
Kurt Documentation

Release 2.0.0

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Apr 13, 2017

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Contents:

Changes from kurt 1.4

This section describes the changes between kurt version 1.4 and version 2.0, and how to upgrade your code for the new interface. If you've never used kurt before, skip this section.

Kurt 2.0 includes support for multiple file formats, and so has a brand-new, shiny interface. As the API breaks support with previous versions, the major version has been updated.

Ideally you should rewrite your code to use the new interface. It's much cleaner, and you get support for multiple file formats for free!

A quick, very incomplete list of some of the names that have changed:

- `kurt.ScratchProjectFile.new()` -> `kurt.Project()`
- `kurt.ScratchProjectFile(path)` -> `kurt.Project.load(path)`
- `project.stage.variables` -> `project.variables`
- `project.stage.lists` -> `project.lists`
- `sprite.scripts.append(kurt.parse_block_plugin(text))` -> `sprite.parse(text)`
- `kurt.Image.from_image(name, pil_image)` -> `kurt.Costume(name, kurt.Image(pil_image))`
- `sprite.lists[name] = kurt.ScratchListMorph(name='bob', items=[1, 2])` -> `sprite.lists['bob'] = kurt.List([1, 2])`
- `kurt.Point(20, 100)` -> `(20, 100)`

CHAPTER 2

API

This is the documentation for Kurt's interface, mostly the data structures for storing and accessing the information contained in Scratch files.

kurt

Writing plugins

KurtPlugin

Kurt

CHAPTER 4

Indices and tables

- `genindex`
- `modindex`
- `search`