notify2 Documentation

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Contents

notify2 is a replacement for pynotify which can be used from different GUI toolkits and from programs without a GUI. The API is largely the same as that of pynotify, but some less important parts are left out.

You can alternatively use the GObject Introspection bindings to libnotify (`from gi.repository import Notify`). I'd recommend that for GTK applications, while notify2 has fewer dependencies for non-GTK applications. It should be easy to switch between the two.

Notifications are sent to a notification daemon over D-Bus, according to the Desktop notifications spec, and the server is responsible for displaying them to the user. So your application has limited control over when and how a notification appears. For example, Ubuntu uses the NotifyOSD daemon.

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Some of the examples (icon.py, default-action.py, multi-actions.py and qt-app.py) are derived from pynotify examples, and are therefore LGPL-2.1, © 2006 Christian Hammond <chipx86@chipx86.com>.

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`notify2.`**`init`**(*app_name*, *mainloop=None*)
>   Initialise the D-Bus connection. Must be called before you send any notifications, or retrieve server info or capabilities.

>   To get callbacks from notifications, DBus must be integrated with a mainloop. There are three ways to achieve this:

>> •Set a default mainloop (dbus.set_default_main_loop) before calling init()

>> •Pass the mainloop parameter as a string 'glib' or 'qt' to integrate with those mainloops. (N.B. passing 'qt' currently makes that the default dbus mainloop, because that's the only way it seems to work.)

>> •Pass the mainloop parameter a DBus compatible mainloop instance, such as dbus.mainloop.glib.DBusGMainLoop().

>   If you only want to display notifications, without receiving information back from them, you can safely omit mainloop.

`notify2.`**`get_server_caps`**()
>   Get a list of server capabilities.

>   These are short strings, listed in the spec. Vendors may also list extra capabilities with an 'x-' prefix, e.g. 'x-canonical-append'.

`notify2.`**`get_server_info`**()
>   Get basic information about the server.

Creating and showing notifications

class `notify2.`**`Notification`** (*summary*, *message=''*, *icon=''*)

A notification object.

summary [str] The title text

message [str] The body text, if the server has the 'body' capability.

icon [str] Path to an icon image, or the name of a stock icon. Stock icons available in Ubuntu are listed here. You can also set an icon from data in your application - see *set_icon_from_pixbuf()*.

`show` ()

Ask the server to show the notification.

Call this after you have finished setting any parameters of the notification that you want.

`update` (*summary*, *message=''*, *icon=None*)

Replace the summary and body of the notification, and optionally its icon. You should call *show()* again after this to display the updated notification.

`close` ()

Ask the server to close this notification.

Extra parameters

class `notify2.`**`Notification`**

> **`set_urgency`**(*level*)
> > Set the urgency level to one of URGENCY_LOW, URGENCY_NORMAL or URGENCY_CRITICAL.
>
> **`set_timeout`**(*timeout*)
> > Set the display duration in milliseconds, or one of the special values EXPIRES_DEFAULT or EX-PIRES_NEVER. This is a request, which the server might ignore.
> >
> > Only exists for compatibility with pynotify; you can simply set:
> >
> > ```
> > n.timeout = 5000
> > ```
>
> **`set_category`**(*category*)
> > Set the 'category' hint for this notification.
> >
> > See categories in the spec.
>
> **`set_location`**(*x*, *y*)
> > Set the notification location as (x, y), if the server supports it.
>
> **`set_icon_from_pixbuf`**(*icon*)
> > Set a custom icon from a GdkPixbuf.
>
> **`set_hint`**(*key*, *value*)
> > n.set_hint(key, value) <–> n.hints[key] = value
> >
> > See hints in the spec.
> >
> > Only exists for compatibility with pynotify.
>
> **`set_hint_byte`**(*key*, *value*)
> > Set a hint with a dbus byte value. The input value can be an integer or a bytes string of length 1.

Callbacks

To receive callbacks, you must have set a D-Bus event loop when you called *init()*.

class `notify2.`**`Notification`**

    `connect`(*event*, *callback*)
        Set the callback for the notification closing; the only valid value for event is 'closed' (the parameter is kept for compatibility with pynotify).

        The callback will be called with the *Notification* instance.

    `add_action`(*action*, *label*, *callback*, *user_data=None*)
        Add an action to the notification.

        Check for the 'actions' server capability before using this.

        action [str] A brief key.

        label [str] The text displayed on the action button

        callback [callable] A function taking at 2-3 parameters: the Notification object, the action key and (if specified) the user_data.

        user_data : An extra argument to pass to the callback.

Constants

`notify2.`**`URGENCY_LOW`**
`notify2.`**`URGENCY_NORMAL`**
`notify2.`**`URGENCY_CRITICAL`**
> Urgency levels to pass to *`Notification.set_urgency()`*.

`notify2.`**`EXPIRES_DEFAULT`**
`notify2.`**`EXPIRES_NEVER`**
> Special expiration times to pass to *`Notification.set_timeout()`*.

CHAPTER 6

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