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# **web2py Documentation**

*Release 2.14.6-stable*

**web2py-developers**

**Oct 06, 2018**



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## 1.1 Utility functions for the Admin application

`gluon.admin.add_path_first` (*path*)

`gluon.admin.aphath` (*path*=", *r*=None)  
Builds a path inside an application folder

### Parameters

- **path** (*str*) – path within the application folder
- **r** – the global request object

`gluon.admin.app_cleanup` (*app*, *request*)  
Removes session, cache and error files

### Parameters

- **app** (*str*) – application name
- **request** – the global request object

**Returns** True if everything went ok, False otherwise

`gluon.admin.app_compile` (*app*, *request*, *skip\_failed\_views*=False)  
Compiles the application

### Parameters

- **app** (*str*) – application name
- **request** – the global request object

**Returns** None if everything went ok, traceback text if errors are found

`gluon.admin.app_create` (*app*, *request*, *force=False*, *key=None*, *info=False*)  
Create a copy of welcome.w2p (scaffolding) app

**Parameters**

- **app** (*str*) – application name
- **request** – the global request object

`gluon.admin.app_install` (*app*, *fobj*, *request*, *filename*, *overwrite=None*)  
Installs an application:

- Identifies file type by filename
- Writes *fobj* contents to the `../deposit/` folder
- Calls `w2p_unpack()` to do the job.

**Parameters**

- **app** (*str*) – new application name
- **fobj** (*obj*) – file object containing the application to be installed
- **request** – the global request object
- **filename** (*str*) – original filename of the *fobj*, required to determine extension
- **overwrite** (*bool*) – force overwrite of existing application

**Returns** name of the file where app is temporarily stored or *None* on failure

`gluon.admin.app_pack` (*app*, *request*, *raise\_ex=False*, *filenames=None*)  
Builds a w2p package for the application

**Parameters**

- **app** (*str*) – application name
- **request** – the global request object

**Returns** filename of the w2p file or *None* on error

`gluon.admin.app_pack_compiled` (*app*, *request*, *raise\_ex=False*)  
Builds a w2p bytecode-compiled package for the application

**Parameters**

- **app** (*str*) – application name
- **request** – the global request object

**Returns** filename of the w2p file or *None* on error

`gluon.admin.app_uninstall` (*app*, *request*)  
Uninstalls the application.

**Parameters**

- **app** (*str*) – application name
- **request** – the global request object

**Returns** *True* on success, *False* on failure

`gluon.admin.check_new_version(myversion, version_url)`

Compares current web2py's version with the latest stable web2py version.

#### Parameters

- **myversion** – the current version as stored in file `web2py/VERSION`
- **version\_URL** – the URL that contains the version of the latest stable release

#### Returns

state, version

- **state** : *True* if upgrade available, *False* if current version is up-to-date, -1 on error
- **version** : the most up-to-version available

#### Return type

tuple

`gluon.admin.create_missing_app_folders(request)`

`gluon.admin.create_missing_folders()`

`gluon.admin.plugin_install(app, fobj, request, filename)`

Installs a plugin:

- Identifies file type by filename
- Writes *fobj* contents to the `../deposit/` folder
- Calls `w2p_unpack_plugin()` to do the job.

#### Parameters

- **app** (*str*) – new application name
- **fobj** – file object containing the application to be installed
- **request** – the global request object
- **filename** – original filename of the *fobj*, required to determine extension

**Returns** name of the file where plugin is temporarily stored or *False* on failure

`gluon.admin.plugin_pack(app, plugin_name, request)`

Builds a w2p package for the plugin

#### Parameters

- **app** (*str*) – application name
- **plugin\_name** (*str*) – the name of the plugin without *plugin\_* prefix
- **request** – the current request app

**Returns** filename of the w2p file or *False* on error

`gluon.admin.unzip(filename, dir, subfolder=)`

Unzips filename into dir (.zip only, no .gz etc)

#### Parameters

- **filename** (*str*) – archive
- **dir** (*str*) – destination
- **subfolder** (*str*) – if != "" unzips only files in subfolder

`gluon.admin.upgrade` (*request*, *url*='http://web2py.com')

Upgrades web2py (src, osx, win) if a new version is posted. It detects whether src, osx or win is running and downloads the right one

**Parameters**

- **request** – the current request object (required to determine version and path)
- **url** – the incomplete url where to locate the latest web2py (actual url is `url+'examples/static/web2py_(src|osx|win).zip'`)

