native views, but is only called internally. See also **native()**.

klovve.drivers.gtk.views.slider module

class klovve.drivers.gtk.views.slider.View(*model, view_factory*)

Bases: *View, View*

Parameters

- **model** (*_TGo*) –
- **view_factory** (*klovve.view.tree.ViewFactory*) –

_abc_impl = <*_abc._abc_data object*>

create_native()

Create a native representation for this view.

This must be implemented in native views, but is only called internally. See also **native()**.

klovve.drivers.gtk.views.split module

class klovve.drivers.gtk.views.split.View(*model, view_factory*)

Bases: *View, View*

Parameters

- **model** (*_TGo*) –
- **view_factory** (*klovve.view.tree.ViewFactory*) –

_abc_impl = <*_abc._abc_data object*>

create_native()

Create a native representation for this view.

This must be implemented in native views, but is only called internally. See also **native()**.

klovve.drivers.gtk.views.text_field module

```
class klovve.drivers.gtk.views.text_field.View(model, view_factory)
```

Bases: *View*, *View*

Parameters

- **model** (*_TGo*) –
- **view_factory** (*klovve.view.tree.ViewFactory*) –

_abc_impl = <*_abc._abc_data object*>

create_native()

Create a native representation for this view.

This must be implemented in native views, but is only called internally. See also **native()**.

klovve.drivers.gtk.views.vertical_box module

```
class klovve.drivers.gtk.views.vertical_box.View(model, view_factory)
```

Bases: *View*, *View*

Parameters

- **model** (*_TGo*) –
- **view_factory** (*klovve.view.tree.ViewFactory*) –

_abc_impl = <*_abc._abc_data object*>

_orientation()

klovve.drivers.gtk.views.window module

```
class klovve.drivers.gtk.views.window.ActionContext(main_window, *args)
```

Bases: *ActionContext*

_abc_impl = <*_abc._abc_data object*>

async _create_dialog(view, done_future)

TODO Create a dialog with the given view content, and wait until *done_future* is done. Implemented by subclasses, but not directly used from outside.

Parameters

- **view** – The view to show in a dialog.
- **done_future** – The future to wait for before closing the dialog again.

```
class klovve.drivers.gtk.views.window.View(model, view_factory)
```

Bases: *View*, *View*

Parameters

- **model** (*_TGo*) –
- **view_factory** (*klovve.view.tree.ViewFactory*) –

```
_abc_impl = <_abc._abc_data object>
```

`create_native()`

Create a native representation for this view.

This must be implemented in native views, but is only called internally. See also `native()`.

klovve.drivers.vivid package

Klovve Viwid driver.

`class klovve.drivers.vivid.Driver`

Bases: `Driver`

```
_abc_impl = <_abc._abc_data object>
```

`_create_mainloop()`

Create and return a mainloop.

`static name()`

Return the driver name.

`static rank()`

Return the rank number. Drivers with lower rank will be tried to load first.

`show_window(window)`

Show a window.

Parameters

`window` – The window to show.

`class klovve.drivers.vivid.View(model, view_factory)`

Bases: `BaseView`

Parameters

- `model (_TGo)` –
- `view_factory (klovve.view.tree.ViewFactory)` –

`_bind(*, aprop_name, value_holder)`

Parameters

`value_holder (ValueHolder)` –

```
_abc_impl = <_abc._abc_data object>
```

`static bind(aobj, aprop_name, value)`

Parameters

`value (Any)` –

`static fizzwid_new(viewtype, **kwargs)`

`klovve.drivers.vivid.children(widget)`

Subpackages

[klovve.drivers.vivid.views package](#)

Subpackages

[klovve.drivers.vivid.views._curses_private package](#)

Submodules

[klovve.drivers.vivid.views._curses_private.box module](#)

class klovve.drivers.vivid.views._curses_private.box.View(model, view_factory)

Bases: [View](#)

Parameters

- **model** (`_TGo0`) –
- **view_factory** ([klovve.view.tree.ViewFactory](#)) –

_abc_impl = <`_abc._abc_data object`>

_orientation()

create_native()

Create a native representation for this view.

This must be implemented in native views, but is only called internally. See also `native()`.

[klovve.drivers.vivid.views.form package](#)

class klovve.drivers.vivid.views.form.View(model, view_factory)

Bases: [View](#), [View](#)

Parameters

- **model** (`_TGo0`) –
- **view_factory** ([klovve.view.tree.ViewFactory](#)) –

_abc_impl = <`_abc._abc_data object`>

create_native()

Create a native representation for this view.

This must be implemented in native views, but is only called internally. See also `native()`.

Submodules

klovve.drivers.vivid.views.form.section module

```
class klovve.drivers.vivid.views.form.section.View(model, view_factory)
```

Bases: `View`, `View`

Parameters

- `model` (`_TGo0`) –
- `view_factory` (`klovve.view.tree.ViewFactory`) –

`_abc_impl = <_abc._abc_data object>`

`create_native()`

Create a native representation for this view.

This must be implemented in native views, but is only called internally. See also `native()`.

klovve.drivers.vivid.views.interact package

Submodules

klovve.drivers.vivid.views.interact.abstract module

```
class klovve.drivers.vivid.views.interact.abstract.View(model, view_factory)
```

Bases: `View`, `View`

Parameters

- `model` (`_TGo0`) –
- `view_factory` (`klovve.view.tree.ViewFactory`) –

`_abc_impl = <_abc._abc_data object>`

`create_native()`

Create a native representation for this view.

This must be implemented in native views, but is only called internally. See also `native()`.

klovve.drivers.vivid.views.property_panel package

```
class klovve.drivers.vivid.views.property_panel.View(model, view_factory)
```

Bases: `View`, `View`

Parameters

- `model` (`_TGo0`) –
- `view_factory` (`klovve.view.tree.ViewFactory`) –

`_abc_impl = <_abc._abc_data object>`

create_native()

Create a native representation for this view.

This must be implemented in native views, but is only called internally. See also `native()`.

klovve.drivers.vivid.views.tabbed package

```
class klovve.drivers.vivid.views.tabbed.View(model, view_factory)
```

Bases: `View`, `View`

Parameters

- `model` (`_TGo0`) –
- `view_factory` (`klovve.view.tree.ViewFactory`) –

`_abc_impl = <_abc._abc_data object>`

create_native()

Create a native representation for this view.

This must be implemented in native views, but is only called internally. See also `native()`.

Submodules**klovve.drivers.vivid.views.tabbed.tab module**

```
class klovve.drivers.vivid.views.tabbed.tab.View(*args, **kwargs)
```

Bases: `View`, `ComposedView`

`_abc_impl = <_abc._abc_data object>`

compose()**klovve.drivers.vivid.views.viewer package****Submodules****klovve.drivers.vivid.views.viewer.image module**

```
class klovve.drivers.vivid.views.viewer.image.View(model, view_factory)
```

Bases: `View`, `View`

Parameters

- `model` (`_TGo0`) –
- `view_factory` (`klovve.view.tree.ViewFactory`) –

`_abc_impl = <_abc._abc_data object>`

create_native()

Create a native representation for this view.

This must be implemented in native views, but is only called internally. See also `native()`.

klovve.drivers.vivid.views.viewer.pdf module

```
class klovve.drivers.vivid.views.viewer.pdf.View(model, view_factory)
```

Bases: `View`, `View`

Parameters

- `model` (`_TGo0`) –
- `view_factory` (`klovve.view.tree.ViewFactory`) –

`_abc_impl = <_abc._abc_data object>`

`create_native()`

Create a native representation for this view.

This must be implemented in native views, but is only called internally. See also `native()`.

Submodules

klovve.drivers.vivid.views.busy_animation module

```
class klovve.drivers.vivid.views.busy_animation.Model(**kwargs)
```

Bases: `Model`

`_abc_impl = <_abc._abc_data object>`

`gtk_orientation()`

`spinner_size()`

```
class klovve.drivers.vivid.views.busy_animation.View(model, view_factory)
```

Bases: `View`, `View`

Parameters

- `model` (`_TGo0`) –
- `view_factory` (`klovve.view.tree.ViewFactory`) –

`_abc_impl = <_abc._abc_data object>`

`create_native()`

Create a native representation for this view.

This must be implemented in native views, but is only called internally. See also `native()`.

klovve.drivers.vivid.views.button module

```
class klovve.drivers.vivid.views.button.ActionContext(button, *args)
```

Bases: `ActionContext`

`_abc_impl = <_abc._abc_data object>`

```
async _create_dialog(view, done_future)
```

TODO Create a dialog with the given view content, and wait until *done_future* is done. Implemented by subclasses, but not directly used from outside.

Parameters

- **view** – The view to show in a dialog.
- **done_future** – The future to wait for before closing the dialog again.

```
class klovve.drivers.vivid.views.button.View(model, view_factory)
```

Bases: *View*, *View*

Parameters

- **model** (*_TGo0*) –
- **view_factory** (*klovve.view.tree.ViewFactory*) –

```
_abc_impl = <_abc._abc_data object>
```

create_native()

Create a native representation for this view.

This must be implemented in native views, but is only called internally. See also `native()`.

klovve.drivers.vivid.views.checkable module

```
class klovve.drivers.vivid.views.checkable.View(model, view_factory)
```

Bases: *View*, *View*

Parameters

- **model** (*_TGo0*) –
- **view_factory** (*klovve.view.tree.ViewFactory*) –

```
_abc_impl = <_abc._abc_data object>
```

create_native()

Create a native representation for this view.

This must be implemented in native views, but is only called internally. See also `native()`.

klovve.drivers.vivid.views.disableable module

```
class klovve.drivers.vivid.views.disableable.View(model, view_factory)
```

Bases: *View*, *View*

Parameters

- **model** (*_TGo0*) –
- **view_factory** (*klovve.view.tree.ViewFactory*) –

```
_abc_impl = <_abc._abc_data object>
```

create_native()

Create a native representation for this view.

This must be implemented in native views, but is only called internally. See also `native()`.

klovve.drivers.vivid.views.dropdown module

class klovve.drivers.vivid.views.dropdown.**View**(model, view_factory)

Bases: *View*, *View*

Parameters

- **model** (*_TGo*) –
- **view_factory** (*klovve.view.tree.ViewFactory*) –

_abc_impl = <*_abc._abc_data object*>

create_native()

Create a native representation for this view.

This must be implemented in native views, but is only called internally. See also **native()**.

klovve.drivers.vivid.views.dual module

class klovve.drivers.vivid.views.dual.**View**(model, view_factory)

Bases: *View*, *View*

Parameters

- **model** (*_TGo*) –
- **view_factory** (*klovve.view.tree.ViewFactory*) –

_abc_impl = <*_abc._abc_data object*>

create_native()

Create a native representation for this view.

This must be implemented in native views, but is only called internally. See also **native()**.

klovve.drivers.vivid.views.formatted_text module

class klovve.drivers.vivid.views.formatted_text.**View**(model, view_factory)

Bases: *View*, *View*

Parameters

- **model** (*_TGo*) –
- **view_factory** (*klovve.view.tree.ViewFactory*) –

_abc_impl = <*_abc._abc_data object*>

create_native()

Create a native representation for this view.

This must be implemented in native views, but is only called internally. See also **native()**.

klovve.drivers.vivid.views.header module

```
class klovve.drivers.vivid.views.header.View(model, view_factory)
```

Bases: `View`, `View`

Parameters

- `model` (`_TGo0`) –
- `view_factory` (`klovve.view.tree.ViewFactory`) –

`_abc_impl = <_abc._abc_data object>`

`create_native()`

Create a native representation for this view.

This must be implemented in native views, but is only called internally. See also `native()`.

klovve.drivers.vivid.views.headered_panel module

```
class klovve.drivers.vivid.views.headered_panel.Model(**kwargs)
```

Bases: `Model`

`_abc_impl = <_abc._abc_data object>`

`property title_label_background`

Return the property value.

Parameters

`obj` – The object to get the value from.

```
class klovve.drivers.vivid.views.headered_panel.View(model, view_factory)
```

Bases: `View`, `View`

Parameters

- `model` (`_TGo0`) –
- `view_factory` (`klovve.view.tree.ViewFactory`) –

`_abc_impl = <_abc._abc_data object>`

`create_native()`

Create a native representation for this view.

This must be implemented in native views, but is only called internally. See also `native()`.

klovve.drivers.vivid.views.horizontal_box module

```
class klovve.drivers.vivid.views.horizontal_box.View(model, view_factory)
```

Bases: `View`, `View`

Parameters

- `model` (`_TGo0`) –
- `view_factory` (`klovve.view.tree.ViewFactory`) –

```
_abc_impl = <_abc._abc_data object>
_orientation()
```

klovve.drivers.vivid.views.label module

```
class klovve.drivers.vivid.views.label.View(model, view_factory)
Bases: View, View
```

Parameters

- **model** (*_TGo0*) –
- **view_factory** ([klovve.view.tree.ViewFactory](#)) –

```
_abc_impl = <_abc._abc_data object>
```

```
create_native()
```

Create a native representation for this view.

This must be implemented in native views, but is only called internally. See also native().

klovve.drivers.vivid.views.list module

```
class klovve.drivers.vivid.views.list.View(model, view_factory)
Bases: View, View
```

Parameters

- **model** (*_TGo0*) –
- **view_factory** ([klovve.view.tree.ViewFactory](#)) –

```
_abc_impl = <_abc._abc_data object>
```

```
create_native()
```

Create a native representation for this view.

This must be implemented in native views, but is only called internally. See also native().

klovve.drivers.vivid.views.log_pager module

```
class klovve.drivers.vivid.views.log_pager.View(*args, **kwargs)
Bases: View, View
```

```
__inner_size_changed(scrollable)
```

Parameters

scrollable ([Scrollable](#)) –

```
_abc_impl = <_abc._abc_data object>
```

```
create_native()
```

Create a native representation for this view.

This must be implemented in native views, but is only called internally. See also native().

```
klovve.drivers.vivid.views.log_pager._time_text(d)
```

klovve.drivers.vivid.views.placeholder module

```
class klovve.drivers.vivid.views.placeholder.View(model, view_factory)
```

Bases: `View`, `View`

Parameters

- `model` (`_TGo0`) –
- `view_factory` (`klovve.view.tree.ViewFactory`) –

`_abc_impl = <_abc._abc_data object>`

`create_native()`

Create a native representation for this view.

This must be implemented in native views, but is only called internally. See also `native()`.

klovve.drivers.vivid.views.progress module

```
class klovve.drivers.vivid.views.progress.View(model, view_factory)
```

Bases: `View`, `View`

Parameters

- `model` (`_TGo0`) –
- `view_factory` (`klovve.view.tree.ViewFactory`) –

`_abc_impl = <_abc._abc_data object>`

`create_native()`

Create a native representation for this view.

This must be implemented in native views, but is only called internally. See also `native()`.

klovve.drivers.vivid.views.scrollable module

```
class klovve.drivers.vivid.views.scrollable.View(model, view_factory)
```

Bases: `View`, `View`

Parameters

- `model` (`_TGo0`) –
- `view_factory` (`klovve.view.tree.ViewFactory`) –

`_abc_impl = <_abc._abc_data object>`

`create_native()`

Create a native representation for this view.

This must be implemented in native views, but is only called internally. See also `native()`.

klovve.drivers.vivid.views.slider module

```
class klovve.drivers.vivid.views.slider.View(model, view_factory)
```

Bases: `View`, `View`

Parameters

- `model` (`_TGo0`) –
- `view_factory` (`klovve.view.tree.ViewFactory`) –

`_abc_impl = <_abc._abc_data object>`

`create_native()`

Create a native representation for this view.

This must be implemented in native views, but is only called internally. See also `native()`.

klovve.drivers.vivid.views.split module

```
class klovve.drivers.vivid.views.split.View(model, view_factory)
```

Bases: `View`, `View`

Parameters

- `model` (`_TGo0`) –
- `view_factory` (`klovve.view.tree.ViewFactory`) –

`_abc_impl = <_abc._abc_data object>`

`create_native()`

Create a native representation for this view.

This must be implemented in native views, but is only called internally. See also `native()`.

klovve.drivers.vivid.views.text_field module

```
class klovve.drivers.vivid.views.text_field.View(model, view_factory)
```

Bases: `View`, `View`

Parameters

- `model` (`_TGo0`) –
- `view_factory` (`klovve.view.tree.ViewFactory`) –

`_abc_impl = <_abc._abc_data object>`

`create_native()`

Create a native representation for this view.

This must be implemented in native views, but is only called internally. See also `native()`.

klovve.drivers.vivid.views.vertical_box module

```
class klovve.drivers.vivid.views.vertical_box.View(model, view_factory)
```

Bases: `View`, `View`

Parameters

- `model` (`_TGo0`) –
- `view_factory` (`klovve.view.tree.ViewFactory`) –
`_abc_impl` = <`_abc._abc_data object`>
`_orientation()`

klovve.drivers.vivid.views.window module

```
class klovve.drivers.vivid.views.window.ActionContext(main_window, *args)
```

Bases: `ActionContext`

`_abc_impl` = <`_abc._abc_data object`>

`async _create_dialog(view, done_future)`

TODO Create a dialog with the given view content, and wait until `done_future` is done. Implemented by subclasses, but not directly used from outside.

Parameters

- `view` – The view to show in a dialog.
- `done_future` – The future to wait for before closing the dialog again.

```
class klovve.drivers.vivid.views.window.View(model, view_factory)
```

Bases: `View`, `View`

Parameters

- `model` (`_TGo0`) –
- `view_factory` (`klovve.view.tree.ViewFactory`) –
`_abc_impl` = <`_abc._abc_data object`>

`create_native()`

Create a native representation for this view.

This must be implemented in native views, but is only called internally. See also `native()`.

klovve.drivers.vivid.vivid package

```
class klovve.drivers.vivid.vivid.Point(x, y)
```

Bases: `object`

Parameters

- `x` (`int`) –
- `y` (`int`) –

```
    moved_by(x=0, y=0)

        Parameters
            • x (int) –
            • y (int) –

        Return type
            Point

    with_x(x)

        Parameters
            x (int) –

        Return type
            Point

    with_y(y)

        Parameters
            y (int) –

        Return type
            Point

    property x: int
    property y: int

class klovve.drivers.viwid.viwid.Rectangle(from_point, to)
Bases: object

    Parameters
        • from_point (Point) –
        • to (Union[Point, Size]) –

    property bottom_right: Point
    property bottom_y: int
    property height: int
    property left_x: int
    property right_x: int
    property top_left: Point
    property top_y: int
    property width: int

class klovve.drivers.viwid.viwid.Size(width, height)
Bases: object

    Parameters
        • width (int) –
        • height (int) –
```

`extend_by(width=0, height=0)`

Parameters

- **width** (*int*) –
- **height** (*int*) –

Return type

Size

`property height: int`

`property width: int`

`with_height(height)`

Parameters

- **height** (*int*) –

Return type

Size

`with_width(width)`

Parameters

- **width** (*int*) –

Return type

Size

Subpackages

`klovve.drivers.vivid.vivid.+samples` namespace

Submodules

`klovve.drivers.vivid.vivid.+samples.hello_world` module

`klovve.drivers.vivid.vivid.+samples.hello_world2` module

`klovve.drivers.vivid.vivid.drivers` package

`klovve.drivers.vivid.vivid.drivers.get_driver(event_loop=None)`

Return type

Driver

Submodules

klovve.drivers.vivid.vivid.drivers.curses module

class klovve.drivers.vivid.vivid.drivers.curses.Driver(*event_loop*)

Bases: Driver

_requests_queue()

_abc_implementation = <_abc._abc_data object>

add_widget_screen(widget)

canvas(widget)

property curses_colors

property loop

process_curses_input()

refresh_curses_window()

repaint_widget_soon(widget)

resize_widget_soon(widget)

property screens

class klovve.drivers.vivid.vivid.drivers.curses._Canvas(*driver, window, widget*)

Bases: Canvas

Parameters

- **driver** ([Driver](#)) –
- **window** ([window](#)) –
- **widget** ([Widget](#)) –

cursor(point)

fill(color, rectangle=None)

text(text, rectangle=None)

class klovve.drivers.vivid.vivid.drivers.curses._CursesColors

Bases: object

class Mode(*value, names=None, *, module=None, qualname=None, type=None, start=1, boundary=None*)

Bases: Enum

COLORS_256 = 2

COLORS_8 = 1

_CursesColors__curses_color(color)

Parameters

- **color** ([Color](#)) –

```
color_pair(fg, bg)
```

Parameters

- **fg** (*Union[FullColor, Color, str]*) –
- **bg** (*Union[FullColor, Color, str]*) –

```
colors_by_pair(pair)
```

```
curses_colors = [0, 4, 2, 6, 1, 5, 3, 7]
```

```
class klovve.drivers.vivid.vivid.drivers.curses._Loop(event_loop, driver)
```

Bases: Loop

Parameters

```
    driver (Driver) –
```

```
async run()
```

Return type

None

```
class klovve.drivers.vivid.vivid.drivers.curses._Screen(curses_screen, driver)
```

Bases: Screen

Parameters

- **curses_screen** (*window*) –
- **driver** (*Driver*) –

```
property focussed_widget
```

```
property size: Size
```

```
update_curses_screensize()
```

klovve.drivers.vivid.vivid.drivers.driver module

```
class klovve.drivers.vivid.vivid.drivers.driver.Driver
```

Bases: ABC

```
_abc_impl = <_abc._abc_data object>
```

```
abstract add_widget_screen(widget)
```

Parameters

```
    widget (Widget) –
```

Return type

Screen

```
abstract canvas(widget)
```

Parameters

```
    widget (Widget) –
```

Return type

Canvas

```
abstract property loop: Loop
abstract repaint_widget_soon(widget)
    Parameters
        widget (Widget) –
    Return type
        None
abstract resize_widget_soon(widget)
    Parameters
        widget (Widget) –
    Return type
        None
abstract property screens: Iterable[Screen]
```

klovve.drivers.vivid.vivid.event package

Submodules

klovve.drivers.vivid.vivid.event.base module

```
class klovve.drivers.vivid.vivid.event.base.OngoingEvent(name)
Bases: object
    Parameters
        name (str) –
    property is_propagation_stopped: bool
    property name
    stop_propagation()
    Return type
        None
```

klovve.drivers.vivid.vivid.event.input module

```
class klovve.drivers.vivid.vivid.event.input.OngoingKeyboardEvent(key)
Bases: OngoingEvent
    property key
class klovve.drivers.vivid.vivid.event.input.OngoingMouseEvent(screen_position,
                                                               left_button, right_button)
Bases: OngoingEvent
    Parameters
        • screen_position (Point) –
        • left_button (bool) –
```

```
    • right_button(bool) –
property left_button: bool
property right_button: bool
property screen_position: Point

class klovve.drivers.vivid.vivid.event.input.OngoingScrollEvent(screen_position, direction)
Bases: OngoingEvent

Parameters
    • screen_position(Point) –
    • direction(int) –

property direction: int
property screen_position: Point
```

klovve.drivers.vivid.vivid.widgets package

Submodules

klovve.drivers.vivid.vivid.widgets.box module

```
class klovve.drivers.vivid.vivid.widgets.box.Box(**kwargs)
Bases: Widget

_item_added(index, item)
```

Parameters

- **index**(*int*) –
- **item**(*object*) –

Return type

None

```
_item_removed(index)
```

Parameters

index(*int*) –

Return type

None

```
_partitioning2()
```

```
property children
```

```
property orientation
```

```
class klovve.drivers.vivid.vivid.widgets.box.CBox(**kwargs)
```

Bases: *Box*

```
property class_style_name
```

```
class klovve.drivers.vivid.vivid.widgets.box.Orientation(value, names=None, *, module=None,
    qualname=None, type=None, start=1,
    boundary=None)
```

Bases: Enum

HORIZONTAL = 2

VERTICAL = 1

klovve.drivers.vivid.vivid.widgets.busy_animation module

```
class klovve.drivers.vivid.vivid.widgets.busy_animation.BusyAnimation(**kwargs)
```

Bases: Label

next()

klovve.drivers.vivid.vivid.widgets.button module

```
class klovve.drivers.vivid.vivid.widgets.button.Button(**kwargs)
```

Bases: Label

keyboard_event(event)

mouse_click_event(event)

property class_style_name

property focusable

property on_click

klovve.drivers.vivid.vivid.widgets.check_button module

```
class klovve.drivers.vivid.vivid.widgets.check_button.CheckButton(**kwargs)
```

Bases: Button

keyboard_event(event)

mouse_click_event(event)

property checked

compute_height(width, minimal)

compute_width(minimal)

paint(canvas)

klovve.drivers.vivid.vivid.widgets.dropdown module

```
class klovve.drivers.vivid.vivid.widgets.dropdown.DropDown(**kwargs)
    Bases: Button
        __click()
        _select(i)
    property items
    property selected_index
    property selected_item
```

klovve.drivers.vivid.vivid.widgets.entry module

```
class klovve.drivers.vivid.vivid.widgets.entry.Entry(**kwargs)
    Bases: Widget
        _keyboard_event(event)
    property class_style_name
    compute_height(width, minimal)

        Parameters
            width(int) –
        Return type
            int
    compute_width(minimal)

        Return type
            int
    property cursor_position
    property focusable
    paint(canvas)
    property text
```

klovve.drivers.vivid.vivid.widgets.frame module

```
class klovve.drivers.vivid.vivid.widgets.frame.Frame(**kwargs)
    Bases: Box
        compute_height(width, minimal)
        compute_width(minimal)
    property item
```

```
paint(canvas)
set_size(v)
```

klovve.drivers.vivid.vivid.widgets.label module

```
class klovve.drivers.vivid.vivid.widgets.Label(**kwargs)
Bases: Widget
__find_last_whitespace(i_from, i_to)
_text_in_width(width)
compute_height(width, minimal)

Parameters
width (int) -
Return type
int
compute_width(minimal)

Return type
int
paint(canvas)

property text
```

klovve.drivers.vivid.vivid.widgets.list module

```
class klovve.drivers.vivid.vivid.widgets.list.List(**kwargs)
Bases: Box
_keyboard_event(event)
_mouse_click_event(event)
property class_style_name
property focusable
property items
property on_selection_activated
property selected_item_index

class klovve.drivers.vivid.vivid.widgets.list.ListRow(**kwargs)
Bases: Label
property class_style_name
property is_selected
```

[klovve.drivers.vivid.vivid.widgets.progress_bar module](#)

```
class klovve.drivers.vivid.vivid.widgets.progress_bar.ProgressBar(**kwargs)
    Bases: Label
        property class_style_name
        compute_height(width, minimal)
        compute_width(minimal)
        paint(canvas)
        property value
```

[klovve.drivers.vivid.vivid.widgets.radio_button module](#)

```
class klovve.drivers.vivid.vivid.widgets.radio_button.RadioButtons(**kwargs)
    Bases: Button
```

[klovve.drivers.vivid.vivid.widgets.scrollable module](#)

```
class klovve.drivers.vivid.vivid.widgets.scrollable.Scrollable(**kwargs)
    Bases: Box
        __correct_offset()
        __move_offset(x, y)
        _preview_keyboard_event(event)
        _preview_scroll_event(event)
        compute_height(width, minimal)
        compute_width(minimal)
        property focusable
        property horizontally_scrollable
        property item
        set_size(v)
        property vertically_scrollable
```

klovve.drivers.vivid.vivid.widgets.widget module

```
class klovve.drivers.vivid.vivid.widgets.widget.Alignment(value, names=None, *, module=None,  
                                         qualname=None, type=None, start=1,  
                                         boundary=None)
```

Bases: Enum

CENTER = 3

FILL = 4

START = 1

STOP = 2

```
klovve.drivers.vivid.vivid.widgets.widget.ListProperty(item_added_func, item_removed_func,  
                                         item_replaced_func=None)
```

```
klovve.drivers.vivid.vivid.widgets.widget.Property(setter=None, /, *, default=<function  
                                         <lambda>>)
```

```
class klovve.drivers.vivid.vivid.widgets.widget.Widget(**kwargs)
```

Bases: object

ListProperty(*item_removed_func*, *item_replaced_func*=None)

class Parti(*widget*)

Bases: object

focussed()

jumpto(*frm*, *delta*)

Property(*, *default*=<function <lambda>>)

__item_added(*index*, *item*)

Parameters

- **index** (*int*) –
- **item** (*object*) –

Return type

None

__item_removed(*index*)

Parameters

index (*int*) –

Return type

None

property _children

_internal_mouse_click_event(*event*)

Parameters

event (*OngoingMouseEvent*) –

Return type
None

_keyboard_event(event)

Parameters
event ([OngoingKeyboardEvent](#)) –

Return type
None

_mouse_click_event(event)

Parameters
event ([OngoingMouseEvent](#)) –

Return type
None

_preview_internal_mouse_click_event(event)

Parameters
event ([OngoingMouseEvent](#)) –

Return type
None

_preview_keyboard_event(event)

Parameters
event ([OngoingKeyboardEvent](#)) –

Return type
None

_preview_mouse_click_event(event)

Parameters
event ([OngoingMouseEvent](#)) –

Return type
None

_preview_scroll_event(event)

Parameters
event ([OngoingScrollEvent](#)) –

Return type
None

_scroll_event(event)

Parameters
event ([OngoingScrollEvent](#)) –

Return type
None

alive()

property background

```
canvas()
child_at_position(xx, yy)
property class_style_name
compute_height(width, minimal)

    Parameters
        • width (int) –
        • minimal (bool) –

    Return type
        int

compute_height2(width, minimal)

    Parameters
        • width (int) –
        • minimal (bool) –

    Return type
        int

compute_width(minimal)

    Parameters
        minimal (bool) –

    Return type
        int

compute_width2(minimal)

    Parameters
        minimal (bool) –

    Return type
        int

property computed_horizontal_expand_greedily
property computed_is_disabled
property computed_vertical_expand_greedily
dematerialize()

    Return type
        None

property focusable
property foreground
property horizontal_alignment
property horizontal_expand_greedily
```

```
property inner_size:  Size
property is_disabled
property layout
listen_property(key,func)
materialize(screen)

    Return type
    None

property offset:  Point
on_dematerialized()

    Return type
    None

on_materialized()

    Return type
    None

paint(canvas)
paint2(parent_canvas=None)

property parent:  Optional[Widget]
property position:  Point
request_repaint()

    Return type
    None

request_resize()

    Return type
    None

property root_style
property screen:  Screen
set_inner_size(value)

    Parameters
    value (Size) –
    Return type
    None

set_layout(value)

set_offset(value)

    Parameters
    value (Point) –
```

```

Return type
    None

set_parent(value)

Parameters
    value (Optional[Widget]) –
Return type
    None

set_position(value)

Parameters
    value (Point) –
Return type
    None

set_root_style(v)

set_size(value, setinner=True)

Parameters
    value (Size) –
Return type
    None

property size: Size
property style_atom
style_atom_by_name(name)
try_focus()
property vertical_alignment
property vertical_expand_greedily

class klovve.drivers.vivid.vivid.widgets.widget._ListProperty(setter, item_added_func,
item_removed_func,
item_replaced_func=None)

Bases: property
_fget(obj)
_fset(obj, value)

class klovve.drivers.vivid.vivid.widgets.widget._Property(setter, default=<function
_Property.<lambda>>)

Bases: property
_fget(obj)
_fset(obj, value)

```

Submodules

klovve.drivers.vivid.vivid.canvas module

class klovve.drivers.vivid.vivid.canvas.Canvas

Bases: object

class Color(*r*: float, *g*: float, *b*: float)

Bases: object

Parameters

- **r** (float) –
- **g** (float) –
- **b** (float) –

property a

b: float

static from_string(*s*)

Parameters

s (Union[Color, str]) –

Return type

Color

g: float

r: float

class FullColor(*rich*: klovve.drivers.vivid.vivid.canvas.Color, *base*: klovve.drivers.vivid.vivid.canvas.Color)

Bases: object

Parameters

- **rich** (Color) –
- **base** (Color) –

base: Color

static from_string(*s*)

Parameters

s (Union[Color, FullColor, str]) –

Return type

FullColor

rich: Color

cursor(*point*)

Parameters

point (Point) –

Return type

None

```
fill(color, rectangle=None)
```

Parameters

- **color** (*Union[Color, FullColor, str]*) –
- **rectangle** (*Optional[Rectangle]*) –

Return type

None

```
text(text, rectangle=None)
```

Parameters

- **rectangle** (*Optional[Rectangle]*) –

Return type

None

```
class klovve.drivers.vivid.vivid.canvas.Color(r: float, g: float, b: float)
```

Bases: object

Parameters

- **r** (*float*) –
- **g** (*float*) –
- **b** (*float*) –

property a

b: float

```
static from_string(s)
```

Parameters

- **s** (*Union[Color, str]*) –

Return type

Color

g: float

r: float

```
class klovve.drivers.vivid.vivid.canvas.FullColor(rich: klovve.drivers.vivid.vivid.canvas.Color,  
base: klovve.drivers.vivid.vivid.canvas.Color)
```

Bases: object

Parameters

- **rich** (*Color*) –
- **base** (*Color*) –

base: Color

```
static from_string(s)
```

Parameters

- **s** (*Union[Color, FullColor, str]*) –

Return type

FullColor

`rich: Color`

klovve.drivers.vivid.vivid.data module

`class klovve.drivers.vivid.vivid.data.List(v=())`

Bases: `MutableSequence`

`__correct_index(i)`

Parameters

`i (int) –`

Return type

`int`

`_abc_impl = <_abc._abc_data object>`

`_add_observer(item_added_func, item_removed_func, item_replaced_func=None, *, initialize=True)`

Parameters

`initialize (bool) –`

Return type

`None`

`_remove_observer(observer)`

Parameters

`observer (ListObserver) –`

Return type

`None`

`insert(i, v)`

`S.insert(index, value) – insert value before index`

`update(other)`

`class klovve.drivers.vivid.vivid.data.ListObserver`

Bases: `object`

`item_added(index, item)`

Parameters

`• index (int) –`

`• item (object) –`

Return type

`None`

`item_removed(index)`

Parameters

`index (int) –`

Return type

`None`

`item_replaced(index, item)`

Return type

None

klovve.drivers.vivid.vivid.layout module

`class klovve.drivers.vivid.vivid.layout.GridLayout(partitioning)`

Bases: `Layout`

Parameters

`partitioning(Callable[], list[list['vivid.widgets.widget.Widget']]]) –`

`_horizontally_process_partitioning(minimal)`

Parameters

`partitioning(list[list[vivid.widgets.widget.Widget]]) –`

`_process_partitioning(size, fuh=None)`

`_stretch_axis_finally(stretch_axis, target_size)`

`_stretch_axis_minimals(axis_minimal, target_size)`

`_stretch_from_partitioning()`

Parameters

`partitioning(list[list[vivid.widgets.widget.Widget]]) –`

`_trim_geometry(position, size, total_size)`

`_vertically_process_partitioning(minimal, cols)`

Parameters

- `partitioning(list[list[vivid.widgets.widget.Widget]]) –`

- `cols(list[int]) –`

`compute_height(width, minimal)`

Parameters

- `width(int) –`

- `minimal(bool) –`

Return type

int

`compute_width(minimal)`

Parameters

`minimal(bool) –`

Return type

int

`set_size(value)`

```
class klovve.drivers.viwid.viwid.layout.Layout
    Bases: object

        compute_height(width, minimal)

            Parameters
                minimal (bool) –
                    minimal (bool) –

        compute_width(minimal)

            Parameters
                minimal (bool) –
                    minimal (bool) –

        set_size(value)

class klovve.drivers.viwid.viwid.layout.NullLayout
    Bases: object

        compute_height(width, minimal)

        compute_width(minimal)

        set_size(value)
```

klovve.drivers.viwid.viwid.loop module

```
class klovve.drivers.viwid.viwid.loop.Loop(event_loop=None)
    Bases: object

        Parameters
            event_loop (Optional[BaseEventLoop]) –
                event_loop: BaseEventLoop

        property event_loop: BaseEventLoop

        async run()

        Return type
            None
```

klovve.drivers.viwid.viwid.screen module

```
class klovve.drivers.viwid.viwid.screen.AnchorRootAlignmentPositioning(anchor_widget)
    Bases: RootAlignmentPositioning

        Parameters
            anchor_widget (Widget) –
                _abc_impl = <_abc._abc_data object>

        get_x(widget, screen_size)

        get_y(widget, screen_size)

class klovve.drivers.viwid.viwid.screen.AutoRootAlignmentSizing(minimal_width=False,
                                                                minimal_height=False)
    Bases: RootAlignmentSizing
```

```

_abc_impl = <_abc._abc_data object>

get_height(width, widget, screen_size)
get_width(widget, screen_size)

class klovve.drivers.vivid.vivid.screen.ByScreenRootAlignmentSizing(width_fraction=0.5,
                                                                     height_fraction=0.5)
Bases: RootAlignmentSizing
_abc_impl = <_abc._abc_data object>

get_height(width, widget, screen_size)
get_width(widget, screen_size)

class klovve.drivers.vivid.vivid.screen.CenterRootAlignmentPositioning
Bases: RootAlignmentPositioning
_abc_impl = <_abc._abc_data object>

get_x(widget, screen_size)
get_y(widget, screen_size)

class klovve.drivers.vivid.vivid.screen.FixedRootAlignmentPositioning(x=0, y=0)
Bases: RootAlignmentPositioning
_abc_impl = <_abc._abc_data object>

get_x(widget, screen_size)
get_y(widget, screen_size)

class klovve.drivers.vivid.vivid.screen.FixedRootAlignmentSizing(width=1, height=1)
Bases: RootAlignmentSizing
_abc_impl = <_abc._abc_data object>

get_height(width, widget, screen_size)
get_width(widget, screen_size)

class klovve.drivers.vivid.vivid.screen.RootAlignment(horizontal_positioning, vertical_positioning,
                                                       horizontal_sizing, vertical_sizing)
Bases: object
apply(widget)

Parameters
    widget (Widget) –

class klovve.drivers.vivid.vivid.screen.RootAlignmentPositioning
Bases: ABC
_abc_impl = <_abc._abc_data object>

```

```
abstract get_x(widget, screen_size)
```

Parameters

- **widget** ([Widget](#)) –
- **screen_size** ([Size](#)) –

Return type

int

```
abstract get_y(widget, screen_size)
```

Parameters

- **widget** ([Widget](#)) –
- **screen_size** ([Size](#)) –

Return type

int

```
class klovve.drivers.vivid.vivid.screen.RootAlignmentSizing
```

Bases: ABC

```
_abc_impl = <_abc._abc_data object>
```

```
abstract get_height(width, widget, screen_size)
```

Parameters

- **width** ([int](#)) –
- **widget** ([Widget](#)) –
- **screen_size** ([Size](#)) –

Return type

int

```
abstract get_width(widget, screen_size)
```

Parameters

- **widget** ([Widget](#)) –
- **screen_size** ([Size](#)) –

Return type

int

```
class klovve.drivers.vivid.vivid.screen.Screen(driver)
```

Bases: object

Parameters

```
    driver (vivid.drivers.driver.Driver) –
```

```
__handle_event__tab_key(reverse)
```

Parameters

- **widget** ([Widget](#)) –
- **reverse** ([bool](#)) –

Return type

None

```
add_root(widget, alignment=None, *, root_style_name='main')
```

Parameters

- **widget** (`Widget`) –
- **alignment** (`Optional[RootAlignment]`) –
- **root_style_name** (`str`) –

Return type

TODO

```
property bottommost: Optional[Widget]
```

```
property driver
```

```
abstract property focussed_widget: Optional[Widget]
```

```
static handle_event(widget, ongoing_event)
```

Parameters

- **widget** (`Widget`) –
- **ongoing_event** (`OngoingEvent`) –

Return type

None

```
popup(widget, alignment=None, *, root_style_name='popup')
```

Parameters

- **widget** (`Widget`) –
- **alignment** (`Optional[RootAlignment]`) –
- **root_style_name** (`str`) –

Return type

TODO

```
property roots: Iterable[Widget]
```

```
property roots_and_alignments: Iterable[tuple[viwid.widgets.widget.Widget,  
klovve.drivers.vivid.vivid.screen.RootAlignment]]
```

```
abstract property size: Size
```

```
property style: Style
```

```
property topmost: Optional[Widget]
```

```
translate_coordinates(point, *, old_origin=None, new_origin=None)
```

Parameters

- **point** (`Point`) –
- **old_origin** (`Optional[Widget]`) –
- **new_origin** (`Optional[Widget]`) –

Return type

`Point`

```
translate_coordinates_with_visibility_check(point, *, old_origin=None, new_origin=None)
```

Parameters

- **point** ([Point](#)) –
- **old_origin** (*Optional*[[Widget](#)]) –
- **new_origin** (*Optional*[[Widget](#)]) –

Return type

`tuple[viwid.Point, bool]`

`update()`

Return type

`None`

klovve.drivers.vivid.vivid.style module

```
class klovve.drivers.vivid.vivid.style.ClassStyle(*, normal, focussed, disabled)
```

Bases: `object`

Parameters

- **normal** ([StyleAtom](#)) –
- **focussed** ([StyleAtom](#)) –
- **disabled** ([StyleAtom](#)) –

```
class klovve.drivers.vivid.vivid.style.RootStyle(*, root, plain, control, entry, list, list_item, selected,  
progress_done, progress_not_done)
```

Bases: `object`

Parameters

- **root** ([ClassStyle](#)) –
- **plain** ([ClassStyle](#)) –
- **control** ([ClassStyle](#)) –
- **entry** ([ClassStyle](#)) –
- **list** ([ClassStyle](#)) –
- **list_item** ([ClassStyle](#)) –
- **selected** ([ClassStyle](#)) –
- **progress_done** ([ClassStyle](#)) –
- **progress_not_done** ([ClassStyle](#)) –

```
class klovve.drivers.vivid.vivid.style.Style(*, main, popup)
```

Bases: `object`

Parameters

- **main** ([RootStyle](#)) –
- **popup** ([RootStyle](#)) –

```
class klovve.drivers.viwid.viwid.style.StyleAtom(*,foreground,background=None)
Bases: object
```

klovve.pieces package

Subpackages

klovve.pieces.form package

```
class klovve.pieces.form.Model(**kwargs)
```

Bases: *Model*

```
_abc_impl = <_abc._abc_data object>
```

property items

Return the property value.

Parameters

obj – The object to get the value from.

```
class klovve.pieces.form.View(model, view_factory)
```

Bases: *BaseView[Model]*

Parameters

- **model** (*_TGo0*) –
- **view_factory** (*klovve.view.tree.ViewFactory*) –

```
_abc_impl = <_abc._abc_data object>
```

Submodules

klovve.pieces.form.section module

```
class klovve.pieces.form.section.Model(**kwargs)
```

Bases: *Model*

```
_abc_impl = <_abc._abc_data object>
```

property item

Return the property value.

Parameters

obj – The object to get the value from.

property label

Return the property value.

Parameters

obj – The object to get the value from.

```
class klovve.pieces.form.section.View(model, view_factory)
Bases: BaseView[Model]

    Parameters
        • model (_TGo0) –
        • view_factory (klovve.view.tree.ViewFactory) –
    _abc_impl = <_abc._abc_data object>
```

klovve.pieces.interact package

```
class klovve.pieces.interact.Model(**kwargs)
Bases: Model

    _abc_impl = <_abc._abc_data object>

    property answer
        Return the property value.

        Parameters
            obj – The object to get the value from.

    property is_answered
        Return the property value.

        Parameters
            obj – The object to get the value from.

    set_answer(answer)
```

Submodules

klovve.pieces.interact.abstract module

```
class klovve.pieces.interact.abstract.Model(**kwargs)
Bases: Model

    _abc_impl = <_abc._abc_data object>

    property get_answer_func
        Return the property value.

        Parameters
            obj – The object to get the value from.

    property inner_view
        Return the property value.

        Parameters
            obj – The object to get the value from.
```

property message

Return the property value.

Parameters

obj – The object to get the value from.

property triggers

Return the property value.

Parameters

obj – The object to get the value from.

```
class klovve.pieces.interact.abstract.View(model, view_factory)
```

Bases: *BaseView[Model]*

Parameters

- **model** (*_TGoO*) –
- **view_factory** ([klovve.view.tree.ViewFactory](#)) –

_abc_impl = <*_abc._abc_data object*>

klovve.pieces.interact.message module

```
class klovve.pieces.interact.message.Model(**kwargs)
```

Bases: *Model*

_abc_impl = <*_abc._abc_data object*>

property message

Return the property value.