**Returns** tuple: completed, traceback

- **completed**: True on success, False on failure (network problem or old version)
- **traceback**: None on success, raised exception details on failure

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## 2.1 Basic caching classes and methods

- Cache - The generic caching object interfacing with the others
- CacheInRam - providing caching in ram
- CacheOnDisk - provides caches on disk

Memcache is also available via a different module (see `gluon.contrib.memcache`)

When web2py is running on Google App Engine, caching will be provided by the GAE memcache (see `gluon.contrib.gae_memcache`)

**class** `gluon.cache.Cache` (*request*)

Bases: `object`

Sets up generic caching, creating an instance of both `CacheInRam` and `CacheOnDisk`. In case of GAE will make use of `gluon.contrib.gae_memcache`.

- `self.ram` is an instance of `CacheInRam`
- `self.disk` is an instance of `CacheOnDisk`

**action** (*time\_expire=300, cache\_model=None, prefix=None, session=False, vars=True, lang=True, user\_agent=False, public=True, valid\_statuses=None, quick=None*)

Better fit for caching an action

**Warning:** Experimental!

Currently only HTTP 1.1 compliant reference : <http://code.google.com/p/doctype-mirror/wiki/ArticleHttpCaching>

### Parameters

- **time\_expire** (*int*) – same as @cache
- **cache\_model** (*str*) – same as @cache
- **prefix** (*str*) – add a prefix to the calculated key
- **session** (*bool*) – adds response.session\_id to the key
- **vars** (*bool*) – adds request.env.query\_string
- **lang** (*bool*) – adds T.accepted\_language
- **user\_agent** (*bool or dict*) – if True, adds is\_mobile and is\_tablet to the key. Pass a dict to use all the needed values (uses str.items()) (e.g. user\_agent=request.user\_agent()). Used only if session is not True
- **public** (*bool*) – if False forces the Cache-Control to be 'private'
- **valid\_statuses** – by default only status codes starting with 1,2,3 will be cached. pass an explicit list of statuses on which turn the cache on
- **quick** – Session,Vars,Lang,User-agent,Public: fast overrides with initials, e.g. 'SVLP' or 'VLP', or 'VLP'

**autokey** = ' :%(name)s:%(args)s:%(vars)s '

**static with\_prefix** (*cache\_model, prefix*)

allow replacing cache.ram with cache.with\_prefix(cache.ram,'prefix') it will add prefix to all the cache keys used.

gluon.cache.**lazy\_cache** (*key=None, time\_expire=None, cache\_model='ram'*)

Can be used to cache any function including ones in modules, as long as the cached function is only called within a web2py request

If a key is not provided, one is generated from the function name *time\_expire* defaults to None (no cache expiration)

If cache\_model is "ram" then the model is current.cache.ram, etc.

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### 3.1 Functions required to execute app components

---

**Note:** FOR INTERNAL USE ONLY

---

`gluon.cfs.getcfs` (*key*, *filename*, *filter=None*)  
Caches the *filtered* file *filename* with *key* until the file is modified.

#### Parameters

- **key** (*str*) – the cache key
- **filename** – the file to cache
- **filter** – is the function used for filtering. Normally *filename* is a .py file and *filter* is a function that bytecode compiles the file. In this way the bytecode compiled file is cached. (Default = None)

This is used on Google App Engine since pyc files cannot be saved.





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### 4.1 Functions required to execute app components

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**Note:** FOR INTERNAL USE ONLY

---

`gluon.compileapp.LOAD(c=None, f='index', args=None, vars=None, extension=None, target=None, ajax=False, ajax_trap=False, url=None, user_signature=False, timeout=None, times=1, content='loading...', post_vars={}, **attr)`

LOADs a component into the action's document

#### Parameters

- **c** (*str*) – controller
- **f** (*str*) – function
- **args** (*tuple or list*) – arguments
- **vars** (*dict*) – vars
- **extension** (*str*) – extension
- **target** (*str*) – id of the target
- **ajax** (*bool*) – True to enable AJAX behaviour
- **ajax\_trap** (*bool*) – True if *ajax* is set to *True*, traps both links and forms “inside” the target
- **url** (*str*) – overrides *c*, *f*, *args* and *vars*

- **user\_signature** (*bool*) – adds hmac signature to all links with a key that is different for every user
- **timeout** (*int*) – in milliseconds, specifies the time to wait before starting the request or the frequency if times is greater than 1 or “infinity”
- **times** (*integer or str*) – how many times the component will be requested “infinity” or “continuous” are accepted to reload indefinitely the component

**class** gluon.compileapp.LoadFactory (*environment*)

Bases: object

Attention: this helper is new and experimental

gluon.compileapp.build\_environment (*request, response, session, store\_current=True*)

Build the environment dictionary into which web2py files are executed.

gluon.compileapp.compile\_application (*folder, skip\_failed\_views=False*)

Compiles all models, views, controller for the application in *folder*.

gluon.compileapp.compile\_controllers (*folder*)

Compiles all the controllers in the application specified by *folder*

gluon.compileapp.compile\_models (*folder*)

Compiles all the models in the application specified by *folder*

gluon.compileapp.compile\_views (*folder, skip\_failed\_views=False*)

Compiles all the views in the application specified by *folder*

gluon.compileapp.find\_exposed\_functions (*data*)

gluon.compileapp.local\_import\_aux (*name, reload\_force=False, app='welcome'*)

In apps, instead of importing a local module (in applications/app/modules) with:

```
import a.b.c as d
```

you should do:

```
d = local_import('a.b.c')
```

or (to force a reload):

```
d = local_import('a.b.c', reload=True)
```

This prevents conflict between applications and un-necessary execs. It can be used to import any module, including regular Python modules.

gluon.compileapp.model\_cmp (*a, b, sep='.'*)

gluon.compileapp.model\_cmp\_sep (*a, b, sep='/'*)

**class** gluon.compileapp.mybuiltin

Bases: object

NOTE could simple use a dict and populate it, NOTE not sure if this changes things though if monkey patching import....

gluon.compileapp.re\_compile (*regex*)

gluon.compileapp.read\_pyc (*filename*)

Read the code inside a bytecode compiled file if the MAGIC number is compatible

**Returns** a code object

`gluon.compileapp.remove_compiled_application(folder)`

Deletes the folder *compiled* containing the compiled application.

`gluon.compileapp.run_controller_in(controller,function,environment)`

Runs the `controller.function()` (for the app specified by the current folder). It tries pre-compiled `controller_function.pyc` first before compiling it.

`gluon.compileapp.run_models_in(environment)`

Runs all models (in the app specified by the current folder) It tries pre-compiled models first before compiling them.

`gluon.compileapp.run_view_in(environment)`

Executes the view for the requested action. The view is the one specified in *response.view* or determined by the url or *view/generic.extension* It tries the pre-compiled `views_controller_function.pyc` before compiling it.

`gluon.compileapp.save_pyc(filename)`

Bytecode compiles the file *filename*

`gluon.compileapp.test()`

Example:

```
>>> import traceback, types
>>> environment={'x':1}
>>> open('a.py', 'w').write('print 1/x')
>>> save_pyc('a.py')
>>> os.unlink('a.py')
>>> if type(read_pyc('a.pyc'))==types.CodeType: print 'code'
code
>>> exec read_pyc('a.pyc') in environment
1
```



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CONTENT\_TYPE dictionary created against freedesktop.org's shared mime info database version 1.1.

**Deviations from official standards:**

- .md: application/x-genesis-rom -> text/x-markdown
- .png: image/x-apple-ios-png -> image/png

**Additions:**

- .load: text/html
- .json: application/json
- .jsonp: application/jsonp
- .pickle: application/python-pickle
- .w2p': application/w2p

`gluon.contenttype.contenttype` (*filename*, *default='text/plain'*)  
Returns the Content-Type string matching extension of the given filename.



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## 6.1 Support for smart import syntax for web2py applications

**exception** `gluon.custom_import.CustomImportException`  
Bases: `exceptions.ImportError`

**class** `gluon.custom_import.TrackImporter`  
Bases: `object`

An importer tracking the date of the module files and reloading them when they are changed.

**PACKAGE\_PATH\_SUFFIX** = `'/_init__.py'`

**THREAD\_LOCAL** = `<thread._local object>`

`gluon.custom_import.custom_import_install()`

`gluon.custom_import.custom_importer(name, globals=None, locals=None, fromlist=None, level=-1)`

web2py's custom importer. It behaves like the standard Python importer but it tries to transform import statements as something like "import applications.app\_name.modules.x". If the import fails, it falls back on naive\_importer

`gluon.custom_import.is_tracking_changes()`

`gluon.custom_import.track_changes(track=True)`





# CHAPTER 7

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## dal Module

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Go to <http://pydal.readthedocs.org/en/latest/> for docs on pyDAL

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### 7.1 Takes care of adapting pyDAL to web2py's needs