Parameters

obj – The object to get the value from.

```
class klovve.pieces.interact.message.View(*args, **kwargs)
```

Bases: *ComposedView[Model]*

_abc_impl = <*_abc._abc_data object*>

compose()

klovve.pieces.interact.textline module

```
class klovve.pieces.interact.textline.Model(**kwargs)
```

Bases: *Model*

_abc_impl = <*_abc._abc_data object*>

property message

Return the property value.

Parameters

obj – The object to get the value from.

property suggestion

Return the property value.

Parameters

obj – The object to get the value from.

```
class klovve.pieces.interact.textline.View(*args, **kwargs)
```

Bases: *ComposedView[Model]*

```
class TModel(**kwargs)
```

Bases: *Model*

```
_abc_impl = <_abc._abc_data object>
```

property value

Return the property value.

Parameters

obj – The object to get the value from.

```
_abc_impl = <_abc._abc_data object>
```

```
compose()
```

klovve.pieces.interact.triggers module

```
class klovve.pieces.interact.triggers.Model(**kwargs)
```

Bases: *Model*

```
_abc_impl = <_abc._abc_data object>
```

property message

Return the property value.

Parameters

obj – The object to get the value from.

property triggers

Return the property value.

Parameters

obj – The object to get the value from.

```
class klovve.pieces.interact.triggers.View(*args, **kwargs)
```

Bases: *ComposedView[Model]*

```
_abc_impl = <_abc._abc_data object>
```

```
compose()
```

klovve.pieces.interact.yesno module

```
class klovve.pieces.interact.yesno.Model(**kwargs)
    Bases: Model
    _abc_impl = <_abc._abc_data object>
    property message
        Return the property value.
        Parameters
            obj – The object to get the value from.
    class klovve.pieces.interact.yesno.View(*args, **kwargs)
        Bases: ComposedView[Model]
        _abc_impl = <_abc._abc_data object>
        compose()
```

klovve.pieces.log_pager package

```
class klovve.pieces.log_pager.Model(**kwargs)
    Bases: Model
    _abc_impl = <_abc._abc_data object>
    property boff
        Return the property value.
        Parameters
            obj – The object to get the value from.
    property entries
        Return the property value.
        Parameters
            obj – The object to get the value from.
    class klovve.pieces.log_pager.View(model, view_factory)
        Bases: BaseView[Model]
        Parameters
            • model (_TGo0) –
            • view_factory (klovve.view.tree.ViewFactory) –
        _abc_impl = <_abc._abc_data object>
```

Submodules

klovve.pieces.log_pager.entry module

```
class klovve.pieces.log_pager.entry.Model(**kwargs)
```

Bases: *Model*

`_abc_implementation = <_abc._abc_data object>`

property began_at

Return the property value.

Parameters

`obj` – The object to get the value from.

property began_at__text

Return the property value.

Parameters

`obj` – The object to get the value from.

property ended_at

Return the property value.

Parameters

`obj` – The object to get the value from.

property ended_at__text

Return the property value.

Parameters

`obj` – The object to get the value from.

property entries

Return the property value.

Parameters

`obj` – The object to get the value from.

property message

Return the property value.

Parameters

`obj` – The object to get the value from.

property only_single_time

Return the property value.

Parameters

`obj` – The object to get the value from.

property only_verbose

Return the property value.

Parameters

`obj` – The object to get the value from.

```
class klovve.pieces.log_pager.entry.View(model, view_factory)
Bases: BaseView[Model]

    Parameters
        • model (_TGo0) –
        • view_factory (klovve.view.tree.ViewFactory) –
    _abc_impl = <_abc._abc_data object>

klovve.pieces.log_pager.entry._time_text(d)
```

klovve.pieces.property_panel package

```
class klovve.pieces.property_panel.Model(**kwargs)
Bases: Model

    _abc_impl = <_abc._abc_data object>

property entries
    Return the property value.

    Parameters
        obj – The object to get the value from.

property values
    Return the property value.

    Parameters
        obj – The object to get the value from.

class klovve.pieces.property_panel.View(model, view_factory)
Bases: BaseView[Model]

    Parameters
        • model (_TGo0) –
        • view_factory (klovve.view.tree.ViewFactory) –
    _abc_impl = <_abc._abc_data object>
```

Submodules

klovve.pieces.property_panel.entry module

```
class klovve.pieces.property_panel.entry.Model(**kwargs)
Bases: Model

    _abc_impl = <_abc._abc_data object>

property label
    Return the property value.

    Parameters
        obj – The object to get the value from.
```

property name

Return the property value.

Parameters

obj – The object to get the value from.

class klovve.pieces.property_panel.entry.View(model, view_factory)

Bases: *BaseView[Model]*

Parameters

- **model** (*_TGo0*) –
- **view_factory** (*klovve.view.tree.ViewFactory*) –

_abc_impl = <_abc._abc_data object>

klovve.pieces.tabbed package

class klovve.pieces.tabbed.Model(kwargs)**

Bases: *Model*

_abc_impl = <_abc._abc_data object>

property items

Return the property value.

Parameters

obj – The object to get the value from.

class klovve.pieces.tabbed.View(model, view_factory)

Bases: *BaseView[Model]*

Parameters

- **model** (*_TGo0*) –
- **view_factory** (*klovve.view.tree.ViewFactory*) –

_abc_impl = <_abc._abc_data object>

Submodules

klovve.pieces.tabbed.tab module

class klovve.pieces.tabbed.tab.Model(kwargs)**

Bases: *Model*

_abc_impl = <_abc._abc_data object>

property item

Return the property value.

Parameters

obj – The object to get the value from.

property label

Return the property value.

Parameters

obj – The object to get the value from.

```
class klovve.pieces.tabbed.tab.View(model, view_factory)
```

Bases: *BaseView[Model]*

Parameters

- **model** (*_TGo0*) –
- **view_factory** (*klovve.view.tree.ViewFactory*) –
_abc_impl = <*_abc._abc_data object*>

klovve.pieces.viewer package

Submodules

klovve.pieces.viewer.image module

```
class klovve.pieces.viewer.image.Model(**kwargs)
```

Bases: *Model*

_abc_impl = <*_abc._abc_data object*>

property source

Return the property value.

Parameters

obj – The object to get the value from.

```
class klovve.pieces.viewer.image.View(model, view_factory)
```

Bases: *BaseView[Model]*

Parameters

- **model** (*_TGo0*) –
- **view_factory** (*klovve.view.tree.ViewFactory*) –
_abc_impl = <*_abc._abc_data object*>

klovve.pieces.viewer.pdf module

```
class klovve.pieces.viewer.pdf.Model(**kwargs)
```

Bases: *Model*

_abc_impl = <*_abc._abc_data object*>

property path

Return the property value.

Parameters

obj – The object to get the value from.

```
class klovve.pieces.viewer.pdf.View(model, view_factory)
```

Bases: *BaseView[Model]*

Parameters

- **model** (*_TGo0*) –
 - **view_factory** ([klovve.view.tree.ViewFactory](#)) –
- `_abc_impl = <_abc._abc_data object>`

Submodules

[klovve.pieces.busy_animation module](#)

```
class klovve.pieces.busy_animation.Model(**kwargs)
```

Bases: *Model*

```
class Orientation(value, names=None, *, module=None, qualname=None, type=None, start=1,
                  boundary=None)
```

Bases: *Enum*

HORIZONTAL = 1

VERTICAL = 2

```
class Size(value, names=None, *, module=None, qualname=None, type=None, start=1, boundary=None)
```

Bases: *Enum*

EXTRA_LARGE = 5

LARGE = 4

MEDIUM = 3

SMALL = 2

TINY = 1

`_abc_impl = <_abc._abc_data object>`

property orientation

Return the property value.

Parameters

obj – The object to get the value from.

property size

Return the property value.

Parameters

obj – The object to get the value from.

property text

Return the property value.

Parameters

obj – The object to get the value from.

```
class klovve.pieces.busy_animation.View(model, view_factory)
```

Bases: *BaseView[Model]*

Parameters

- **model** (*_TGo*) –
- **view_factory** ([klovve.view.tree.ViewFactory](#)) –

_abc_impl = <*_abc._abc_data object*>

klovve.pieces.button module

```
class klovve.pieces.button.Model(**kwargs)
```

Bases: *Model*

_abc_impl = <*_abc._abc_data object*>

property action

Return the property value.

Parameters

obj – The object to get the value from.

property text

Return the property value.

Parameters

obj – The object to get the value from.

```
class klovve.pieces.button.View(model, view_factory)
```

Bases: *BaseView[Model]*

Parameters

- **model** (*_TGo*) –
- **view_factory** ([klovve.view.tree.ViewFactory](#)) –

_abc_impl = <*_abc._abc_data object*>

klovve.pieces.checkable module

```
class klovve.pieces.checkable.Model(**kwargs)
```

Bases: *Model*

_abc_impl = <*_abc._abc_data object*>

property is_checked

Return the property value.

Parameters

obj – The object to get the value from.

property text

Return the property value.

Parameters

obj – The object to get the value from.

```
class klovve.pieces.checkable.View(model, view_factory)
Bases: BaseView

Parameters
    • model (_TGo) –
    • view_factory (klovve.view.tree.ViewFactory) –
_abc_impl = <_abc._abc_data object>
```

klovve.pieces.disableable module

```
class klovve.pieces.disableable.Model(**kwargs)
Bases: Model

_abc_impl = <_abc._abc_data object>

property is_disabled
    Return the property value.

Parameters
    obj – The object to get the value from.

property item
    Return the property value.

Parameters
    obj – The object to get the value from.

class klovve.pieces.disableable.View(model, view_factory)
Bases: BaseView

Parameters
    • model (_TGo) –
    • view_factory (klovve.view.tree.ViewFactory) –
_abc_impl = <_abc._abc_data object>
```

klovve.pieces.dropdown module

```
class klovve.pieces.dropdown.Model(**kwargs)
Bases: Model

_abc_impl = <_abc._abc_data object>

property item_label_func
    Return the property value.

Parameters
    obj – The object to get the value from.

property items
    Return the property value.

Parameters
    obj – The object to get the value from.
```

property selected_item

Return the property value.

Parameters

obj – The object to get the value from.

class klovve.pieces.dropdown.View(model, view_factory)

Bases: *BaseView*

Parameters

- **model** (*_TGo0*) –
 - **view_factory** ([klovve.view.tree.ViewFactory](#)) –
- _abc_impl* = <*_abc._abc_data object*>

klovve.pieces.dual module**class klovve.pieces.dual.Model(**kwargs)**

Bases: *Model*

_abc_impl = <*_abc._abc_data object*>

property main_item

Return the property value.

Parameters

obj – The object to get the value from.

property side_item

Return the property value.

Parameters

obj – The object to get the value from.

class klovve.pieces.dual.View(model, view_factory)

Bases: *BaseView*

Parameters

- **model** (*_TGo0*) –
 - **view_factory** ([klovve.view.tree.ViewFactory](#)) –
- _abc_impl* = <*_abc._abc_data object*>

klovve.pieces.formatted_text module**class klovve.pieces.formatted_text.Model(**kwargs)**

Bases: *Model*

_abc_impl = <*_abc._abc_data object*>

property text

Return the property value.

Parameters

obj – The object to get the value from.

```
class klovve.pieces.formatted_text.View(model, view_factory)
Bases: BaseView

    Parameters
        • model (_TGo0) –
        • view_factory (klovve.view.tree.ViewFactory) –
_abc_impl = <_abc._abc_data object>
```

klovve.pieces.header module

```
class klovve.pieces.header.Model(**kwargs)
Bases: Model

_abc_impl = <_abc._abc_data object>

property text
    Return the property value.

    Parameters
        obj – The object to get the value from.

class klovve.pieces.header.View(model, view_factory)
Bases: BaseView

    Parameters
        • model (_TGo0) –
        • view_factory (klovve.view.tree.ViewFactory) –
_abc_impl = <_abc._abc_data object>
```

klovve.pieces.headered_panel module

```
class klovve.pieces.headered_panel.Model(**kwargs)
Bases: Model

class State(value, names=None, *, module=None, qualname=None, type=None, start=1,
           boundary=None)
Bases: Enum
BUSY = 1
FAILED = 4
SUCCESSFUL = 2
SUCCESSFUL_WITH_WARNING = 3
_abc_impl = <_abc._abc_data object>
```

property actions

Return the property value.

Parameters

obj – The object to get the value from.

property body

Return the property value.

Parameters

obj – The object to get the value from.

property progress

Return the property value.

Parameters

obj – The object to get the value from.

property state

Return the property value.

Parameters

obj – The object to get the value from.

property title

Return the property value.

Parameters

obj – The object to get the value from.

property title_secondary_items

Return the property value.

Parameters

obj – The object to get the value from.

class klovve.pieces.headered_panel.View(model, view_factory)

Bases: *BaseView[Model]*

Parameters

- **model** (*_TGo0*) –
- **view_factory** (*klovve.view.tree.ViewFactory*) –
`_abc_impl = <_abc._abc_data object>`

klovve.pieces.horizontal_box module

class klovve.pieces.horizontal_box.Model(kwargs)**

Bases: *Model*

`_abc_impl = <_abc._abc_data object>`

property items

Return the property value.

Parameters

obj – The object to get the value from.

```
class klovve.pieces.horizontal_box.View(model, view_factory)
```

Bases: *BaseView*

Parameters

- **model** (*_TGo0*) –
- **view_factory** ([klovve.view.tree.ViewFactory](#)) –
_abc_impl = <*_abc._abc_data object*>

[klovve.pieces.label module](#)

```
class klovve.pieces.label.Model(**kwargs)
```

Bases: *Model*

_abc_impl = <*_abc._abc_data object*>

property text

Return the property value.

Parameters

obj – The object to get the value from.

```
class klovve.pieces.label.View(model, view_factory)
```

Bases: *BaseView*

Parameters

- **model** (*_TGo0*) –
- **view_factory** ([klovve.view.tree.ViewFactory](#)) –
_abc_impl = <*_abc._abc_data object*>

[klovve.pieces.list module](#)

```
class klovve.pieces.list.Model(**kwargs)
```

Bases: *Model*

_abc_impl = <*_abc._abc_data object*>

property allows_multiselect

Return the property value.

Parameters

obj – The object to get the value from.

property aux_controls

```
@item_label_func.default def item_label_func(self):  
    return lambda x: str(x)
```

property item_actions

Return the property value.

Parameters

obj – The object to get the value from.

property item_label_func

Return the property value.

Parameters

obj – The object to get the value from.

property items

Return the property value.

Parameters

obj – The object to get the value from.

property list_actions

Return the property value.

Parameters

obj – The object to get the value from.

property selected_item

Return the property value.

Parameters

obj – The object to get the value from.

property selected_items

Return the property value.

Parameters

obj – The object to get the value from.

class klovve.pieces.list.View(model, view_factory)

Bases: *BaseView*

Parameters

- **model** (*_TGo*) –
- **view_factory** (*klovve.view.tree.ViewFactory*) –
_abc_impl = <*_abc._abc_data object*>

klovve.pieces.list_panel module**class klovve.pieces.list_panel.Model(**kwargs)**

Bases: *Model*

_abc_impl = <*_abc._abc_data object*>

property aux_controls

Return the property value.

Parameters

obj – The object to get the value from.

property body

Return the property value.

Parameters

obj – The object to get the value from.

property item_actions

Return the property value.

Parameters

obj – The object to get the value from.

property item_label_func

Return the property value.

Parameters

obj – The object to get the value from.

property items

Return the property value.

Parameters

obj – The object to get the value from.

property list_actions

Return the property value.

Parameters

obj – The object to get the value from.

property selected_item

Return the property value.

Parameters

obj – The object to get the value from.

```
class klovve.pieces.list_panel.View(*args, **kwargs)
    Bases: ComposedView[Model]
    _abc_impl = <_abc._abc_data object>
    compose()
```

klovve.pieces.placeholder module

class klovve.pieces.placeholder.Model(kwargs)**

Bases: *Model*

_abc_impl = <**_abc._abc_data object**>

property item

Return the property value.

Parameters

obj – The object to get the value from.

class klovve.pieces.placeholder.View(model, view_factory)

Bases: *BaseView*

Parameters

- **model** (**_TGo0**) –
- **view_factory** ([klovve.view.tree.ViewFactory](#)) –

_abc_impl = <**_abc._abc_data object**>

klovve.pieces.progress module

```
class klovve.pieces.progress.Model(**kwargs)
```

Bases: *Model*

```
_abc_impl = <_abc._abc_data object>
```

property value

Return the property value.

Parameters

obj – The object to get the value from.

```
class klovve.pieces.progress.View(model, view_factory)
```

Bases: *BaseView*

Parameters

- **model** (*_TGo0*) –
- **view_factory** (*klovve.view.tree.ViewFactory*) –

```
_abc_impl = <_abc._abc_data object>
```

klovve.pieces.scrollable module

```
class klovve.pieces.scrollable.Model(**kwargs)
```

Bases: *Model*

```
_abc_impl = <_abc._abc_data object>
```

property item

Return the property value.

Parameters

obj – The object to get the value from.

```
class klovve.pieces.scrollable.View(model, view_factory)
```

Bases: *BaseView*

Parameters

- **model** (*_TGo0*) –
- **view_factory** (*klovve.view.tree.ViewFactory*) –

```
_abc_impl = <_abc._abc_data object>
```

klovve.pieces.slider module

```
class klovve.pieces.slider.Model(**kwargs)
```

Bases: *Model*

```
_abc_impl = <_abc._abc_data object>
```

property max_value

Return the property value.

Parameters

obj – The object to get the value from.

property min_value

Return the property value.

Parameters

obj – The object to get the value from.

property step_value

Return the property value.

Parameters

obj – The object to get the value from.

property value

Return the property value.

Parameters

obj – The object to get the value from.

class klovve.pieces.slider.View(model, view_factory)

Bases: *BaseView*

Parameters

- **model** (*_TGo0*) –
- **view_factory** (*klovve.view.tree.ViewFactory*) –

_abc_impl = <_abc._abc_data object>

klovve.pieces.split module

class klovve.pieces.split.Model(kwargs)**

Bases: *Model*

_abc_impl = <_abc._abc_data object>

property item1

Return the property value.

Parameters

obj – The object to get the value from.

property item2

Return the property value.

Parameters

obj – The object to get the value from.

class klovve.pieces.split.View(model, view_factory)

Bases: *BaseView*

Parameters

- **model** (*_TGo0*) –

```
    • view_factory (klovve.view.tree.ViewFactory) –  
      _abc_impl = <_abc._abc_data object>
```

[klovve.pieces.text_field module](#)

```
class klovve.pieces.text_field.Model(**kwargs)
```

Bases: [Model](#)

```
  _abc_impl = <_abc._abc_data object>
```

property hint_text

Return the property value.

Parameters

obj – The object to get the value from.

property text

Return the property value.

Parameters

obj – The object to get the value from.

```
class klovve.pieces.text_field.View(model, view_factory)
```

Bases: [BaseView](#)

Parameters

- **model** (_TGo) –
- **view_factory** ([klovve.view.tree.ViewFactory](#)) –
 _abc_impl = <_abc._abc_data object>

[klovve.pieces.vertical_box module](#)

```
class klovve.pieces.vertical_box.Model(**kwargs)
```

Bases: [Model](#)

```
  _abc_impl = <_abc._abc_data object>
```

property items

Return the property value.

Parameters

obj – The object to get the value from.

```
class klovve.pieces.vertical_box.View(model, view_factory)
```

Bases: [BaseView](#)

Parameters

- **model** (_TGo) –
- **view_factory** ([klovve.view.tree.ViewFactory](#)) –
 _abc_impl = <_abc._abc_data object>

klovve.pieces.window module

```
class klovve.pieces.window.Model(**kwargs)
```

Bases: *Model*

```
_abc_impl = <_abc._abc_data object>
```

property actions

Return the property value.

Parameters

obj – The object to get the value from.

property body

Return the property value.

Parameters

obj – The object to get the value from.

property close_func

Return the property value.

Parameters

obj – The object to get the value from.

property closing

Return the property value.

Parameters

obj – The object to get the value from.

property icon

Return the property value.

Parameters

obj – The object to get the value from.

property is_closed

Return the property value.

Parameters

obj – The object to get the value from.

property name

Return the property value.

Parameters

obj – The object to get the value from.

property title

Return the property value.

Parameters

obj – The object to get the value from.

property title2

Return the property value.

Parameters

obj – The object to get the value from.

```
class klovve.pieces.window.View(model, view_factory)
```

Bases: *BaseView*

Parameters

- **model** (*_TGo*) –
- **view_factory** (*klovve.view.tree.ViewFactory*) –

_abc_impl = <*_abc._abc_data object*>

klovve.view package

```
class klovve.view.BaseView(model, view_factory)
```

Bases: *Generic[_TGo]*, *Model*, *View*

Base class for a view piece.

Parameters

- **model** (*_TGo*) –
- **view_factory** (*klovve.view.tree.ViewFactory*) –

class Rambo(*a*, *b*)

Bases: *object*

__setattr__X(*key*, *value*)

_abc_impl = <*_abc._abc_data object*>

create_native()

Create a native representation for this view.

This must be implemented in native views, but is only called internally. See also *native()*.

Return type

object

make_view()

Return type

tuple[klovve.view.tree.ViewFactory, ~_TGo]

property model: _TGo

native()

Return the native representation for this view. Internally uses *create_native()* for creating it, but then keeps that result for later calls.

```
class klovve.view.ComposedView(*args, **kwargs)
```

Bases: *BaseView*, *Generic[_TGo]*

Base class for a composed view piece, i.e. a view that is not implemented using native UI toolkits, but by composing other Klovve view pieces together.

_abc_impl = <*_abc._abc_data object*>

compose()

Return type

ViewTreeNode

create_native()

Create a native representation for this view.

This must be implemented in native views, but is only called internally. See also `native()`.

class klovve.view.View

Bases: ABC

A view piece.

`_abc_impl = <_abc._abc_data object>`

abstract native()

Return the native representation for this view. Internally uses `create_native()` for creating it, but then keeps that result for later calls.

Return type

object

Submodules**klovve.view.tree module****exception klovve.view.tree.ViewError**

Bases: Exception

class klovve.view.tree.ViewFactory(driver)

Bases: object

View factories return view piece factories on attribute access. These create a `ViewTreeNode` when called. The `pieces` object that you often see in view implementations is a view factory.

Parameters

`driver (klovve.drivers.Driver) –`

class _Node(view_factory, view_name)

Bases: object

Parameters

- `view_factory (ViewFactory) –`

- `view_name (Iterable[str]) –`

create_view(name_tuple, /, *, model=None, **kwargs)**Parameters**

`name_tuple (Iterable[str]) –`

Return type

View

class klovve.view.tree.ViewTreeNode(view_factory, name_tuple, model, data)

Bases: object

Definition for one view item in a view, including the view type, the model, and data TODO. As the TODO potentially contains other view nodes (for a view that is composed of smaller pieces), this is a hierarchical structure, with the root node specifying your entire user interface.

Parameters**data** (Iterable[tuple[str, Any]]) –**__create_or_update_view**(old_tree, new_tree, model, parent_view, parent_view_prop_name)**Parameters**

- **old_tree** (ViewTreeNode) –
- **new_tree** (ViewTreeNode) –
- **model** (Model) –
- **parent_view** (View) –
- **parent_view_prop_name** (str) –

create_or_update_view(model, placeholder, old_tree)

Create the view defined by this node, or update it.

Parameters

- **model** (Model) –
- **placeholder** –
- **old_tree** (ViewTreeNode) –

property data: dict[str, Any]

The data specified for this view piece. Values will contain fixed values as well as value holders. This potentially includes other view nodes (or lists, ... of them).

property model: Optional[Model]

A model, if this view pieces was specified by a model as argument (which is quite unusual).

property name_tuple: Iterable[str]**view()**

Return the view specified by this node. This is created on-demand but then cached and re-used.

Return type

View

klovve.view.tree._connect_value_holder(target_model, target_prop_name, value_holder)**Parameters**

- **target_model** (Model) –
- **target_prop_name** (str) –
- **value_holder** (ValueHolder) –

Return type

object

4.1.2 Submodules

4.1.3 klovve.debug module

```
class klovve.debug._Memory
```

Bases: object

```
_Memory__change_counter(kind, by)
```

Parameters

- **kind** (*str*) –
- **by** (*int*) –

Return type

None

```
_Memory__decrement_counter(kind)
```

Parameters

kind (*str*) –

Return type

None

```
_Memory__increment_counter(kind)
```

Parameters

kind (*str*) –

Return type

None

```
property current
```

```
new_object_created(obj, kind)
```

Parameters

kind (*str*) –

```
property since_startup
```

```
klovve.debug._print_loop()
```

PYTHON MODULE INDEX

k

klovve, 9
klovve.+tests, 9
klovve.app, 9
klovve.app.context, 11
klovve.data, 12
klovve.data.deps, 12
klovve.data.lists, 15
klovve.data.model, 18
klovve.data.observable_value, 23
klovve.data.reaction, 24
klovve.data.value_holder, 25
klovve.debug, 108
klovve.drivers, 26
klovve.drivers.bare_terminal, 28
klovve.drivers.bare_terminal.views, 28
klovve.drivers.bare_terminal.views.checkable, 29
klovve.drivers.bare_terminal.views.headered_panel, 29
klovve.drivers.bare_terminal.views.interact, 28
klovve.drivers.bare_terminal.views.interact.abstract, 28
klovve.drivers.bare_terminal.views.label, 30
klovve.drivers.bare_terminal.views.log_pager, 30
klovve.drivers.bare_terminal.views.placeholder, 30
klovve.drivers.bare_terminal.views.split, 31
klovve.drivers.bare_terminal.views.vertical_box, 31
klovve.drivers.bare_terminal.views.viewer, 29
klovve.drivers.bare_terminal.views.viewer.image, 29
klovve.drivers.bare_terminal.views.window, 31
klovve.drivers.gtk, 32
klovve.drivers gtk.views, 34
klovve.drivers gtk.views._gtk_private, 34
klovve.drivers gtk.views._gtk_private.box, 34
klovve.drivers gtk.views.busy_animation, 39
klovve.drivers gtk.views.button, 40
klovve.drivers gtk.views.checkable, 40
klovve.drivers gtk.views.disableable, 41
klovve.drivers gtk.views.dropdown, 41
klovve.drivers gtk.views.dual, 41
klovve.drivers gtk.views.form, 35
klovve.drivers gtk.views.form.section, 35
klovve.drivers gtk.views.formatted_text, 42
klovve.drivers gtk.views.header, 42
klovve.drivers gtk.views.headered_panel, 42
klovve.drivers gtk.views.horizontal_box, 43
klovve.drivers gtk.views.interact, 35
klovve.drivers gtk.views.interact.abstract, 35
klovve.drivers gtk.views.label, 43
klovve.drivers gtk.views.list, 43
klovve.drivers gtk.views.log_pager, 44
klovve.drivers gtk.views.placeholder, 44
klovve.drivers gtk.views.progress, 44
klovve.drivers gtk.views.property_panel, 36
klovve.drivers gtk.views.scrollable, 45
klovve.drivers gtk.views.slider, 45
klovve.drivers gtk.views.split, 45
klovve.drivers gtk.views.tabbed, 36
klovve.drivers gtk.views.tabbed.tab, 36
klovve.drivers gtk.views.text_field, 46
klovve.drivers gtk.views.vertical_box, 46
klovve.drivers gtk.views.viewer, 37
klovve.drivers gtk.views.viewer.image, 37
klovve.drivers gtk.views.viewer.pdf, 39
klovve.drivers gtk.views.window, 46
klovve.drivers viwid, 47
klovve.drivers viwid.views, 48
klovve.drivers viwid.views._curses_private, 48
klovve.drivers viwid.views._curses_private.box, 48
klovve.drivers viwid.views.busy_animation, 51
klovve.drivers viwid.views.button, 51
klovve.drivers viwid.views.checkable, 52
klovve.drivers viwid.views.disableable, 52
klovve.drivers viwid.views.dropdown, 53
klovve.drivers viwid.views.dual, 53

klovve.drivers.vivid.views.form, 48
klovve.drivers.vivid.views.form.section, 49
klovve.drivers.vivid.views.formatted_text, 53
klovve.drivers.vivid.views.header, 54
klovve.drivers.vivid.views.headered_panel, 54
klovve.drivers.vivid.views.horizontal_box, 54
klovve.drivers.vivid.views.interact, 49
klovve.drivers.vivid.views.interact.abstract, 49
klovve.drivers.vivid.views.label, 55
klovve.drivers.vivid.views.list, 55
klovve.drivers.vivid.views.log_pager, 55
klovve.drivers.vivid.views.placeholder, 56
klovve.drivers.vivid.views.progress, 56
klovve.drivers.vivid.views.property_panel, 49
klovve.drivers.vivid.views.scrollable, 56
klovve.drivers.vivid.views.slider, 57
klovve.drivers.vivid.views.split, 57
klovve.drivers.vivid.views.tabbed, 50
klovve.drivers.vivid.views.tabbed.tab, 50
klovve.drivers.vivid.views.text_field, 57
klovve.drivers.vivid.views.vertical_box, 58
klovve.drivers.vivid.views.viewer, 50
klovve.drivers.vivid.views.viewer.image, 50
klovve.drivers.vivid.views.viewer.pdf, 51
klovve.drivers.vivid.views.window, 58
klovve.drivers.vivid.vivid, 58
klovve.drivers.vivid.vivid.+samples, 60
klovve.drivers.vivid.vivid.canvas, 74
klovve.drivers.vivid.vivid.data, 76
klovve.drivers.vivid.vivid.drivers, 60
klovve.drivers.vivid.vivid.drivers.curses, 61
klovve.drivers.vivid.vivid.drivers.driver, 62
klovve.drivers.vivid.vivid.event, 63
klovve.drivers.vivid.vivid.event.base, 63
klovve.drivers.vivid.vivid.event.input, 63
klovve.drivers.vivid.vivid.layout, 77
klovve.drivers.vivid.vivid.loop, 78
klovve.drivers.vivid.vivid.screen, 78
klovve.drivers.vivid.vivid.style, 82
klovve.drivers.vivid.vivid.widgets, 64
klovve.drivers.vivid.vivid.widgets.box, 64
klovve.drivers.vivid.vivid.widgets.busy_animation, 65
klovve.drivers.vivid.vivid.widgets.button, 65
klovve.drivers.vivid.vivid.widgets.check_button, 65
klovve.drivers.vivid.vivid.widgets.dropdown, 66
klovve.drivers.vivid.vivid.widgets.entry, 66
klovve.drivers.vivid.vivid.widgets.frame, 66
klovve.drivers.vivid.vivid.widgets.label, 67
klovve.drivers.vivid.vivid.widgets.list, 67
klovve.drivers.vivid.vivid.widgets.progress_bar, 68
klovve.drivers.vivid.vivid.widgets.radio_button, 68
klovve.drivers.vivid.vivid.widgets.scrollable, 68
klovve.drivers.vivid.vivid.widgets.widget, 69
klovve.pieces, 83
klovve.pieces.busy_animation, 92
klovve.pieces.button, 93
klovve.pieces.checkable, 93
klovve.pieces.disableable, 94
klovve.pieces.dropdown, 94
klovve.pieces.dual, 95
klovve.pieces.form, 83
klovve.pieces.form.section, 83
klovve.pieces.formatted_text, 95
klovve.pieces.header, 96
klovve.pieces.headered_panel, 96
klovve.pieces.horizontal_box, 97
klovve.pieces.interact, 84
klovve.pieces.interact.abstract, 84
klovve.pieces.interact.message, 85
klovve.pieces.interact.textline, 85
klovve.pieces.interact.triggers, 86
klovve.pieces.interact.yesno, 87
klovve.pieces.label, 98
klovve.pieces.list, 98
klovve.pieces.list_panel, 99
klovve.pieces.log_pager, 87
klovve.pieces.log_pager.entry, 88
klovve.pieces.placeholder, 100
klovve.pieces.progress, 101
klovve.pieces.property_panel, 89
klovve.pieces.property_panel.entry, 89
klovve.pieces.scrollable, 101
klovve.pieces.slider, 101
klovve.pieces.split, 102
klovve.pieces.tabbed, 90
klovve.pieces.tabbed.tab, 90
klovve.pieces.text_field, 103
klovve.pieces.vertical_box, 103
klovve.pieces.viewer, 91
klovve.pieces.viewer.image, 91
klovve.pieces.viewer.pdf, 91
klovve.pieces.window, 104
klovve.view, 105
klovve.view.tree, 106

INDEX

Symbols

_Canvas (class in klovve.drivers.vivid.vivid.drivers.curses),	61	__correct_index() (klovve.drivers.vivid.vivid.data.List method),	76
_ComputedProperty (class in klovve.data.model),	21	__correct_offset() (klovve.drivers.vivid.vivid.widgets.scrollable.Scrollable method),	68
_CursesColors (class in klovve.drivers.vivid.vivid.drivers.curses),	61	__create_or_update_view() (klovve.view.tree.ViewTreeNode method),	107
_CursesColors.Mode (class in klovve.drivers.vivid.vivid.drivers.curses),	61	__driver (klovve.drivers.Driver attribute),	26
_CursesColors.__curses_color() (klovve.drivers.vivid.vivid.drivers.curses._CursesColors method),	61	__ensure_config_correct() (klovve.drivers.gtk.views.viewer.image.Image method),	37
_EventLoop (class in klovve.drivers.gtk),	32	find_last_whitespace() (klovve.drivers.vivid.vivid.widgets.label.Label method),	67
_ListProperty (class in klovve.drivers.vivid.vivid.widgets.widget),	73	__handle_event__tab_key() (klovve.drivers.vivid.vivid.screen.Screen method),	80
_Loop (class in klovve.drivers.vivid.vivid.drivers.curses),	62	__head_version() (klovve.data.model.Model method),	19
_Memory (class in klovve.debug),	108	__horizontally_process_partitioning() (klovve.drivers.vivid.vivid.layout.GridLayout method),	77
_Memory.__change_counter() (klovve.debug._Memory method),	108	__inner_size_changed() (klovve.drivers.gtk.views.log_pager.View method),	44
_Memory.__decrement_counter() (klovve.debug._Memory method),	108	__inner_size_changed() (klovve.drivers.vivid.views.log_pager.View method),	55
_Memory.__increment_counter() (klovve.debug._Memory method),	108	__invalidate() (klovve.data.model.Model method),	19
_Property (class in klovve.drivers.vivid.vivid.widgets.widget),	73	__item_added() (klovve.drivers.vivid.vivid.widgets.box.Box method),	64
_ReactionModel (class in klovve.data.reaction),	24	__item_added() (klovve.drivers.vivid.vivid.widgets.widget.Widget method),	69
_Screen (class in klovve.drivers.vivid.vivid.drivers.curses),	62	__item_removed() (klovve.drivers.vivid.vivid.widgets.box.Box method),	64
_Selector (class in klovve.drivers.gtk),	33	__item_removed() (klovve.drivers.vivid.vivid.widgets.widget.Widget method),	69
_Source (class in klovve.drivers.gtk),	33	__mainloop (klovve.drivers.Driver attribute),	26
_TDependencyTuple (in module klovve.data.deps),	14	__move_offset() (klovve.drivers.vivid.vivid.widgets.scrollable.Scrollable method),	68
_TGetValueFunc (in module klovve.data.model),	22	__next() (klovve.drivers.vivid.vivid.widgets.busy_animation.BusyAnimation method),	65
_TViewSpec (in module klovve.app),	10		
__bind() (klovve.drivers.gtk.View method),	32		
__bind() (klovve.drivers.vivid.View method),	47		
__click() (klovve.drivers.vivid.vivid.widgets.dropdown.DropDown method),	66		
__compute() (klovve.data.model.Model method),	19		
__correct_index() (klovve.data.lists.List method),	15		

```

__on_mouse_button_pressed()
    (klovve.drivers.gtk.views.viewer.image.Outer
     method), 38
__on_mouse_button_released()
    (klovve.drivers.gtk.views.viewer.image.Outer
     method), 38
__on_mouse_moved() (klovve.drivers.gtk.views.viewer.image.Outer
     method), 38
__on_mouse_wheel() (klovve.drivers.gtk.views.viewer.image.Outer
     method), 38
__process_partitioning()
    (klovve.drivers.vivid.vivid.layout.GridLayout
     method), 77
__refresh() (klovve.drivers.gtk.views.viewer.image.Image
     method), 37
__requests_queue() (klovve.drivers.vivid.vivid.drivers.curses.Dr
     method), 61
__running_apps (klovve.app.Application attribute), 9
__running_apps_changed_event()
    (klovve.app.Application method), 9
__running_apps_changed_event_internal()
    (klovve.app.Application attribute), 9
__setattr__X()
    (klovve.view.BaseView.Rambo
     method), 105
__stretch_axis_finally()
    (klovve.drivers.vivid.vivid.layout.GridLayout
     method), 77
__stretch_axis_minimals()
    (klovve.drivers.vivid.vivid.layout.GridLayout
     method), 77
__stretch_from_partitioning()
    (klovve.drivers.vivid.vivid.layout.GridLayout
     method), 77
__trim_geometry() (klovve.drivers.vivid.vivid.layout.GridLayout
     method), 77
__vertically_process_partitioning()
    (klovve.drivers.vivid.vivid.layout.GridLayout
     method), 77
_abc_impl (klovve.app.context.ActionContext attribute),
    11
_abc_impl (klovve.data.deps.DependencySubject at
     tribute), 12
_abc_impl (klovve.data.lists.List attribute), 15
_abc_impl (klovve.data.lists.ListObserver attribute), 16
_abc_impl (klovve.data.model.Model attribute), 19
_abc_impl (klovve.data.observable_value.CommonObserv
     attribute), 23
_abc_impl (klovve.data.observable_value.ObservableValueP
     attribute), 23
_abc_impl (klovve.data.reaction._ReactionModel
     attribute), 24
_abc_impl (klovve.data.value_holder.ComputedValue
     attribute), 25
_abc_impl (klovve.data.value_holder.OneWayBinding
     attribute), 25
_abc_impl (klovve.data.value_holder.TwoWayBinding
     attribute), 25
_abc_impl (klovve.data.value_holder.ValueHolder at
     tribute), 25
_abc_impl (klovve.drivers.Driver attribute), 26
_abc_outimpl (klovve.drivers.bare_terminal.Driver at
     tribute), 28
_abc_outimpl (klovve.drivers.bare_terminal.views.checkable.View
     attribute), 29
_abc_outimpl (klovve.drivers.bare_terminal.views.headered_panel.View
     attribute), 29
_abc_outimpl (klovve.drivers.bare_terminal.views.interact.abstract.View
     attribute), 28
_abc_outimpl (klovve.drivers.bare_terminal.views.label.View
     attribute), 30
_abc_outimpl (klovve.drivers.bare_terminal.views.log_pager.View
     attribute), 30
_abc_outimpl (klovve.drivers.bare_terminal.views.placeholder.View
     attribute), 30
_abc_outimpl (klovve.drivers.bare_terminal.views.split.View
     attribute), 31
_abc_outimpl (klovve.drivers.bare_terminal.views.vertical_box.View
     attribute), 31
_abc_outimpl (klovve.drivers.bare_terminal.views.viewer.image.View
     attribute), 29
_abc_outimpl (klovve.drivers.bare_terminal.views.window.View
     attribute), 31
_abc_outimpl (klovve.drivers.gtk.Driver attribute), 32
_abc_outimpl (klovve.drivers.gtk.View attribute), 32
_abc_outimpl (klovve.drivers.gtk._Selector attribute), 33
_abc_outimpl (klovve.drivers.gtk.views._gtk_private.box.View
     attribute), 34
_abc_outimpl (klovve.drivers.gtk.views.busy_animation.View
     attribute), 39
_abc_outimpl (klovve.drivers.gtk.views.button.ActionContext
     attribute), 40
_abc_outimpl (klovve.drivers.gtk.views.button.View at
     tribute), 40
_abc_outimpl (klovve.drivers.gtk.views.checkable.View at
     tribute), 40
_abc_outimpl (klovve.drivers.gtk.views.disableable.View
     attribute), 41
_abc_outimpl (klovve.drivers.gtk.views.dropdown.View at
     tribute), 41
_abc_outimpl (klovve.drivers.gtk.views.dual.View at
     tribute), 41
_abc_outimpl (klovve.drivers.gtk.views.form.View at
     tribute), 35
_abc_outimpl (klovve.drivers.gtk.views.form.section.View
     attribute), 35
_abc_outimpl (klovve.drivers.gtk.views.formatted_text.View
     attribute), 42
_abc_outimpl (klovve.drivers.gtk.views.header.View at
     tribute), 42

```

`tribute), 42`
`_abc_impl (klovve.drivers.gtk.views.headered_panel.View _abc_impl (klovve.drivers.vivid.views.disableable.View attribute), 42`
`attribute), 52`
`_abc_impl (klovve.drivers.gtk.views.horizontal_box.View _abc_impl (klovve.drivers.vivid.views.dropdown.View attribute), 43`
`attribute), 53`
`_abc_impl (klovve.drivers.gtk.views.interact.abstract.View _abc_impl (klovve.drivers.vivid.views.dual.View attribute), 35`
`attribute), 53`
`_abc_impl (klovve.drivers.gtk.views.label.View at- _abc_impl (klovve.drivers.vivid.views.form.View attribute), 43`
`tribute), 43`
`_abc_impl (klovve.drivers.gtk.views.list.View attribute), 43`
`attribute), 49`
`_abc_impl (klovve.drivers.gtk.views.log_pager.View attribute), 44`
`attribute), 53`
`_abc_impl (klovve.drivers.gtk.views.placeholder.View attribute), 44`
`attribute), 54`
`_abc_impl (klovve.drivers.gtk.views.progress.View attribute), 44`
`attribute), 54`
`_abc_impl (klovve.drivers.gtk.views.property_panel.View attribute), 36`
`attribute), 54`
`_abc_impl (klovve.drivers.gtk.views.scrollable.View attribute), 45`
`attribute), 54`
`_abc_impl (klovve.drivers.gtk.views.slider.View attribute), 45`
`attribute), 49`
`_abc_impl (klovve.drivers.gtk.views.split.View attribute), 45`
`attribute), 55`
`_abc_impl (klovve.drivers.gtk.views.tabbed.View attribute), 36`
`attribute), 55`
`_abc_impl (klovve.drivers.gtk.views.tabbed.tab.View attribute), 36`
`attribute), 55`
`_abc_impl (klovve.drivers.gtk.views.text_field.View attribute), 46`
`attribute), 56`
`_abc_impl (klovve.drivers.gtk.views.vertical_box.View attribute), 46`
`attribute), 56`
`_abc_impl (klovve.drivers.gtk.views.viewer.image.View attribute), 39`
`attribute), 49`
`_abc_impl (klovve.drivers.gtk.views.viewer.pdf.View attribute), 39`
`attribute), 56`
`_abc_impl (klovve.drivers.gtk.views.window.ActionContext _abc_impl (klovve.drivers.vivid.views.slider.View attribute), 46`
`attribute), 57`
`_abc_impl (klovve.drivers.gtk.views.window.View attribute), 46`
`attribute), 57`
`_abc_impl (klovve.drivers.vivid.Driver attribute), 47`
`attribute), 50`
`_abc_impl (klovve.drivers.vivid.View attribute), 47`
`attribute), 50`
`_abc_impl (klovve.drivers.vivid.views._curses_private.box.View _abc_impl (klovve.drivers.vivid.views.tabbed.tab.View attribute), 48`
`attribute), 50`
`_abc_impl (klovve.drivers.vivid.views.busy_animation.Model _abc_impl (klovve.drivers.vivid.views.text_field.View attribute), 51`
`attribute), 57`
`_abc_impl (klovve.drivers.vivid.views.busy_animation.View _abc_impl (klovve.drivers.vivid.views.vertical_box.View attribute), 51`
`attribute), 58`
`_abc_impl (klovve.drivers.vivid.views.button.ActionContext _abc_impl (klovve.drivers.vivid.views.viewer.image.View attribute), 51`
`attribute), 50`
`_abc_impl (klovve.drivers.vivid.views.button.View attribute), 52`
`attribute), 51`
`_abc_impl (klovve.drivers.vivid.views.checkable.View attribute), 52`
`attribute), 52`