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## 8.1 Debugger support classes

```
class gluon.debug.Pipe (name, mode='r', *args, **kwargs)
    Bases: Queue.Queue

    flush ()

    read (count=None, timeout=None)

    readline ()

    write (data)

class gluon.debug.WebDebugger (pipe, completekey='tab', stdin=None, stdout=None)
    Bases: gluon.contrib.qdb.Frontend

    Qdb web2py interface

    clear_interaction ()

    do_continue (*args, **kwargs)

    do_exec (statement)

    do_next (*args, **kwargs)

    do_quit (*args, **kwargs)

    do_return (*args, **kwargs)

    do_step (*args, **kwargs)
```

**exception** (*title, exctype, exvalue, trace, request*)

Show a user\_exception

**interaction** (*filename, lineno, line, \*\*context*)

**run** ()

Main method dispatcher (infinite loop)

gluon.debug.**check\_interaction** (*fn*)

Decorator to clean and prevent interaction when not available

gluon.debug.**communicate** (*command=None*)

send command to debugger, wait result

gluon.debug.**set\_trace** ()

breakpoint shortcut (like pdb)

gluon.debug.**stop\_trace** ()

stop waiting for the debugger (called atexit)

## CHAPTER 9

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### decoder Module

---

Caller will hand this library a buffer and ask it to either convert it or auto-detect the type.

Based on <http://code.activestate.com/recipes/52257/>

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`gluon.decoder.autoDetectXMLEncoding(buffer)`

*buffer* -> *encoding\_name* The buffer should be at least 4 bytes long. Returns None if encoding cannot be detected. Note that *encoding\_name* might not have an installed decoder (e.g. EBCDIC)

`gluon.decoder.decoder(buffer)`



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## 10.1 File operations

`gluon.fileutils.parse_version` (*version*)  
Attempts to parse SemVer, fallbacks on legacy

`gluon.fileutils.read_file` (*filename*, *mode='r'*)  
Returns content from filename, making sure to close the file explicitly on exit.

`gluon.fileutils.write_file` (*filename*, *value*, *mode='w'*)  
Writes <value> to filename, making sure to close the file explicitly on exit.

`gluon.fileutils.readlines_file` (*filename*, *mode='r'*)  
Applies `.split(' ')` to the output of `read_file()`

`gluon.fileutils.up` (*path*)

`gluon.fileutils.abspath` (*\*relpath*, *\*\*base*)  
Converts relative path to absolute path based (by default) on `applications_parent`

`gluon.fileutils.mktree` (*path*)

`gluon.fileutils.listdir` (*path*, *expression='^.+\$', drop=True, add\_dirs=False, sort=True, maxnum=None, exclude\_content\_from=None*)  
Like `os.listdir()` but you can specify a regex pattern to filter files. If `add_dirs` is `True`, the returned items will have the full path.

`gluon.fileutils.recursive_unlink` (*f*)  
Deletes *f*. If it's a folder, also its contents will be deleted

`gluon.fileutils.cleanpath` (*path*)  
Turns any expression/path into a valid filename. replaces / with \_ and removes special characters.

`gluon.fileutils.tar` (*file, dir, expression='^+\$', filenames=None, exclude\_content\_from=None*)  
Tars dir into file, only tars file that match expression

`gluon.fileutils.untar` (*file, dir*)  
Untar file into dir

`gluon.fileutils.tar_compiled` (*file, dir, expression='^+\$', exclude\_content\_from=None*)  
Used to tar a compiled application. The content of models, views, controllers is not stored in the tar file.

`gluon.fileutils.get_session` (*request, other\_application='admin'*)  
Checks that user is authorized to access other\_application

`gluon.fileutils.check_credentials` (*request, other\_application='admin', expiration=3600, gae\_login=True*)  
Checks that user is authorized to access other\_application

`gluon.fileutils.w2p_pack` (*filename, path, compiled=False, filenames=None*)  
Packs a web2py application.