_abc_impl (*klovve.drivers.vivid.views.window.View* attribute), 58
_abc_impl (*klovve.drivers.vivid.vivid.data.List* attribute), 76
_abc_impl (*klovve.drivers.vivid.vivid.drivers.curses.Driver* attribute), 61
_abc_impl (*klovve.drivers.vivid.vivid.drivers.driver.Driver* attribute), 62
_abc_impl (*klovve.drivers.vivid.vivid.screen.AnchorRootAlignment* attribute), 78
_abc_impl (*klovve.drivers.vivid.vivid.screen.AutoRootAlignment* attribute), 78
_abc_impl (*klovve.drivers.vivid.vivid.screen.ByScreenRootAlignment* attribute), 79
_abc_impl (*klovve.drivers.vivid.vivid.screen.CenterRootAlignment* attribute), 79
_abc_impl (*klovve.drivers.vivid.vivid.screen.FixedRootAlignment* attribute), 79
_abc_impl (*klovve.drivers.vivid.vivid.screen.FixedRootAlignment* attribute), 79
_abc_impl (*klovve.drivers.vivid.vivid.screen.RootAlignment* attribute), 79
_abc_impl (*klovve.pieces.busy_animation.Model* attribute), 92
_abc_impl (*klovve.pieces.busy_animation.View* attribute), 93
_abc_impl (*klovve.pieces.button.Model* attribute), 93
_abc_impl (*klovve.pieces.button.View* attribute), 93
_abc_impl (*klovve.pieces.checkable.Model* attribute), 93
_abc_impl (*klovve.pieces.checkable.View* attribute), 94
_abc_impl (*klovve.pieces.disableable.Model* attribute), 94
_abc_impl (*klovve.pieces.disableable.View* attribute), 94
_abc_impl (*klovve.pieces.dropdown.Model* attribute), 94
_abc_impl (*klovve.pieces.dropdown.View* attribute), 95
_abc_impl (*klovve.pieces.dual.Model* attribute), 95
_abc_impl (*klovve.pieces.dual.View* attribute), 95
_abc_impl (*klovve.pieces.form.Model* attribute), 83
_abc_impl (*klovve.pieces.form.View* attribute), 83
_abc_impl (*klovve.pieces.form.section.Model* attribute), 83
_abc_impl (*klovve.pieces.form.section.View* attribute), 84
_abc_impl (*klovve.pieces.formatted_text.Model* attribute), 95
_abc_impl (*klovve.pieces.formatted_text.View* attribute), 96
_abc_impl (*klovve.pieces.header.Model* attribute), 96
_abc_impl (*klovve.pieces.header.View* attribute), 96
_abc_impl (*klovve.pieces.headered_panel.Model* attribute), 96
_abc_impl (*klovve.pieces.headered_panel.View* attribute), 97
_abc_impl (*klovve.pieces.horizontal_box.Model* attribute), 97
_abc_impl (*klovve.pieces.horizontal_box.View* attribute), 98
_abc_impl (*klovve.pieces.interact.Model* attribute), 84
_abc_impl (*klovve.pieces.interact.abstract.Model* attribute), 84
_abc_impl (*klovve.pieces.interact.message.View* attribute), 85
_abc_impl (*klovve.pieces.interact.message.View* attribute), 85
_abc_impl (*klovve.pieces.interact.textline.Model* attribute), 85
_abc_impl (*klovve.pieces.interact.textline.View* attribute), 86
_abc_impl (*klovve.pieces.interact.textline.View.TModel* attribute), 86
_abc_impl (*klovve.pieces.interact.triggers.Model* attribute), 86
_abc_impl (*klovve.pieces.interact.triggers.View* attribute), 86
_abc_impl (*klovve.pieces.interact.yesno.Model* attribute), 87
_abc_impl (*klovve.pieces.interact.yesno.View* attribute), 87
_abc_impl (*klovve.pieces.label.Model* attribute), 98
_abc_impl (*klovve.pieces.label.View* attribute), 98
_abc_impl (*klovve.pieces.list.Model* attribute), 98
_abc_impl (*klovve.pieces.list.View* attribute), 99
_abc_impl (*klovve.pieces.list_panel.Model* attribute), 99
_abc_impl (*klovve.pieces.list_panel.View* attribute), 100
_abc_impl (*klovve.pieces.log_pager.Model* attribute), 87
_abc_impl (*klovve.pieces.log_pager.View* attribute), 87
_abc_impl (*klovve.pieces.log_pager.entry.Model* attribute), 88
_abc_impl (*klovve.pieces.log_pager.entry.View* attribute), 89
_abc_impl (*klovve.pieces.placeholder.Model* attribute), 100
_abc_impl (*klovve.pieces.placeholder.View* attribute), 100
_abc_impl (*klovve.pieces.progress.Model* attribute), 101
_abc_impl (*klovve.pieces.progress.View* attribute), 101
_abc_impl (*klovve.pieces.property_panel.Model* attribute), 89
_abc_impl (*klovve.pieces.property_panel.View* attribute), 89
_abc_impl (*klovve.pieces.property_panel.entry.Model* attribute), 89
_abc_impl (*klovve.pieces.property_panel.entry.View* attribute), 89

tribute), 90
`_abc_implementation (klovve.pieces.scrollable.Model attribute), 101`
`_abc_implementation (klovve.pieces.scrollable.View attribute), 101`
`_abc_implementation (klovve.pieces.slider.Model attribute), 101`
`_abc_implementation (klovve.pieces.slider.View attribute), 102`
`_abc_implementation (klovve.pieces.split.Model attribute), 102`
`_abc_implementation (klovve.pieces.split.View attribute), 103`
`_abc_implementation (klovve.pieces.tabbed.Model attribute), 90`
`_abc_implementation (klovve.pieces.tabbed.View attribute), 90`
`_abc_implementation (klovve.pieces.tabbed.tab.Model attribute), 90`
`_abc_implementation (klovve.pieces.tabbed.tab.View attribute), 91`
`_abc_implementation (klovve.pieces.text_field.Model attribute), 103`
`_abc_implementation (klovve.pieces.text_field.View attribute), 103`
`_abc_implementation (klovve.pieces.vertical_box.Model attribute), 103`
`_abc_implementation (klovve.pieces.vertical_box.View attribute), 103`
`_abc_implementation (klovve.pieces.viewer.image.Model attribute), 91`
`_abc_implementation (klovve.pieces.viewer.image.View attribute), 91`
`_abc_implementation (klovve.pieces.viewer.pdf.Model attribute), 91`
`_abc_implementation (klovve.pieces.viewer.pdf.View attribute), 92`
`_abc_implementation (klovve.pieces.window.Model attribute), 104`
`_abc_implementation (klovve.pieces.window.View attribute), 105`
`_abc_implementation (klovve.view.BaseView attribute), 105`
`_abc_implementation (klovve.view.ComposedView attribute), 105`
`_abc_implementation (klovve.view.View attribute), 106`
`_add_changed_handler() (klovve.data.deps.DependencySubject method), 12`
`_add_changed_handler() (klovve.data.model.Model method), 19`
`_add_observer() (klovve.data.lists.List method), 15`
`_add_observer() (klovve.drivers.vivid.vivid.data.List method), 76`
`_available_version() (klovve.data.deps.DependencySubject method), 13`
`_available_version() (klovve.data.model.Model method), 19`
`_call_soon() (klovve.drivers.gtk._EventLoop method), 32`
`_children(klovve.drivers.vivid.vivid.widgets.widget.Widget property), 69`
`_compute() (klovve.data.model.Property method), 21`
`_compute() (klovve.data.model.PropertyBase method), 21`
`_compute() (klovve.data.model._ComputedProperty method), 22`
`_connect_value_holder() (in module klovve.view.tree), 107`
`_create_dialog() (klovve.app.context.ActionContext method), 11`
`_create_dialog() (klovve.drivers gtk.views.button.ActionContext method), 40`
`_create_dialog() (klovve.drivers gtk.views.window.ActionContext method), 46`
`_create_dialog() (klovve.drivers vivid.views.button.ActionContext method), 51`
`_create_dialog() (klovve.drivers vivid.views.window.ActionContext method), 58`
`_create_mainloop() (klovve.drivers.Driver method), 26`
`_create_mainloop() (klovve.drivers.bare_terminal.Driver method), 28`
`_create_mainloop() (klovve.drivers.gtk.Driver method), 32`
`_create_mainloop() (klovve.drivers.vivid.Driver method), 47`
`_current_compute_dependencies (in module klovve.data.deps), 14`
`_defer_value_propagation (in module klovve.data.deps), 14`
`_defer_value_propagation_for (in module klovve.data.deps), 15`
`_detect_dependencies() (klovve.data.deps.DependencySubject method), 13`
`_fget() (klovve.data.model.PropertyBase method), 21`
`_fget() (klovve.drivers.vivid.vivid.widgets.widget._ListProperty method), 73`
`_fget() (klovve.drivers.vivid.vivid.widgets.widget._Property method), 73`
`_find_modules() (in module klovve.drivers), 27`
`_flush_dependency_handlers() (klovve.data.deps.DependencySubject method), 13`
`_flush_dependency_handlers() (klovve.data.model.Model method), 19`
`_fset() (klovve.data.model.ListProperty method), 18`
`_fset() (klovve.data.model.PropertyBase method), 21`
`_fset() (klovve.data.model._ComputedProperty method), 22`
`_fset() (klovve.drivers.vivid.vivid.widgets.widget._ListProperty method), 73`
`_fset() (klovve.drivers.vivid.vivid.widgets.widget._Property method), 73`
`_get_dependencies() (klovve.data.deps.DependencySubject method), 13`
`_get_dependencies() (klovve.data.model.Model method), 19`
`_initially() (klovve.data.model.PropertyBase`

```

        method), 21
_implicitly() (klovve.data.model._ComputedProperty   _partitioning2() (klovve.drivers.vivid.vivid.widgets.box.Box
        method), 22                                     method), 64
/internal_mouse_click_event()                      _preview_internal_mouse_click_event()
(klovve.drivers.vivid.vivid.widgets.widget.Widget   (klovve.drivers.vivid.vivid.widgets.widget.Widget
        method), 69                                     method), 70
/is_protocol (klovve.data.lists.List attribute), 16 _preview_keyboard_event()
/is_protocol (klovve.data.observable_value.CommonObservableValue) (klovve.drivers.vivid.vivid.widgets.scrollable.Scrollable
        attribute), 23                                     method), 68
/is_protocol (klovve.data.observable_value.ObservableValue) _preview_keyboard_event()
        attribute), 23                                     (klovve.drivers.vivid.vivid.widgets.widget.Widget
        attribute), 23                                     method), 70
/is_runtime_protocol
(klovve.data.observable_value.ObservableValueProtocol) _preview_mouse_click_event()
        attribute), 23                                     (klovve.drivers.vivid.vivid.widgets.widget.Widget
        attribute), 23                                     method), 70
_keyboard_event() (klovve.drivers.vivid.vivid.widgets.button.Button) _preview_scroll_event()
        method), 70                                     (klovve.drivers.vivid.vivid.widgets.widget.Widget
        method), 65                                     method), 68
_keyboard_event() (klovve.drivers.vivid.vivid.widgets.check_button) _print_loop() (in module klovve.debug), 108
        method), 65                                     _remove_changed_handler()
        method), 66                                     (klovve.data.deps.DependencySubject method),
        method), 66                                     14
_keyboard_event() (klovve.drivers.vivid.vivid.widgets.list.List) _remove_changed_handler()
        method), 67                                     (klovve.data.deps.DependencySubject method),
        method), 67                                     14
_mouse_click_event()
(klovve.drivers.vivid.vivid.widgets.button.Button) _remove_changed_handler()
        method), 65                                     (klovve.data.deps.DependencySubject method),
        method), 65                                     20
_mouse_click_event()
(klovve.drivers.vivid.vivid.widgets.check_button.CheckButton) _remove_observer()
        method), 65                                     (klovve.data.lists.List method), 16
        method), 65                                     _remove_observer()
        method), 67                                     (klovve.drivers.vivid.vivid.data.List
        method), 67                                     method), 76
        method), 70                                     _scroll_event() (klovve.drivers.vivid.vivid.widgets.widget.Widget
        method), 70                                     method), 70
        method), 70                                     _select() (klovve.drivers.vivid.vivid.widgets.dropdown.DropDown
        method), 70                                     method), 66
        method), 70                                     _set_dependencies()
        method), 22                                     (klovve.data.deps.DependencySubject method),
        method), 22                                     14
_notify_dependency()
(klovve.data.deps.DependencySubject method), 13 _set_dependencies()
        method), 13                                     (klovve.data.model.Model
        method), 13                                     method), 20
_notify_property_value_changed()
(klovve.data.deps.DependencySubject method), 13 _set_value() (klovve.data.model.Model method), 20
        method), 13                                     _text_in_width() (klovve.drivers.vivid.vivid.widgets.label.Label
        method), 13                                     method), 67
        method), 34                                     _time_text()           (in module
        method), 34                                     klovve.drivers.vivid.views.log_pager), 55
        method), 43                                     _time_text()           (in module
        method), 43                                     klovve.pieces.log_pager.entry), 89
        method), 46                                     _trigger_changed() (klovve.data.model.Model
        method), 46                                     method), 20
        method), 48                                     _trigger_changed() (klovve.data.observable_value.CommonObservable
        method), 48                                     value), 23
        method), 55                                     _trigger_changed() (klovve.data.observable_value.ObservableValuePro
        method), 55                                     gram), 23
        method), 55                                     _trigger_changed() (klovve.data.observable_value.ObservableValuePro
        method), 23                                     gram), 23

```

_try_find_type_in_module() (in module *klovve.drivers*), 27

_try_find_type_per_name_tuple() (in module *klovve.drivers*), 27

_update__default_create_target_object() (in module *klovve.data.lists*), 17

_update__default_is_matching_target_object() (in module *klovve.data.lists*), 17

_update__default_update_target_object() (in module *klovve.data.lists*), 18

_use_last_value_during_recompute() (in *klovve.data.model.PropertyBase* method), 21

_use_last_value_during_recompute() (in *klovve.data.model._ComputedProperty* method), 22

_value() (*klovve.data.model.Model* method), 20

A

a (*klovve.drivers.vivid.vivid.canvas.Canvas*.Color property), 74

a (*klovve.drivers.vivid.vivid.canvas.Canvas*.Color property), 75

action (*klovve.pieces.button.Model* property), 93

ActionContext (class in *klovve.app.context*), 11

ActionContext (class in *klovve.drivers gtk.views.button*), 40

ActionContext (class in *klovve.drivers gtk.views.window*), 46

ActionContext (class in *klovve.drivers.vivid.views.button*), 51

ActionContext (class in *klovve.drivers.vivid.views.window*), 58

actions (*klovve.pieces.headered_panel.Model* property), 96

actions (*klovve.pieces.window.Model* property), 104

add_changed_handler() (in *klovve.data.observable_value.CommonObservable* method), 23

add_changed_handler() (in *klovve.data.observable_value.ObservableValueProtocol* method), 23

add_fd() (*klovve.drivers.gtk._Source* method), 34

add_root() (*klovve.drivers.vivid.vivid.screen.Screen* method), 80

add_widget_screen() (in *klovve.drivers.vivid.vivid.drivers.curses.Driver* method), 61

add_widget_screen() (in *klovve.drivers.vivid.vivid.drivers.driver.Driver* method), 62

Alignment (class in *klovve.drivers.vivid.vivid.widgets.widget*), 69

alive() (*klovve.drivers.vivid.vivid.widgets.widget.Widget* method), 70

allows_multiselect (*klovve.pieces.list.Model* property), 98

AnchorRootAlignmentPositioning (class in *klovve.drivers.vivid.vivid.screen*), 78

answer (*klovve.pieces.interact.Model* property), 84

Application (class in *klovve.app*), 9

ApplicationUnavailableError, 10

apply() (*klovve.drivers.vivid.vivid.screen.RootAlignment* method), 79

AutoRootAlignmentSizing (class in *klovve.drivers.vivid.vivid.screen*), 78

aux_controls (*klovve.pieces.list.Model* property), 98

aux_controls (*klovve.pieces.list_panel.Model* property), 99

B

b (*klovve.drivers.vivid.vivid.canvas.Canvas*.Color attribute), 74

b (*klovve.drivers.vivid.vivid.canvas.Canvas*.Color attribute), 75

background (*klovve.drivers.vivid.vivid.widgets.widget.Widget* property), 70

base (*klovve.drivers.vivid.vivid.canvas.Canvas*.FullColor attribute), 74

base (in *klovve.drivers.vivid.vivid.canvas.Canvas*.FullColor attribute), 75

BaseView (class in *klovve.view*), 105

BaseView.Rambo (class in *klovve.view*), 105

began_at (*klovve.pieces.log_pager.entry.Model* property), 88

began_at__text (*klovve.pieces.log_pager.entry.Model* property), 88

bind() (*klovve.drivers.gtk.View* static method), 32

bind() (*klovve.drivers.vivid.View* static method), 47

BindFactory (class in *klovve.data.value_holder*), 25

body (*klovve.pieces.headered_panel.Model* property), 97

body (*klovve.pieces.list_panel.Model* property), 99

body (*klovve.pieces.window.Model* property), 104

boff (*klovve.pieces.log_pager.Model* property), 87

bottom_right (*klovve.drivers.vivid.vivid.Rectangle* property), 59

bottom_y (*klovve.drivers.vivid.vivid.Rectangle* property), 59

bottommost (*klovve.drivers.vivid.vivid.screen.Screen* property), 81

Box (class in *klovve.drivers.vivid.vivid.widgets.box*), 64

BUSY (*klovve.pieces.headered_panel.Model*.State attribute), 96

BusyAnimation (class in *klovve.drivers.vivid.vivid.widgets.busy_animation*), 65

Button (class in *klovve.drivers.vivid.vivid.widgets.button*), 65

C

call_at() (*klovve.drivers.gtk._EventLoop method*), 32
call_maybe_async_func() (*in module klovve.app*), 10
Canvas (*class in klovve.drivers.vivid.vivid.canvas*), 74
canvas() (*klovve.drivers.vivid.vivid.drivers.curses.Driver method*), 61
canvas() (*klovve.drivers.vivid.vivid.drivers.driver.Driver method*), 62
canvas() (*klovve.drivers.vivid.vivid.widgets.widget.Widget method*), 70
Canvas.Color (*class in klovve.drivers.vivid.vivid.canvas*), 74
Canvas.FullColor (*class in klovve.drivers.vivid.vivid.canvas*), 74
CBox (*class in klovve.drivers.vivid.vivid.widgets.box*), 64
CENTER (*klovve.drivers.vivid.vivid.widgets.widget.Alignment attribute*), 69
CenterRootAlignmentPositioning (*class in klovve.drivers.vivid.vivid.screen*), 79
check() (*klovve.drivers.gtk._Source method*), 34
CheckButton (*class in klovve.drivers.vivid.vivid.widgets.check_button*), 65
checked (*klovve.drivers.vivid.vivid.widgets.check_button.CheckButton property*), 65
child_at_position() (*klovve.drivers.vivid.vivid.widgets.widget.Widget method*), 71
children (*klovve.drivers.vivid.vivid.widgets.box.Box property*), 64
children() (*in module klovve.drivers.gtk*), 34
children() (*in module klovve.drivers.vivid*), 47
class_style_name (*klovve.drivers.vivid.vivid.widgets.box.CBox property*), 64
class_style_name (*klovve.drivers.vivid.vivid.widgets.button.Button method*), 65
class_style_name (*klovve.drivers.vivid.vivid.widgets.entry.Entry property*), 66
class_style_name (*klovve.drivers.vivid.vivid.widgets.list.List method*), 67
class_style_name (*klovve.drivers.vivid.vivid.widgets.list.ListRow method*), 67
class_style_name (*klovve.drivers.vivid.vivid.widgets.list.Widget property*), 71
class_style_name (*klovve.drivers.vivid.vivid.widgets.progress_bar.ProgressBar method*), 68
class_style_name (*klovve.drivers.vivid.vivid.widgets.widget.Widget property*), 71
ClassStyle (*class in klovve.drivers.vivid.vivid.style*), 82
close() (*klovve.drivers.gtk._Selector method*), 33
close_func (*klovve.pieces.window.Model property*), 104
closing (*klovve.pieces.window.Model property*), 104
Color (*class in klovve.drivers.vivid.vivid.canvas*), 75
color_pair() (*klovve.drivers.vivid.vivid.drivers.curses._CursesColors method*), 61
COLORS_256 (*klovve.drivers.vivid.vivid.drivers.curses._CursesColors.Mod attribute*), 61
COLORS_8 (*klovve.drivers.vivid.vivid.drivers.curses._CursesColors.Mode attribute*), 61
colors_by_pair() (*klovve.drivers.vivid.vivid.drivers.curses._CursesColors method*), 62
CommonObservableValue (*class in klovve.data.observable_value*), 23
compose() (*klovve.drivers.gtk.views.tabbed.tab.View method*), 36
compose() (*klovve.drivers.vivid.views.tabbed.tab.View method*), 50
compose() (*klovve.pieces.interact.message.View method*), 85
compose() (*klovve.pieces.interact.textline.View method*), 86
compose() (*klovve.pieces.interact.triggers.View method*), 86
compose() (*klovve.pieces.interact.yesno.View method*), 87
compose() (*klovve.pieces.list_panel.View method*), 100
compose() (*klovve.view.ComposedView method*), 105
ComposedView (*class in klovve.view*), 105
compute_height() (*klovve.drivers.vivid.vivid.layout.GridLayout method*), 77
compute_height() (*klovve.drivers.vivid.vivid.layout.Layout method*), 78
compute_height() (*klovve.drivers.vivid.vivid.layout.NullLayout method*), 78
compute_height() (*klovve.drivers.vivid.vivid.widgets.check_button.CheckButton method*), 65
compute_height() (*klovve.drivers.vivid.vivid.widgets.entry.Entry method*), 66
compute_height() (*klovve.drivers.vivid.vivid.widgets.frame.Frame method*), 66
compute_height() (*klovve.drivers.vivid.vivid.widgets.label.Label method*), 67
compute_height() (*klovve.drivers.vivid.vivid.widgets.progress_bar.ProgressBar method*), 68
compute_height() (*klovve.drivers.vivid.vivid.widgets.scrollable.Scrollable method*), 68
compute_height2() (*klovve.drivers.vivid.vivid.widgets.widget.Widget method*), 71
compute_width() (*klovve.drivers.vivid.vivid.layout.GridLayout method*), 77
compute_width() (*klovve.drivers.vivid.vivid.layout.Layout method*), 78
compute_width() (*klovve.drivers.vivid.vivid.layout.NullLayout method*), 78
compute_width() (*klovve.drivers.vivid.vivid.widgets.check_button.CheckButton method*), 65
compute_width() (*klovve.drivers.vivid.vivid.widgets.entry.Entry method*), 65

```

        method), 66
compute_width() (klovve.drivers.vivid.vivid.widgets.frame.Frame method), 41
        method), 66
compute_width() (klovve.drivers.vivid.vivid.widgets.label.Label method), 41
        method), 67
compute_width() (klovve.drivers.vivid.vivid.widgets.progress_bar.ProgressBar method), 68
        method), 68
compute_width() (klovve.drivers.vivid.vivid.widgets.scrollable.ScrolledWindow method), 35
        method), 68
compute_width() (klovve.drivers.vivid.vivid.widgets.widget.Widget method), 35
        method), 71
compute_width2() (klovve.drivers.vivid.vivid.widgets.widget.Widget method), 42
        method), 71
computed_horizontal_expand_greedily
        (klovve.drivers.vivid.vivid.widgets.widget.Widget create_native() (klovve.drivers gtk.views.headered_panel.View
        property), 71
method), 42
computed_is_disabled
        (klovve.drivers.vivid.vivid.widgets.widget.Widget create_native() (klovve.drivers gtk.views.interact.abstract.View
        property), 71
method), 35
computed_vertical_expand_greedily
        (klovve.drivers.vivid.vivid.widgets.widget.Widget create_native() (klovve.drivers gtk.views.list.View
        property), 71
method), 43
ComputedProperty() (in module klovve.data.model), 18
create_app() (in module klovve.app), 11
create_native() (klovve.drivers.bare_terminal.views.checkable_view.CheckableView method), 29
create_native() (klovve.drivers.bare_terminal.views.headerview.HeaderView method), 29
create_native() (klovve.drivers.bare_terminal.views.interactable_view.InteractableView method), 28
create_native() (klovve.drivers.bare_terminal.views.property_panel.PropertyPanelView method), 36
create_native() (klovve.drivers.bare_terminal.views.scrollable_view.ScrollableView method), 45
create_native() (klovve.drivers.bare_terminal.views.slider_view.SliderView method), 45
create_native() (klovve.drivers.bare_terminal.views.log_viewer.LogViewer method), 45
create_native() (klovve.drivers.bare_terminal.views.placeholder_view.PlaceholderView method), 44
create_native() (klovve.drivers.bare_terminal.views.progress_view.ProgressView method), 44
create_native() (klovve.drivers.bare_terminal.views.tabbed_view.TabbedPaneView method), 36
create_native() (klovve.drivers.bare_terminal.views.split_view.SplitView method), 46
create_native() (klovve.drivers.bare_terminal.views.text_field_view.TextFieldView method), 31
create_native() (klovve.drivers.bare_terminal.views.viewer.image_viewer.ImageViewer method), 39
create_native() (klovve.drivers.bare_terminal.views.viewer.pdf_viewer.PDFViewer method), 39
create_native() (klovve.drivers.bare_terminal.views.window_viewer.WindowViewer method), 47
create_native() (klovve.drivers gtk_private.box_box.BoxView method), 48
create_native() (klovve.drivers gtk.views.busy_animation.BusyAnimationView method), 51
create_native() (klovve.drivers gtk.views.button.ButtonView method), 52
create_native() (klovve.drivers gtk.views.checkable_view.CheckableView method), 52

```

create_native() (*klovve.drivers.vivid.views.disableable*.View.create_view() (*klovve.view.tree.ViewFactory* method),
method), 52
create_native() (*klovve.drivers.vivid.views.dropdown*.View.current (*klovve.debug._Memory* property), 108
method), 53
create_native() (*klovve.drivers.vivid.views.dual*.View.curses_colors (*klovve.drivers.vivid.vivid.drivers.curses._CursesColors*
attribute), 62
method), 53
create_native() (*klovve.drivers.vivid.views.form.section*.View.cursor() (*klovve.drivers.vivid.vivid.drivers.curses.Driver*
property), 61
method), 49
create_native() (*klovve.drivers.vivid.views.form*.View.cursor() (*klovve.drivers.vivid.vivid.canvas.Canvas*
method), 74
method), 48
create_native() (*klovve.drivers.vivid.views.formatted_text*.View.cursor() (*klovve.drivers.vivid.vivid.drivers.curses._Canvas*
method), 61
method), 53
create_native() (*klovve.drivers.vivid.views.header*.View.cursor_position (*klovve.drivers.vivid.vivid.widgets.entry.Entry*
property), 66
method), 54
create_native() (*klovve.drivers.vivid.views.headered_panel*.View.D
method), 54
create_native() (*klovve.drivers.vivid.views.interact.abstract*.View.deleteView24
method), 49
create_native() (*klovve.drivers.vivid.views.label*.View.dematerialize() (*klovve.drivers.vivid.vivid.widgets.widget.Widget*
method), 71
method), 55
create_native() (*klovve.drivers.vivid.views.list*.View.DependencySubject (class in *klovve.data.deps*), 12
method), 55
create_native() (*klovve.drivers.vivid.views.log_pager*.View.dispatch() (*klovve.drivers.gtk._Source* method), 34
method), 55
create_native() (*klovve.drivers.vivid.views.placeholder*.View.display_coordinates_to_image_coordinates()
method), 56
create_native() (*klovve.drivers.vivid.views.progress*.View.display_height (*klovve.drivers.gtk.views.viewer.image.Image*
method), 37
method), 56
create_native() (*klovve.drivers.vivid.views.property_panel*.View.display_width (*klovve.drivers.gtk.views.viewer.image.Image*
method), 37
method), 49
create_native() (*klovve.drivers.vivid.views.scrollable*.View.do_get_property() (*klovve.drivers.gtk.views.viewer.image.Image*
method), 37
method), 56
create_native() (*klovve.drivers.vivid.views.slider*.View.do_get_property() (*klovve.drivers.gtk.views.viewer.image.Outer*
method), 37
method), 57
create_native() (*klovve.drivers.vivid.views.split*.View.do_measure() (*klovve.drivers.gtk.views.viewer.image.Outer*
method), 38
method), 57
create_native() (*klovve.drivers.vivid.views.tabbed*.View.do_set_property() (*klovve.drivers.gtk.views.viewer.image.Image*
method), 37
method), 50
create_native() (*klovve.drivers.vivid.views.text_field*.View.do_set_property() (*klovve.drivers.gtk.views.viewer.image.Outer*
method), 37
method), 57
create_native() (*klovve.drivers.vivid.views.viewer.image*.View.do_size_allocate() (*klovve.drivers.gtk.views.viewer.image.Outer*
method), 38
method), 50
create_native() (*klovve.drivers.vivid.views.viewer.pdf*.View.Driver (class in *klovve.drivers*), 26
method), 51
create_native() (*klovve.drivers.vivid.views.window*.View.Driver (class in *klovve.drivers.bare_terminal*), 28
method), 58
create_native() (*klovve.view.BaseView* method), 105
create_native() (*klovve.view.ComposedView* method), 105
create_or_update_view() (*klovve.view.tree.ViewTreeNode* method), 107
create_task() (*klovve.drivers.gtk._EventLoop* method), 32

D
DeleteView24
dematerialize() (*klovve.drivers.vivid.vivid.widgets.widget.Widget* method), 71
DependencySubject (class in *klovve.data.deps*), 12
dialog() (*klovve.app.context.ActionContext* method), 12
direction (*klovve.drivers.vivid.vivid.event.input.OngoingScrollEvent* method), 37
display_coordinates_to_image_coordinates() (*klovve.drivers.gtk.views.viewer.image.Image* method), 37
display_height (*klovve.drivers.gtk.views.viewer.image.Image* method), 37
display_width (*klovve.drivers.gtk.views.viewer.image.Image* method), 37
do_get_property() (*klovve.drivers.gtk.views.viewer.image.Image* method), 37
do_get_property() (*klovve.drivers.gtk.views.viewer.image.Outer* method), 38
do_measure() (*klovve.drivers.gtk.views.viewer.image.Outer* method), 38
do_set_property() (*klovve.drivers.gtk.views.viewer.image.Image* method), 37
do_set_property() (*klovve.drivers.gtk.views.viewer.image.Outer* method), 38
do_size_allocate() (*klovve.drivers.gtk.views.viewer.image.Outer* method), 38
Driver (class in *klovve.drivers*), 26
Driver (class in *klovve.drivers.bare_terminal*), 28
Driver (class in *klovve.drivers.gtk*), 32
Driver (class in *klovve.drivers.vivid*), 47
Driver (class in *klovve.drivers.vivid.vivid.drivers.curses*), 61
Driver (class in *klovve.drivers.vivid.vivid.drivers.driver*), 62
driver (*klovve.drivers.vivid.vivid.screen.Screen* property), 81

DropDown (*class in klovve.drivers.vivid.vivid.widgets.dropd*
focussed_widget (*klovve.drivers.vivid.vivid.drivers.curses._Screen*
property), 62
focussed_widget (*klovve.drivers.vivid.vivid.screen.Screen*
property), 81
foreground (*klovve.drivers.vivid.vivid.widgets.widget.Widget*
property), 71
Frame (*class in klovve.drivers.vivid.vivid.widgets.frame*),
66
from_string() (*klovve.drivers.vivid.vivid.canvas.Canvas*.Color
static method), 74
from_string() (*klovve.drivers.vivid.vivid.canvas.Canvas*.FullColor
static method), 74
from_string() (*klovve.drivers.vivid.vivid.canvas.Canvas*.Color
static method), 75
from_string() (*klovve.drivers.vivid.vivid.canvas.Canvas*.FullColor
static method), 75
fuh() (*klovve.data.value_holder.BindFactory* *method*),
25
FullColor (*class in klovve.drivers.vivid.vivid.canvas*),
75

G

g (*klovve.drivers.vivid.vivid.canvas.Canvas*.Color
attribute), 74
g (*klovve.drivers.vivid.vivid.canvas.Canvas*.Color *attribute*), 75
get() (*klovve.drivers.Driver* *static method*), 26
get_answer_func (*klovve.pieces.interact.abstract.Model*
property), 84
get_driver() (*in* *module*
klovve.drivers.vivid.vivid.drivers), 60
get_events() (*klovve.drivers.gtk._Source* *method*), 34
get_height() (*klovve.drivers.vivid.vivid.screen.AutoRootAlignmentSizing*
method), 79
get_height() (*klovve.drivers.vivid.vivid.screen.ByScreenRootAlignmentSizing*
method), 79
get_height() (*klovve.drivers.vivid.vivid.screen.FixedRootAlignmentSizing*
method), 79
get_height() (*klovve.drivers.vivid.vivid.screen.RootAlignmentSizing*
method), 80
get_value() (*klovve.data.value_holder.ComputedValue*
method), 25
get_value() (*klovve.data.value_holder.OneWayBinding*
method), 25
get_value() (*klovve.data.value_holder.ValueHolder*
method), 25
get_width() (*klovve.drivers.vivid.vivid.screen.AutoRootAlignmentSizing*
method), 79
get_width() (*klovve.drivers.vivid.vivid.screen.ByScreenRootAlignmentSizing*
method), 79
get_width() (*klovve.drivers.vivid.vivid.screen.FixedRootAlignmentSizing*
method), 79
get_width() (*klovve.drivers.vivid.vivid.screen.RootAlignmentSizing*
method), 80

D

DropDown (*class in klovve.drivers.vivid.vivid.widgets.dropd*
66

E

ended_at (*klovve.pieces.log_pager.entry.Model* *prop*
erty), 88
ended_at_text (*klovve.pieces.log_pager.entry.Model*
property), 88
entries (*klovve.pieces.log_pager.entry.Model* *property*),
88
entries (*klovve.pieces.log_pager.Model* *property*), 87
entries (*klovve.pieces.property_panel.Model* *property*),
89
Entry (*class in klovve.drivers.vivid.vivid.widgets.entry*),
66
error_message_for_exceptions()
(*klovve.app.context.ActionContext* *method*), 12
event_loop (*klovve.drivers.vivid.vivid.loop.Loop* *prop*
erty), 78
EVENT_TO_GLIB (*klovve.drivers.gtk._Source* *attribute*),
33
extend_by() (*klovve.drivers.vivid.vivid.Size* *method*),
59
EXTRA_LARGE (*klovve.pieces.busy_animation.Model*.Size
attribute), 92

F

FAILED (*klovve.pieces.headered_panel.Model*.State *at*
tribute), 96
FILL (*klovve.drivers.vivid.vivid.widgets.widget.Alignment*
attribute), 69
fill() (*klovve.drivers.vivid.vivid.canvas.Canvas*.Canvas
method), 74
fill() (*klovve.drivers.vivid.vivid.drivers.curses._Canvas*
method), 61
FixedRootAlignmentPositioning (*class* *in* *klovve.drivers.vivid.vivid.screen*), 79
FixedRootAlignmentSizing (*class* *in* *klovve.drivers.vivid.vivid.screen*), 79
fizzwid_new() (*klovve.drivers.vivid.View* *static*
method), 47
focusable (*klovve.drivers.vivid.vivid.widgets.button.Button*
property), 65
focusable (*klovve.drivers.vivid.vivid.widgets.entry.Entry*
property), 66
focusable (*klovve.drivers.vivid.vivid.widgets.list.List*
property), 67
focusable (*klovve.drivers.vivid.vivid.widgets.scrollable.Sc*
rollable), 68
focusable (*klovve.drivers.vivid.vivid.widgets.widget.Widget*
property), 71
focussed() (*klovve.drivers.vivid.vivid.widgets.widget.Widget*
method), 69

get_x() (*klovve.drivers.vivid.vivid.screen.AnchorRootAlignmentPositioning* method), 78
get_x() (*klovve.drivers.vivid.vivid.screen.CenterRootAlignmentPositioning* method), 79
get_x() (*klovve.drivers.vivid.vivid.screen.FixedRootAlignmentPositioning* method), 79
get_x() (*klovve.drivers.vivid.vivid.screen.RootAlignmentPositioning* method), 79
get_y() (*klovve.drivers.vivid.vivid.screen.AnchorRootAlignmentPositioning* method), 78
get_y() (*klovve.drivers.vivid.vivid.screen.CenterRootAlignmentPositioning* method), 79
get_y() (*klovve.drivers.vivid.vivid.screen.FixedRootAlignmentPositioning* method), 79
get_y() (*klovve.drivers.vivid.vivid.screen.RootAlignmentPositioning* method), 79
GridLayout (class in *klovve.drivers.vivid.vivid.layout*), 77
gtk_children() (*klovve.drivers.gtk.View* static method), 32
gtk_new() (*klovve.drivers.gtk.View* static method), 32
gtk_orientation (*klovve.drivers.gtk.views.busy_animation* property), 39
gtk_orientation() (*klovve.drivers.vivid.views.busy_animation* method), 51
gtk_sensitive (*klovve.drivers.gtk.views.disableable.View* property), 41
image_getting_deltas_to_display_coordinates() (*klovve.drivers.gtk.views.viewer.image.Image* method), 37
image_offset_x (*klovve.drivers.gtk.views.viewer.image.Image* property), 37
image_offset_y (*klovve.drivers.gtk.views.viewer.image.Image* property), 37
in_mainloop() (in module *klovve.app*), 11
innerPosition (*klovve.drivers.vivid.vivid.widgets.widget.Widget* property), 71
innerPosition (*klovve.pieces.interact.abstract.Model* property), 84
insert() (*klovve.drivers.vivid.vivid.data.List* method), 16
insert() (*klovve.drivers.vivid.vivid.data.List* method), 76
interrupt_glib_mainloop() (*klovve.drivers.gtk._Selector* method), 33
is_answered (*klovve.pieces.interact.Model* property), 84
is_checked (*klovve.pieces.checkable.Model* property), 93
is_closing (*klovve.pieces.window* Model property), 104
is_disabled (*klovve.drivers.vivid.vivid.widgets.widget.Widget* property), 72
is_disabled (*klovve.pieces.disableable.Model* property), 94
is_propagation_stopped (*klovve.drivers.vivid.vivid.event.base.OngoingEvent* property), 63
is_running (*klovve.app.Application* property), 10
is_selected (*klovve.drivers.vivid.vivid.widgets.list.ListRow* property), 67
is_settable() (*klovve.data.value_holder.ComputedValue* method), 25
is_settable() (*klovve.data.value_holder.OneWayBinding* method), 25
is_settable() (*klovve.data.value_holder.TwoWayBinding* method), 25
is_settable() (*klovve.data.value_holder.ValueHolder* method), 25
item (*klovve.drivers.vivid.vivid.widgets.frame.Frame* property), 66
item (*klovve.drivers.vivid.vivid.widgets.scrollable.Scrollable* property), 68
item (*klovve.pieces.disableable.Model* property), 94
item (*klovve.pieces.form.section.Model* property), 83
item (*klovve.pieces.placeholder.Model* property), 100
item (*klovve.pieces.scrollable.Model* property), 101
item (*klovve.pieces.tabbed.tab.Model* property), 90
item1 (*klovve.pieces.split.Model* property), 102
item2 (*klovve.pieces.split.Model* property), 102
item_actions (*klovve.pieces.list.Model* property), 98
item_actions (*klovve.pieces.list_panel.Model* property), 99

H

handle_event() (*klovve.drivers.vivid.vivid.screen.Screen* static method), 81
height (*klovve.drivers.vivid.vivid.Rectangle* property), 59
height (*klovve.drivers.vivid.vivid.Size* property), 60
hint_text (*klovve.pieces.text_field.Model* property), 103
HORIZONTAL (*klovve.drivers.vivid.vivid.widgets.box.Orientation* attribute), 65
HORIZONTAL (*klovve.pieces.busy_animation.Model.Orientation* attribute), 92
horizontal_alignment (*klovve.drivers.vivid.vivid.widgets.widget.Widget* property), 71
horizontal_expand_greedily (*klovve.drivers.vivid.vivid.widgets.widget.Widget* property), 71
horizontally_scrollable (*klovve.drivers.vivid.vivid.widgets.scrollable.Scrollable* property), 68

I

icon (*klovve.pieces.window* Model property), 104
Image (class in *klovve.drivers.gtk.views.viewer.image*), 37

`item_added()` (*klovve.data.lists.ListObserver* method), 16
`item_added()` (*klovve.drivers.vivid.vivid.data.ListObserver* method), 76
`item_label_func` (*klovve.pieces.dropdown.Model* property), 94
`item_label_func` (*klovve.pieces.list.Model* property), 98
`item_label_func` (*klovve.pieces.list_panel.Model* property), 100
`item_moved()` (*klovve.data.lists.ListObserver* method), 17
`item_removed()` (*klovve.data.lists.ListObserver* method), 17
`item_removed()` (*klovve.drivers.vivid.vivid.data.ListObserver* method), 76
`item_replaced()` (*klovve.data.lists.ListObserver* method), 17
`item_replaced()` (*klovve.drivers.vivid.vivid.data.ListObserver* method), 76
`items` (*klovve.drivers.vivid.vivid.widgets.dropdown.DropDown* property), 66
`items` (*klovve.drivers.vivid.vivid.widgets.list.List* property), 67
`items` (*klovve.pieces.dropdown.Model* property), 94
`items` (*klovve.pieces.form.Model* property), 83
`items` (*klovve.pieces.horizontal_box.Model* property), 97
`items` (*klovve.pieces.list.Model* property), 99
`items` (*klovve.pieces.list_panel.Model* property), 100
`items` (*klovve.pieces.tabbed.Model* property), 90
`items` (*klovve.pieces.vertical_box.Model* property), 103

J

`jumpto()` (*klovve.drivers.vivid.vivid.widgets.widget.Widget* method), 69

K

`key` (*klovve.drivers.vivid.vivid.event.input.OngoingKeyboardEvent* property), 63
`klovve`
 module, 9
`klovve.+tests`
 module, 9
`klovve.app`
 module, 9
`klovve.app.context`
 module, 11
`klovve.data`
 module, 12
`klovve.data.deps`
 module, 12
`klovve.data.lists`
 module, 15
`klovve.data.model`
 module, 18
`klovve.data.observable_value`
 module, 23
`klovve.data.reaction`
 module, 24
`klovve.data.value_holder`
 module, 25
`klovve.debug`
 module, 108
`klovve.drivers`
 module, 26
`klovve.drivers.bare_terminal`
 module, 28
`klovve.drivers.bare_terminal.views`
 module, 28
`klovve.drivers.bare_terminal.views.checkable`
 module, 29
`klovve.drivers.bare_terminal.views.headered_panel`
 module, 29
`klovve.drivers.bare_terminal.views.interact`
 module, 28
`klovve.drivers.bare_terminal.views.interact.abstract`
 module, 28
`klovve.drivers.bare_terminal.views.label`
 module, 30
`klovve.drivers.bare_terminal.views.log_pager`
 module, 30
`klovve.drivers.bare_terminal.views.placeholder`
 module, 30
`klovve.drivers.bare_terminal.views.split`
 module, 31
`klovve.drivers.bare_terminal.views.vertical_box`
 module, 31
`klovve.drivers.bare_terminal.views.viewer`
 module, 29
`klovve.drivers.bare_terminal.views.viewer.image`
 module, 29
`klovve.drivers.bare_terminal.views.window`
 module, 31
`klovve.drivers.gtk`
 module, 32
`klovve.drivers.gtk.views`
 module, 34
`klovve.drivers.gtk.views._gtk_private`
 module, 34
`klovve.drivers.gtk.views._gtk_private.box`
 module, 34
`klovve.drivers.gtk.views.busy_animation`
 module, 39
`klovve.drivers.gtk.views.button`
 module, 40
`klovve.drivers.gtk.views.checkable`
 module, 40
`klovve.drivers.gtk.views.disableable`

```
    module, 41
klovve.drivers.gtk.views.dropdown
    module, 41
klovve.drivers.gtk.views.dual
    module, 41
klovve.drivers.gtk.views.form
    module, 35
klovve.drivers.gtk.views.form.section
    module, 35
klovve.drivers.gtk.views.formatted_text
    module, 42
klovve.drivers.gtk.views.header
    module, 42
klovve.drivers.gtk.views.headered_panel
    module, 42
klovve.drivers.gtk.views.horizontal_box
    module, 43
klovve.drivers.gtk.views.interact
    module, 35
klovve.drivers.gtk.views.interact.abstract
    module, 35
klovve.drivers.gtk.views.label
    module, 43
klovve.drivers.gtk.views.list
    module, 43
klovve.drivers.gtk.views.log_pager
    module, 44
klovve.drivers.gtk.views.placeholder
    module, 44
klovve.drivers.gtk.views.progress
    module, 44
klovve.drivers.gtk.views.property_panel
    module, 36
klovve.drivers.gtk.views.scrollable
    module, 45
klovve.drivers.gtk.views.slider
    module, 45
klovve.drivers.gtk.views.split
    module, 45
klovve.drivers.gtk.views.tabbed
    module, 36
klovve.drivers.gtk.views.tabbed.tab
    module, 36
klovve.drivers.gtk.views.text_field
    module, 46
klovve.drivers.gtk.views.vertical_box
    module, 46
klovve.drivers.gtk.views.viewer
    module, 37
klovve.drivers.gtk.views.viewer.image
    module, 37
klovve.drivers.gtk.views.viewer.pdf
    module, 39
klovve.drivers.gtk.views.window
    module, 46
klovve.drivers.vivid
    module, 47
klovve.drivers.vivid.views
    module, 48
klovve.drivers.vivid.views._curses_private
    module, 48
klovve.drivers.vivid.views._curses_private.box
    module, 48
klovve.drivers.vivid.views.busy_animation
    module, 51
klovve.drivers.vivid.views.button
    module, 51
klovve.drivers.vivid.views.checkable
    module, 52
klovve.drivers.vivid.views.disableable
    module, 52
klovve.drivers.vivid.views.dropdown
    module, 53
klovve.drivers.vivid.views.dual
    module, 53
klovve.drivers.vivid.views.form
    module, 48
klovve.drivers.vivid.views.form.section
    module, 49
klovve.drivers.vivid.views.formatted_text
    module, 53
klovve.drivers.vivid.views.header
    module, 54
klovve.drivers.vivid.views.headered_panel
    module, 54
klovve.drivers.vivid.views.horizontal_box
    module, 54
klovve.drivers.vivid.views.interact
    module, 49
klovve.drivers.vivid.views.interact.abstract
    module, 49
klovve.drivers.vivid.views.label
    module, 55
klovve.drivers.vivid.views.list
    module, 55
klovve.drivers.vivid.views.log_pager
    module, 55
klovve.drivers.vivid.views.placeholder
    module, 56
klovve.drivers.vivid.views.progress
    module, 56
klovve.drivers.vivid.views.property_panel
    module, 49
klovve.drivers.vivid.views.scrollable
    module, 56
klovve.drivers.vivid.views.slider
    module, 57
klovve.drivers.vivid.views.split
```

```

    module, 57
klovve.drivers.vivid.views.tabbed
    module, 50
klovve.drivers.vivid.views.tabbed.tab
    module, 50
klovve.drivers.vivid.views.text_field
    module, 57
klovve.drivers.vivid.views.vertical_box
    module, 58
klovve.drivers.vivid.views.viewer
    module, 50
klovve.drivers.vivid.views.viewer.image
    module, 50
klovve.drivers.vivid.views.viewer.pdf
    module, 51
klovve.drivers.vivid.views.window
    module, 58
klovve.drivers.vivid.vivid
    module, 58
klovve.drivers.vivid.vivid.+samples
    module, 60
klovve.drivers.vivid.vivid.canvas
    module, 74
klovve.drivers.vivid.vivid.data
    module, 76
klovve.drivers.vivid.vivid.drivers
    module, 60
klovve.drivers.vivid.vivid.drivers.curses
    module, 61
klovve.drivers.vivid.vivid.drivers.driver
    module, 62
klovve.drivers.vivid.vivid.event
    module, 63
klovve.drivers.vivid.vivid.event.base
    module, 63
klovve.drivers.vivid.vivid.event.input
    module, 63
klovve.drivers.vivid.vivid.layout
    module, 77
klovve.drivers.vivid.vivid.loop
    module, 78
klovve.drivers.vivid.vivid.screen
    module, 78
klovve.drivers.vivid.vivid.style
    module, 82
klovve.drivers.vivid.vivid.widgets
    module, 64
klovve.drivers.vivid.vivid.widgets.box
    module, 64
klovve.drivers.vivid.vivid.widgets.busy_animation
    module, 65
klovve.drivers.vivid.vivid.widgets.button
    module, 65
klovve.drivers.vivid.vivid.widgets.check_button
    module, 65
klovve.drivers.vivid.vivid.widgets.dropdown
    module, 66
klovve.drivers.vivid.vivid.widgets.entry
    module, 66
klovve.drivers.vivid.vivid.widgets.frame
    module, 66
klovve.drivers.vivid.vivid.widgets.label
    module, 67
klovve.drivers.vivid.vivid.widgets.list
    module, 67
klovve.drivers.vivid.vivid.widgets.progress_bar
    module, 68
klovve.drivers.vivid.vivid.widgets.radio_button
    module, 68
klovve.drivers.vivid.vivid.widgets.scrollable
    module, 68
klovve.drivers.vivid.vivid.widgets.widget
    module, 69
klovve.pieces
    module, 83
klovve.pieces.busy_animation
    module, 92
klovve.pieces.button
    module, 93
klovve.pieces.checkable
    module, 93
klovve.pieces.disableable
    module, 94
klovve.pieces.dropdown
    module, 94
klovve.pieces.dual
    module, 95
klovve.pieces.form
    module, 83
klovve.pieces.form.section
    module, 83
klovve.pieces.formatted_text
    module, 95
klovve.pieces.header
    module, 96
klovve.pieces.headered_panel
    module, 96
klovve.pieces.horizontal_box
    module, 97
klovve.pieces.interact
    module, 84
klovve.pieces.interact.abstract
    module, 84
klovve.pieces.interact.message
    module, 85
klovve.pieces.interact.textline
    module, 85
klovve.pieces.interact.triggers
    module, 85

```

```

    module, 86
klovve.pieces.interact.yesno
    module, 87
klovve.pieces.label
    module, 98
klovve.pieces.list
    module, 98
klovve.pieces.list_panel
    module, 99
klovve.pieces.log_pager
    module, 87
klovve.pieces.log_pager.entry
    module, 88
klovve.pieces.placeholder
    module, 100
klovve.pieces.progress
    module, 101
klovve.pieces.property_panel
    module, 89
klovve.pieces.property_panel.entry
    module, 89
klovve.pieces.scrollable
    module, 101
klovve.pieces.slider
    module, 101
klovve.pieces.split
    module, 102
klovve.pieces.tabbed
    module, 90
klovve.pieces.tabbed.tab
    module, 90
klovve.pieces.text_field
    module, 103
klovve.pieces.vertical_box
    module, 103
klovve.pieces.viewer
    module, 91
klovve.pieces.viewer.image
    module, 91
klovve.pieces.viewer.pdf
    module, 91
klovve.pieces.window
    module, 104
klovve.view
    module, 105
klovve.view.tree
    module, 106

L
Label (class in klovve.drivers.vivid.vivid.widgets.label),
    67
label (klovve.pieces.form.section.Model property), 83
label (klovve.pieces.property_panel.entry.Model prop-
    erty), 89
label (klovve.pieces.tabbed.tab.Model property), 90
LARGE (klovve.pieces.busy_animation.Model.Size at-
    tribute), 92
Layout (class in klovve.drivers.vivid.vivid.layout), 77
layout (klovve.drivers.vivid.vivid.widgets.widget.Widget
    property), 72
left_button (klovve.drivers.vivid.vivid.event.input.OngoingMouseClickE
    property), 64
left_x (klovve.drivers.vivid.vivid.Rectangle property),
    59
List (class in klovve.data.lists), 15
List (class in klovve.drivers.vivid.vivid.data), 76
List (class in klovve.drivers.vivid.vivid.widgets.list), 67
list_actions (klovve.pieces.list.Model property), 99
list_actions (klovve.pieces.list_panel.Model prop-
    erty), 100
listen_property() (klovve.drivers.vivid.vivid.widgets.widget.Widget
    method), 72
ListObserver (class in klovve.data.lists), 16
ListObserver (class in klovve.drivers.vivid.vivid.data),
    76
ListProperty (class in klovve.data.model), 18
ListProperty() (in module
    klovve.drivers.vivid.vivid.widgets.widget), 69
ListProperty() (klovve.drivers.vivid.vivid.widgets.widget.Widget
    method), 69
ListRow (class in klovve.drivers.vivid.vivid.widgets.list),
    67
Loop (class in klovve.drivers.vivid.vivid.loop), 78
loop (klovve.drivers.vivid.vivid.drivers.curses.Driver
    property), 61
loop (klovve.drivers.vivid.vivid.drivers.driver.Driver
    property), 62

M
main_item (klovve.pieces.dual.Model property), 95
mainloop() (in module klovve.app), 11
mainloop() (klovve.drivers.Driver static method), 26
MainloopObjectProxy (class in klovve.app), 10
make_view() (klovve.view.BaseView method), 105
materialize() (klovve.drivers.vivid.vivid.widgets.widget.Widget
    method), 72
max_value (klovve.pieces.slider.Model property), 101
MEDIUM (klovve.pieces.busy_animation.Model.Size
    attribute), 92
message (klovve.pieces.interact.abstract.Model prop-
    erty), 84
message (klovve.pieces.interact.message.Model prop-
    erty), 85
message (klovve.pieces.interact.textline.Model property),
    85
message (klovve.pieces.interact.triggers.Model prop-
    erty), 86

```

message (*klovve.pieces.interact.yesno.Model* property), 87
 message (*klovve.pieces.log_pager.entry.Model* property), 88
min_value (*klovve.pieces.slider.Model* property), 102
Model (class in *klovve.data.model*), 18
Model (class in *klovve.drivers.vivid.views.busy_animation*), 51
Model (class in *klovve.drivers.vivid.views.headered_panel*), 54
Model (class in *klovve.pieces.busy_animation*), 92
Model (class in *klovve.pieces.button*), 93
Model (class in *klovve.pieces.checkable*), 93
Model (class in *klovve.pieces.disableable*), 94
Model (class in *klovve.pieces.dropdown*), 94
Model (class in *klovve.pieces.dual*), 95
Model (class in *klovve.pieces.form*), 83
Model (class in *klovve.pieces.form.section*), 83
Model (class in *klovve.pieces.formatted_text*), 95
Model (class in *klovve.pieces.header*), 96
Model (class in *klovve.pieces.headered_panel*), 96
Model (class in *klovve.pieces.horizontal_box*), 97
Model (class in *klovve.pieces.interact*), 84
Model (class in *klovve.pieces.interact.abstract*), 84
Model (class in *klovve.pieces.interact.message*), 85
Model (class in *klovve.pieces.interact.textline*), 85
Model (class in *klovve.pieces.interact.triggers*), 86
Model (class in *klovve.pieces.interact.yesno*), 87
Model (class in *klovve.pieces.label*), 98
Model (class in *klovve.pieces.list*), 98
Model (class in *klovve.pieces.list_panel*), 99
Model (class in *klovve.pieces.log_pager*), 87
Model (class in *klovve.pieces.log_pager.entry*), 88
Model (class in *klovve.pieces.placeholder*), 100
Model (class in *klovve.pieces.progress*), 101
Model (class in *klovve.pieces.property_panel*), 89
Model (class in *klovve.pieces.property_panel.entry*), 89
Model (class in *klovve.pieces.scrollable*), 101
Model (class in *klovve.pieces.slider*), 101
Model (class in *klovve.pieces.split*), 102
Model (class in *klovve.pieces.tabbed*), 90
Model (class in *klovve.pieces.tabbed.tab*), 90
Model (class in *klovve.pieces.text_field*), 103
Model (class in *klovve.pieces.vertical_box*), 103
Model (class in *klovve.pieces.viewer.image*), 91
Model (class in *klovve.pieces.viewer.pdf*), 91
Model (class in *klovve.pieces.window*), 104
model (*klovve.view.BaseView* property), 105
model (*klovve.view.tree.ViewTreeNode* property), 107
Model.Orientation (class in *klovve.pieces.busy_animation*), 92
Model.Size (class in *klovve.pieces.busy_animation*), 92
Model.State (class in *klovve.pieces.headered_panel*), 96
model_type() (*klovve.drivers.Driver* method), 26
module
 klovve, 9
 klovve.+tests, 9
 klovve.app, 9
 klovve.app.context, 11
 klovve.data, 12
 klovve.data.deps, 12
 klovve.data.lists, 15
 klovve.data.model, 18
 klovve.data.observable_value, 23
 klovve.data.reaction, 24
 klovve.data.value_holder, 25
 klovve.debug, 108
 klovve.drivers, 26
 klovve.drivers.bare_terminal, 28
 klovve.drivers.bare_terminal.views, 28
 klovve.drivers.bare_terminal.views.checkable, 29
 klovve.drivers.bare_terminal.views.headered_panel, 29
 klovve.drivers.bare_terminal.views.interact, 28
 klovve.drivers.bare_terminal.views.interact.abstract, 28
 klovve.drivers.bare_terminal.views.label, 30
 klovve.drivers.bare_terminal.views.log_pager, 30
 klovve.drivers.bare_terminal.views.placeholder, 30
 klovve.drivers.bare_terminal.views.split, 31
 klovve.drivers.bare_terminal.views.vertical_box, 31
 klovve.drivers.bare_terminal.views.viewer, 29
 klovve.drivers.bare_terminal.views.viewer.image, 29
 klovve.drivers.bare_terminal.views.window, 31
 klovve.drivers.gtk, 32
 klovve.drivers.gtk.views, 34
 klovve.drivers.gtk.views._gtk_private, 34
 klovve.drivers.gtk.views._gtk_private.box, 34
 klovve.drivers.gtk.views.busy_animation, 39
 klovve.drivers.gtk.views.button, 40
 klovve.drivers.gtk.views.checkable, 40
 klovve.drivers.gtk.views.disableable, 41
 klovve.drivers.gtk.views.dropdown, 41
 klovve.drivers.gtk.views.dual, 41
 klovve.drivers.gtk.views.form, 35

klovve.drivers.gtk.views.form.section, 35
klovve.drivers.gtk.views.formatted_text,
 42
klovve.drivers.gtk.views.header, 42
klovve.drivers.gtk.views.headered_panel,
 42
klovve.drivers.gtk.views.horizontal_box,
 43
klovve.drivers.gtk.views.interact, 35
klovve.drivers.gtk.views.interact.abstract,
 35
klovve.drivers.gtk.views.label, 43
klovve.drivers.gtk.views.list, 43
klovve.drivers.gtk.views.log_pager, 44
klovve.drivers.gtk.views.placeholder, 44
klovve.drivers.gtk.views.progress, 44
klovve.drivers.gtk.views.property_panel,
 36
klovve.drivers.gtk.views.scrollable, 45
klovve.drivers.gtk.views.slider, 45
klovve.drivers.gtk.views.split, 45
klovve.drivers.gtk.views.tabbed, 36
klovve.drivers.gtk.views.tabbed.tab, 36
klovve.drivers.gtk.views.text_field, 46
klovve.drivers.gtk.views.vertical_box, 46
klovve.drivers.gtk.views.viewer, 37
klovve.drivers.gtk.views.viewer.image, 37
klovve.drivers.gtk.views.viewer.pdf, 39
klovve.drivers.gtk.views.window, 46
klovve.drivers.vivid, 47
klovve.drivers.vivid.views, 48
klovve.drivers.vivid.views._curses_private,
 48
klovve.drivers.vivid.views._curses_private.box
 48
klovve.drivers.vivid.views.busy_animation,
 51
klovve.drivers.vivid.views.button, 51
klovve.drivers.vivid.views.checkable, 52
klovve.drivers.vivid.views.disableable,
 52
klovve.drivers.vivid.views.dropdown, 53
klovve.drivers.vivid.views.dual, 53
klovve.drivers.vivid.views.form, 48
klovve.drivers.vivid.views.form.section,
 49
klovve.drivers.vivid.views.formatted_text,
 53
klovve.drivers.vivid.views.header, 54
klovve.drivers.vivid.views.headered_panel,
 54
klovve.drivers.vivid.views.horizontal_box,
 54
klovve.drivers.vivid.views.interact, 49
klovve.drivers.vivid.views.interact.abstract,
 49
klovve.drivers.vivid.views.label, 55
klovve.drivers.vivid.views.list, 55
klovve.drivers.vivid.views.log_pager, 55
klovve.drivers.vivid.views.placeholder,
 56
klovve.drivers.vivid.views.progress, 56
klovve.drivers.vivid.views.property_panel,
 49
klovve.drivers.vivid.views.scrollable, 56
klovve.drivers.vivid.views.slider, 57
klovve.drivers.vivid.views.split, 57
klovve.drivers.vivid.views.tabbed, 50
klovve.drivers.vivid.views.tabbed.tab, 50
klovve.drivers.vivid.views.text_field, 57
klovve.drivers.vivid.views.vertical_box,
 58
klovve.drivers.vivid.views.viewer, 50
klovve.drivers.vivid.views.viewer.image,
 50
klovve.drivers.vivid.views.viewer.pdf, 51
klovve.drivers.vivid.views.window, 58
klovve.drivers.vivid.vivid, 58
klovve.drivers.vivid.vivid.+samples, 60
klovve.drivers.vivid.vivid.canvas, 74
klovve.drivers.vivid.vivid.data, 76
klovve.drivers.vivid.vivid.drivers, 60
klovve.drivers.vivid.vivid.drivers.curses,
 61
klovve.drivers.vivid.vivid.drivers.driver,
 62
klovve.drivers.vivid.vivid.event, 63
klovve.drivers.vivid.vivid.event.base, 63
klovve.drivers.vivid.vivid.event.input,
 63
klovve.drivers.vivid.vivid.layout, 77
klovve.drivers.vivid.vivid.loop, 78
klovve.drivers.vivid.vivid.screen, 78
klovve.drivers.vivid.vivid.style, 82
klovve.drivers.vivid.vivid.widgets, 64
klovve.drivers.vivid.vivid.widgets.box,
 64
klovve.drivers.vivid.vivid.widgets.busy_animation,
 65
klovve.drivers.vivid.vivid.widgets.button,
 65
klovve.drivers.vivid.vivid.widgets.check_button,
 65
klovve.drivers.vivid.vivid.widgets.dropdown,
 66
klovve.drivers.vivid.vivid.widgets.entry,
 66

klovve.drivers.vivid.vivid.widgets.frame, 66
 klovve.drivers.vivid.vivid.widgets.label, 67
 klovve.drivers.vivid.vivid.widgets.list, 67
 klovve.drivers.vivid.vivid.widgets.progress_bar, 68
 klovve.drivers.vivid.vivid.widgets.radio_button, 68
 klovve.drivers.vivid.vivid.widgets.scrollable, 68
 klovve.drivers.vivid.vivid.widgets.widget, 69
 klovve.pieces, 83
 klovve.pieces.busy_animation, 92
 klovve.pieces.button, 93
 klovve.pieces.checkable, 93
 klovve.pieces.disableable, 94
 klovve.pieces.dropdown, 94
 klovve.pieces.dual, 95
 klovve.pieces.form, 83
 klovve.pieces.form.section, 83
 klovve.pieces.formatted_text, 95
 klovve.pieces.header, 96
 klovve.pieces.headered_panel, 96
 klovve.pieces.horizontal_box, 97
 klovve.pieces.interact, 84
 klovve.pieces.interact.abstract, 84
 klovve.pieces.interact.message, 85
 klovve.pieces.interact.textline, 85
 klovve.pieces.interact.triggers, 86
 klovve.pieces.interact.yesno, 87
 klovve.pieces.label, 98
 klovve.pieces.list, 98
 klovve.pieces.list_panel, 99
 klovve.pieces.log_pager, 87
 klovve.pieces.log_pager.entry, 88
 klovve.pieces.placeholder, 100
 klovve.pieces.progress, 101
 klovve.pieces.property_panel, 89
 klovve.pieces.property_panel.entry, 89
 klovve.pieces.scrollable, 101
 klovve.pieces.slider, 101
 klovve.pieces.split, 102
 klovve.pieces.tabbed, 90
 klovve.pieces.tabbed.tab, 90
 klovve.pieces.text_field, 103
 klovve.pieces.vertical_box, 103
 klovve.pieces.viewer, 91
 klovve.pieces.viewer.image, 91
 klovve.pieces.viewer.pdf, 91
 klovve.pieces.window, 104
 klovve.view, 105
 klovve.view.tree, 106
 move() (*klovve.data.lists.List* method), 16
 moved_by() (*klovve.drivers.vivid.vivid.Point* method), 58
N
 name (*klovve.drivers.vivid.vivid.event.base.OngoingEvent* property), 63
 name() (*klovve.pieces.property_panel.Model* property), 89
 name (*klovve.pieces.window.Model* property), 104
 name() (*klovve.drivers.bare_terminal.Driver* static method), 28
 name() (*klovve.drivers.Driver* static method), 26
 name() (*klovve.drivers.gtk.Driver* static method), 32
 name() (*klovve.drivers.vivid.Driver* static method), 47
 name_tuple (*klovve.view.tree.ViewTreeNode* property), 107
 native() (*klovve.view.BaseView* method), 105
 native() (*klovve.view.View* method), 106
 new_object_created() (*klovve.debug._Memory* method), 108
 no_dependency_tracking() (in module *klovve.data.deps*), 15
 NullLayout (class in *klovve.drivers.vivid.vivid.layout*), 78

O
 ObservableValueProtocol (class in *klovve.data.observable_value*), 23
 observe_list() (in module *klovve.data.model*), 22
 offset (*klovve.drivers.vivid.vivid.widgets.widget.Widget* property), 72
 on_click (*klovve.drivers.vivid.vivid.widgets.button.Button* property), 65
 on_dematerialized() (*klovve.drivers.vivid.vivid.widgets.widget.Widget* method), 72
 on_materialized() (*klovve.drivers.vivid.vivid.widgets.widget.Widget* method), 72
 on_selection_activated (*klovve.drivers.vivid.vivid.widgets.list.List* property), 67
 OneWayBinding (class in *klovve.data.value_holder*), 25
 OngoingEvent (class in *klovve.drivers.vivid.vivid.event.base*), 63
 OngoingKeyboardEvent (class in *klovve.drivers.vivid.vivid.event.input*), 63
 OngoingMouseEvent (class in *klovve.drivers.vivid.vivid.event.input*), 63
 OngoingScrollEvent (class in *klovve.drivers.vivid.vivid.event.input*), 64
 only_single_time (*klovve.pieces.log_pager.entry.Model* property), 88

only_verbose (klovve.pieces.log_pager.entry.Model property), 88
Orientation (class in klovve.drivers.vivid.vivid.widgets.box), 64
orientation (klovve.drivers.vivid.vivid.widgets.box.Box property), 64
orientation (klovve.pieces.busy_animation.Model property), 92
original_image_height (klovve.drivers.gtk.views.viewer.image.Image property), 37
original_image_width (klovve.drivers.gtk.views.viewer.image.Image property), 37
Outer (class in klovve.drivers.gtk.views.viewer.image), 38

P

paint() (klovve.drivers.vivid.vivid.widgets.check_button.CheckButton method), 65
paint() (klovve.drivers.vivid.vivid.widgets.entry.Entry method), 66
paint() (klovve.drivers.vivid.vivid.widgets.frame.Frame method), 66
paint() (klovve.drivers.vivid.vivid.widgets.label.Label method), 67
paint() (klovve.drivers.vivid.vivid.widgets.progress_bar.ProgressBar method), 68
paint() (klovve.drivers.vivid.vivid.widgets.widget.Widget method), 72
paint2() (klovve.drivers.vivid.vivid.widgets.widget.Widget method), 72
parent (klovve.drivers.vivid.vivid.widgets.widget.Widget property), 72
path (klovve.pieces.viewer.pdf.Model property), 91
pause_refreshing() (in module klovve.data.deps), 15
pixbuf (klovve.drivers.gtk.views.viewer.image.Image attribute), 37
pixbuf (klovve.drivers.gtk.views.viewer.image.Outer attribute), 38
Point (class in klovve.drivers.vivid.vivid), 58
popup() (klovve.drivers.vivid.vivid.screen.Screen method), 81
position (klovve.drivers.vivid.vivid.widgets.widget.Widget property), 72
prepare() (klovve.drivers.gtk._Source method), 34
process_curses_input() (klovve.drivers.vivid.vivid.drivers.curses.Driver method), 61
ProgramError, 10
progress (klovve.pieces.headered_panel.Model property), 97
ProgressBar (class in klovve.drivers.vivid.vivid.widgets.progress_bar), 68

Property (class in klovve.data.model), 20
Property() (in module klovve.drivers.vivid.vivid.widgets.widget), 69
Property() (klovve.drivers.vivid.vivid.widgets.widget.Widget method), 69
PropertyBase (class in klovve.data.deps), 14
PropertyBase (class in klovve.data.model), 21

R

r (klovve.drivers.vivid.vivid.canvas.Canvas.Color attribute), 74
r (klovve.drivers.vivid.vivid.canvas.Canvas.Color attribute), 75
RadioButton (class in klovve.drivers.vivid.vivid.widgets.radio_button), 68
rank() (klovve.drivers.bare_terminal.Driver static method), 28
rank() (klovve.drivers.Driver static method), 27
rank() (klovve.drivers.gtk.Driver static method), 32
rank() (klovve.drivers.vivid.Driver static method), 47
reaction() (in module klovve.data.reaction), 24
Rectangle (class in klovve.drivers.vivid.vivid), 59
refresh_curses_window() (klovve.drivers.vivid.vivid.drivers.curses.Driver method), 61
register() (klovve.drivers.gtk._Selector method), 33
remove_changed_handler() (klovve.data.observable_value.CommonObservableValue method), 23
remove_changed_handler() (klovve.data.observable_value.ObservableValueProtocol method), 24
remove_fd() (klovve.drivers.gtk._Source method), 34
repaint_widget_soon() (klovve.drivers.vivid.vivid.drivers.curses.Driver method), 61
repaint_widget_soon() (klovve.drivers.vivid.vivid.drivers.driver.Driver method), 63
request_repaint() (klovve.drivers.vivid.vivid.widgets.widget.Widget method), 72
request_resize() (klovve.drivers.vivid.vivid.widgets.widget.Widget method), 72
resize_widget_soon() (klovve.drivers.vivid.vivid.drivers.curses.Driver method), 61
resize_widget_soon() (klovve.drivers.vivid.vivid.drivers.driver.Driver method), 63
rich (klovve.drivers.vivid.vivid.canvas.Canvas.FullColor attribute), 74
rich (klovve.drivers.vivid.vivid.canvas.Canvas.FullColor attribute), 75

right_button (*klovve.drivers.vivid.vivid.event.input.OngoingMouseEvent*) (*klovve.drivers.vivid.vivid.widgets.widget.Widget* property), 64
right_x (*klovve.drivers.vivid.vivid.Rectangle* property), set_layout() (*klovve.drivers.vivid.vivid.widgets.widget.Widget* method), 72
root_style (*klovve.drivers.vivid.vivid.widgets.widget.Widget* property), 72
RootAlignment (class *klovve.drivers.vivid.vivid.screen*), 79
RootAlignmentPositioning (class *klovve.drivers.vivid.vivid.screen*), 79
RootAlignmentSizing (class *klovve.drivers.vivid.vivid.screen*), 80
roots (*klovve.drivers.vivid.vivid.screen.Screen* property), 81
roots_and_alignments (*klovve.drivers.vivid.vivid.screen.Screen* property), 81
RootStyle (class in *klovve.drivers.vivid.vivid.style*), 82
run() (*klovve.app.Application* method), 10
run() (*klovve.drivers.vivid.vivid.drivers.curses._Loop* method), 62
run() (*klovve.drivers.vivid.vivid.loop*.*Loop* method), 78

S

Screen (class in *klovve.drivers.vivid.vivid.screen*), 80
screen (*klovve.drivers.vivid.vivid.widgets.widget.Widget* property), 72
screen_position (*klovve.drivers.vivid.vivid.event.input*.*property*), 64
screen_position (*klovve.drivers.vivid.vivid.event.input*.*property*), 64
screens (*klovve.drivers.vivid.vivid.drivers.curses.Driver* property), 61
screens (*klovve.drivers.vivid.vivid.drivers.driver.Driver* property), 63
Scrollable (class in *klovve.drivers.vivid.vivid.widgets.scrollable*), 68
select() (*klovve.drivers.gtk._Selector* method), 33
selected_index (*klovve.drivers.vivid.vivid.widgets.dropdown*.*property*), 66
selected_item (*klovve.drivers.vivid.vivid.widgets.dropdown*.*property*), 66
selected_item (*klovve.pieces.dropdown*.*Model* property), 94
selected_item (*klovve.pieces.list*.*Model* property), 99
selected_item (*klovve.pieces.list_panel*.*Model* property), 100
selected_item_index (*klovve.drivers.vivid.vivid.widgets.list*.*List* property), 67
selected_items (*klovve.pieces.list*.*Model* property), 99
set_answer() (*klovve.pieces.interact*.*Model* method), 84
set_Managed (*klovve.drivers.vivid.vivid.widgets.widget.Widget* method), 72
set_layout() (*klovve.drivers.vivid.vivid.widgets.widget.Widget* method), 72
set_offset() (*klovve.drivers.vivid.vivid.widgets.widget.Widget* method), 72
set_parent() (*klovve.drivers.vivid.vivid.widgets.widget.Widget* method), 73
set_position() (*klovve.drivers.vivid.vivid.widgets.widget.Widget* method), 73
set_root_style() (*klovve.drivers.vivid.vivid.widgets.widget.Widget* method), 73
set_size() (*klovve.drivers.vivid.vivid.layout.GridLayout* method), 77
set_size() (*klovve.drivers.vivid.vivid.layout.Layout* method), 78
set_size() (*klovve.drivers.vivid.vivid.layout.NullLayout* method), 78
set_size() (*klovve.drivers.vivid.vivid.widgets.frame.Frame* method), 67
set_size() (*klovve.drivers.vivid.vivid.widgets.scrollable.Scrollable* method), 68
set_size() (*klovve.drivers.vivid.vivid.widgets.widget.Widget* method), 73
set_source() (*klovve.drivers.gtk.views.viewer.image.Outer* method), 38
set_value() (*klovve.data.value_holder.ComputedValue* method), 25
set_value() (*klovve.data.value_holder.OneWayBinding* method), 25
set_value() (*klovve.data.value_holder.ValueHolder* method), 26
show_window() (*klovve.drivers.bare_terminal.Driver* method), 28
show_window() (*klovve.drivers.Driver* method), 27
show_window() (*klovve.drivers.gtk.Driver* method), 32
show_window() (*klovve.drivers.vivid.Driver* method), 47
SideItem (*klovve.pieces.dual*.*Model* property), 95
since_startup (*klovve.debug*.*Memory* property), 108
Size (*klovve.drivers.vivid.vivid*), 59
size (*klovve.drivers.vivid.vivid.drivers.curses._Screen* property), 62
size (*klovve.drivers.vivid.vivid.screen*.*Screen* property), 81
size (*klovve.drivers.vivid.vivid.widgets.widget.Widget* property), 73
size (*klovve.pieces.busy_animation*.*Model* property), 92
sleep_until_stopped() (*klovve.app.Application* method), 10
SMALL (*klovve.pieces.busy_animation*.*Model*.*Size* attribute), 92
source (*klovve.drivers.gtk.views.viewer.image.Outer* attribute), 38

```

source (klovve.pieces.viewer.image.Model property), 91   title_label_background
spinner_size (klovve.drivers gtk.views.busy_animation.View   (klovve.drivers.vivid.views.headered_panel.Model
    property), 39   property), 54
spinner_size() (klovve.drivers.vivid.views.busy_animation   titleModel_label_css_classes
    method), 51   (klovve.drivers.gtk.views.headered_panel.View
START (klovve.drivers.vivid.vivid.widgets.widget.Alignment   property), 42
    attribute), 69   title_secondary_items
start() (klovve.app.Application method), 10   (klovve.pieces.headered_panel.Model   prop-
state (klovve.pieces.headered_panel.Model property),   erty), 97
    97   top_left (klovve.drivers.vivid.vivid.Rectangle   prop-
step_value (klovve.pieces.slider.Model property), 102   erty), 59
STOP (klovve.drivers.vivid.vivid.widgets.widget.Alignment   top_y (klovve.drivers.vivid.vivid.Rectangle   property),
    attribute), 69   59
stop_propagation() (klovve.drivers.vivid.vivid.event.bas-   topmost (klovve.drivers.vivid.vivid.screen.Screen prop-
    method), 63   erty), 81
Style (class in klovve.drivers.vivid.vivid.style), 82   translate_coordinates()
style (klovve.drivers.vivid.vivid.screen.Screen prop-   (klovve.drivers.vivid.vivid.screen.Screen
    erty), 81   method), 81
style_atom (klovve.drivers.vivid.vivid.widgets.widget.Widget   translate_coordinates_with_visibility_check()
    property), 73   (klovve.drivers.vivid.vivid.screen.Screen
style_atom_by_name()   method), 81
    (klovve.drivers.vivid.vivid.widgets.widget.Widget triggers (klovve.pieces.interact.abstract.Model prop-
    method), 73   erty), 85
StyleAtom (class in klovve.drivers.vivid.vivid.style), 82   triggers (klovve.pieces.interact.triggers.Model prop-
SUCCESSFUL (klovve.pieces.headered_panel.Model.State   erty), 86
    attribute), 96   try_focus() (klovve.drivers.vivid.vivid.widgets.widget.Widget
SUCCESSFUL_WITH_WARNING   method), 73
    (klovve.pieces.headered_panel.Model.State   TwoWayBinding (class in klovve.data.value_holder), 25
    attribute), 96
suggestion (klovve.pieces.interact.textline.Model prop-   U
    erty), 85

T
text (klovve.drivers.vivid.vivid.widgets.entry.Entry   unregister() (klovve.drivers.gtk._Selector method), 33
    property), 66   update() (klovve.data.lists.List method), 16
text (klovve.drivers.vivid.vivid.widgets.label.Label   update() (klovve.drivers.vivid.vivid.data.List method),
    property), 67   76
text (klovve.pieces.busy_animation.Model property), 92   update() (klovve.drivers.vivid.vivid.screen.Screen
text (klovve.pieces.button.Model property), 93   method), 82
text (klovve.pieces.checkable.Model property), 93   update_curses_screensize()
text (klovve.pieces.formatted_text.Model property), 95   (klovve.drivers.vivid.vivid.drivers.curses._Screen
text (klovve.pieces.header.Model property), 96   method), 62
text (klovve.pieces.label.Model property), 98
text (klovve.pieces.text_field.Model property), 103
text() (klovve.drivers.vivid.vivid.canvas.Canvas   V
    method), 75   value (klovve.data.reaction._ReactionModel property),
text() (klovve.drivers.vivid.vivid.drivers.curses._Canvas   24
    method), 61   value (klovve.drivers.vivid.vivid.widgets.progress_bar.ProgressBar
TINY (klovve.pieces.busy_animation.Model.Size   property), 68
    attribute), 92   value (klovve.pieces.interact.textline.View.TModel prop-
title (klovve.pieces.headered_panel.Model property),   erty), 86
    97   value (klovve.pieces.progress.Model property), 101
title (klovve.pieces.window.Model property), 104   value (klovve.pieces.slider.Model property), 102
title2 (klovve.pieces.window.Model property), 104   ValueHolder (class in klovve.data.value_holder), 25
    89
verify_correct_thread() (in module klovve.app), 11

```

VERTICAL (<i>klovve.drivers.vivid.vivid.widgets.box.OrientationView</i> (class in <i>klovve.drivers gtk.views.list</i>), 43 attribute), 65	<i>View</i> (class in <i>klovve.drivers gtk.views.log_pager</i>), 44
VERTICAL (<i>klovve.pieces.busy_animation.Model.OrientationView</i> (class in <i>klovve.drivers gtk.views.placeholder</i>), 44 attribute), 92	<i>View</i> (class in <i>klovve.drivers gtk.views.progress</i>), 44
vertical_alignment (<i>klovve.drivers.vivid.vivid.widgets.Widget</i> (Widget in <i>klovve.drivers gtk.views.property_panel</i>), property), 73	36
vertical_expand_greedily	<i>View</i> (class in <i>klovve.drivers gtk.views.scrollable</i>), 45
(<i>klovve.drivers.vivid.vivid.widgets.widget.Widget</i> <i>View</i> (class in <i>klovve.drivers gtk.views.slider</i>), 45 property), 73	View (class in <i>klovve.drivers gtk.views.split</i>), 45
vertically_scrollable	<i>View</i> (class in <i>klovve.drivers gtk.views.tabbed</i>), 36
(<i>klovve.drivers.vivid.vivid.widgets.scrollable.Scrollable</i> <i>View</i> (class in <i>klovve.drivers gtk.views.tabbed.tab</i>), 36 property), 68	View (class in <i>klovve.drivers gtk.views.text_field</i>), 46
View (class in <i>klovve.drivers.bare_terminal.views.checkable</i>)	<i>View</i> (class in <i>klovve.drivers gtk.views.vertical_box</i>), 46
29	View (class in <i>klovve.drivers gtk.views.viewer.image</i>), 38
View (class in <i>klovve.drivers.bare_terminal.views.headered</i>)	<i>View</i> (class in <i>klovve.drivers gtk.views.viewer.pdf</i>), 39
29	View (class in <i>klovve.drivers gtk.views.window</i>), 46
View (class in <i>klovve.drivers.bare_terminal.views.interact.abstract</i>)	<i>View</i> (class in <i>klovve.drivers.vivid</i>), 47
28	<i>View</i> (class in <i>klovve.drivers.vivid.views._curses_private.box</i>), 48
View (class in <i>klovve.drivers.bare_terminal.views.label</i>),	View (class in <i>klovve.drivers.vivid.views.busy_animation</i>), 51
30	View (class in <i>klovve.drivers.vivid.views.button</i>), 52
View (class in <i>klovve.drivers.bare_terminal.views.log_pager</i>),	<i>View</i> (class in <i>klovve.drivers.vivid.views.checkable</i>), 52
30	View (class in <i>klovve.drivers.vivid.views.disableable</i>), 52
View (class in <i>klovve.drivers.bare_terminal.views.placeholder</i>)	<i>View</i> (class in <i>klovve.drivers.vivid.views.dropdown</i>), 53
30	View (class in <i>klovve.drivers.vivid.views.dual</i>), 53
View (class in <i>klovve.drivers.bare_terminal.views.split</i>),	<i>View</i> (class in <i>klovve.drivers.vivid.views.form</i>), 48
31	View (class in <i>klovve.drivers.vivid.views.form.section</i>), 49
View (class in <i>klovve.drivers.bare_terminal.views.vertical_box</i>),	View (class in <i>klovve.drivers.vivid.views.formatted_text</i>), 53
31	View (class in <i>klovve.drivers.vivid.views.header</i>), 54
View (class in <i>klovve.drivers.bare_terminal.views.window</i>),	<i>View</i> (class in <i>klovve.drivers.vivid.views.headered_panel</i>), 54
31	View (class in <i>klovve.drivers.vivid.views.horizontal_box</i>), 54
View (class in <i>klovve.drivers gtk</i>), 32	<i>View</i> (class in <i>klovve.drivers.vivid.views.interact.abstract</i>), 49
View (class in <i>klovve.drivers gtk.views._gtk_private.box</i>),	View (class in <i>klovve.drivers.vivid.views.label</i>), 55
34	View (class in <i>klovve.drivers.vivid.views.list</i>), 55
View (class in <i>klovve.drivers gtk.views.busy_animation</i>),	View (class in <i>klovve.drivers.vivid.views.log_pager</i>), 55
39	View (class in <i>klovve.drivers.vivid.views.placeholder</i>), 56
View (class in <i>klovve.drivers gtk.views.button</i>), 40	View (class in <i>klovve.drivers.vivid.views.progress</i>), 56
View (class in <i>klovve.drivers gtk.views.checkable</i>), 40	View (class in <i>klovve.drivers.vivid.views.property_panel</i>), 49
View (class in <i>klovve.drivers gtk.views.disableable</i>), 41	View (class in <i>klovve.drivers.vivid.views.scrollable</i>), 56
View (class in <i>klovve.drivers gtk.views.dropdown</i>), 41	View (class in <i>klovve.drivers.vivid.views.slider</i>), 57
View (class in <i>klovve.drivers gtk.views.dual</i>), 41	View (class in <i>klovve.drivers.vivid.views.split</i>), 57
View (class in <i>klovve.drivers gtk.views.form</i>), 35	View (class in <i>klovve.drivers.vivid.views.tabbed</i>), 50
View (class in <i>klovve.drivers gtk.views.form.section</i>), 35	View (class in <i>klovve.drivers.vivid.views.tabbed.tab</i>), 50
View (class in <i>klovve.drivers gtk.views.formatted_text</i>),	View (class in <i>klovve.drivers.vivid.views.text_field</i>), 57
42	View (class in <i>klovve.drivers.vivid.views.vertical_box</i>), 58
View (class in <i>klovve.drivers gtk.views.header</i>), 42	
View (class in <i>klovve.drivers gtk.views.headered_panel</i>),	
42	
View (class in <i>klovve.drivers gtk.views.horizontal_box</i>),	
43	
View (class in <i>klovve.drivers gtk.views.interact.abstract</i>),	
35	
View (class in <i>klovve.drivers gtk.views.label</i>), 43	

View (*class in klovve.drivers.vivid.views.viewer.image*), 69
 View (*class in klovve.drivers.vivid.views.viewer.pdf*), 51
 View (*class in klovve.drivers.vivid.views.window*), 58
 View (*class in klovve.pieces.busy_animation*), 92
 View (*class in klovve.pieces.button*), 93
 View (*class in klovve.pieces.checkable*), 93
 View (*class in klovve.pieces.disableable*), 94
 View (*class in klovve.pieces.dropdown*), 95
 View (*class in klovve.pieces.dual*), 95
 View (*class in klovve.pieces.form*), 83
 View (*class in klovve.pieces.form.section*), 83
 View (*class in klovve.pieces.formatted_text*), 95
 View (*class in klovve.pieces.header*), 96
 View (*class in klovve.pieces.headered_panel*), 97
 View (*class in klovve.pieces.horizontal_box*), 97
 View (*class in klovve.pieces.interact.abstract*), 85
 View (*class in klovve.pieces.interact.message*), 85
 View (*class in klovve.pieces.interact.textline*), 86
 View (*class in klovve.pieces.interact.triggers*), 86
 View (*class in klovve.pieces.interact.yesno*), 87
 View (*class in klovve.pieces.label*), 98
 View (*class in klovve.pieces.list*), 99
 View (*class in klovve.pieces.list_panel*), 100
 View (*class in klovve.pieces.log_pager*), 87
 View (*class in klovve.pieces.log_pager.entry*), 88
 View (*class in klovve.pieces.placeholder*), 100
 View (*class in klovve.pieces.progress*), 101
 View (*class in klovve.pieces.property_panel*), 89
 View (*class in klovve.pieces.property_panel.entry*), 90
 View (*class in klovve.pieces.scrollable*), 101
 View (*class in klovve.pieces.slider*), 102
 View (*class in klovve.pieces.split*), 102
 View (*class in klovve.pieces.tabbed*), 90
 View (*class in klovve.pieces.tabbed.tab*), 91
 View (*class in klovve.pieces.text_field*), 103
 View (*class in klovve.pieces.vertical_box*), 103
 View (*class in klovve.pieces.viewer.image*), 91
 View (*class in klovve.pieces.viewer.pdf*), 91
 View (*class in klovve.pieces.window*), 104
 View (*class in klovve.view*), 106
 view() (*klovve.view.tree.ViewTreeNode method*), 107
 View.TModel (*class in klovve.pieces.interact.textline*), 86
 view_type() (*klovve.drivers.Driver method*), 27
 ViewError, 106
 ViewFactory (*class in klovve.view.tree*), 106
 ViewFactory._Node (*class in klovve.view.tree*), 106
 ViewTreeNode (*class in klovve.view.tree*), 106

W

Widget (*class in klovve.drivers.vivid.vivid.widgets.widget*), 69
 Widget.Parti (*class in klovve.drivers.vivid.vivid.widgets.widget*), in

width (*klovve.drivers.vivid.vivid.Rectangle property*), 59
 width (*klovve.drivers.vivid.vivid.Size property*), 60
 with_height() (*klovve.drivers.vivid.vivid.Size method*), 60
 with_width() (*klovve.drivers.vivid.vivid.Size method*), 60
 with_x() (*klovve.drivers.vivid.vivid.Point method*), 59
 with_y() (*klovve.drivers.vivid.vivid.Point method*), 59

X

x (*klovve.drivers.vivid.vivid.Point property*), 59

Y

y (*klovve.drivers.vivid.vivid.Point property*), 59

Z

zoom_factor (*klovve.drivers.gtk.views.viewer.image.Image attribute*), 37
 zoom_in() (*klovve.drivers.gtk.views.viewer.image.Image method*), 37
 zoom_out() (*klovve.drivers.gtk.views.viewer.image.Image method*), 38