#### Parameters

- **filename** (*str*) – path to the resulting archive
- **path** (*str*) – path to the application
- **compiled** (*bool*) – if *True* packs the compiled version
- **filenames** (*list*) – adds filenames to the archive

`gluon.fileutils.w2p_unpack` (*filename, path, delete\_tar=True*)

`gluon.fileutils.w2p_pack_plugin` (*filename, path, plugin\_name*)  
Packs the given plugin into a w2p file. Will match files at:

```
<path>/*/plugin_[name].*
<path>/*/plugin_[name]/*
```

`gluon.fileutils.w2p_unpack_plugin` (*filename, path, delete\_tar=True*)

`gluon.fileutils.fix_newlines` (*path*)

`gluon.fileutils.make_fake_file_like_object` ()



# CHAPTER 11

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## globals Module

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Contains the classes for the global used variables:

- Request
- Response
- Session

**class** `gluon.globals.Request` (*env*)  
Bases: `gluon.storage.Storage`

Defines the request object and the default values of its members

- env: environment variables, by `gluon.main.wsgibase()`
- cookies
- get\_vars
- post\_vars
- vars
- folder
- application
- function
- args
- extension
- now: `datetime.datetime.now()`

- `utcnow` : `datetime.datetime.utcnow()`
- `is_local`
- `is_https`
- `restful()`

**body**

**compute\_uuid** ()

**get\_vars**

Lazily parses the query string into `get_vars`

**parse\_all\_vars** ()

Merges `get_vars` and `post_vars` to `vars`

**parse\_get\_vars** ()

Takes the `QUERY_STRING` and unpacks it to `get_vars`

**parse\_post\_vars** ()

Takes the body of the request and unpacks it into `post_vars`. `application/json` is also automatically parsed

**post\_vars**

Lazily parse the body into `post_vars`

**requires\_https** ()

If request comes in over HTTP, redirects it to HTTPS and secures the session.

**restful** ()

**user\_agent** ()

**uuid**

Lazily uuid

**vars**

Lazily parses all `get_vars` and `post_vars` to fill `vars`

**class** `gluon.globals.Response`

Bases: `gluon.storage.Storage`

Defines the response object and the default values of its members `response.write()` can be used to write in the output html

**download** (*request, db, chunk\_size=65536, attachment=True, download\_filename=None*)

Example of usage in controller:

```
def download():
    return response.download(request, db)
```

Downloads from `http://.../download/filename`

**include\_files** (*extensions=None*)

Includes files (usually in the head). Can minify and cache local files By default, caches in ram for 5 minutes. To change, `response.cache_includes = (cache_method, time_expire)`. Example: `(cache.disk, 60)` # caches to disk for 1 minute.

**include\_meta** ()

**json** (*data, default=None*)

**render** (*\*a, \*\*b*)

**stream** (*stream*, *chunk\_size=65536*, *request=None*, *attachment=False*, *filename=None*)

If in a controller function:

```
return response.stream(file, 100)
```

the file content will be streamed at 100 bytes at the time

#### Parameters

- **stream** – filename or read()able content
- **chunk\_size** (*int*) – Buffer size
- **request** – the request object
- **attachment** (*bool*) – prepares the correct headers to download the file as an attachment. Usually creates a pop-up download window on browsers
- **filename** (*str*) – the name for the attachment

---

**Note:** for using the stream name (filename) with attachments the option must be explicitly set as function parameter (will default to the last request argument otherwise)

---

**toolbar** ()

**write** (*data*, *escape=True*)

**xmlrpc** (*request*, *methods*)

assuming:

```
def add(a, b):
    return a+b
```

if a controller function “func”:

```
return response.xmlrpc(request, [add])
```

the controller will be able to handle xmlrpc requests for the add function. Example:

```
import xmlrpclib
connection = xmlrpclib.ServerProxy(
    'http://hostname/app/contr/func')
print connection.add(3, 4)
```

**class** `gluon.globals.Session`

Bases: `gluon.storage.Storage`

Defines the session object and the default values of its members (None)

- `session_storage_type` : ‘file’, ‘db’, or ‘cookie’
- `session_cookie_compression_level` :
- `session_cookie_expires` : cookie expiration
- `session_cookie_key` : for encrypted sessions in cookies
- `session_id` : a number or None if no session
- `session_id_name` :
- `session_locked` :

- `session_masterapp` :
- `session_new` : a new session obj is being created
- `session_hash` : hash of the pickled loaded session
- `session_pickled` : pickled session

if session in cookie:

- `session_data_name` : name of the cookie for session data

if session in db:

- `session_db_record_id`
- `session_db_table`
- `session_db_unique_key`

if session in file:

- `session_file`
- `session_filename`

**clear** () → None. Remove all items from D.

**clear\_session\_cookies** ()

**connect** (*request=None, response=None, db=None, tablename='web2py\_session', masterapp=None, migrate=True, separate=None, check\_client=False, cookie\_key=None, cookie\_expires=None, compression\_level=None*)  
Used in models, allows to customize Session handling

#### Parameters

- **request** – the request object
- **response** – the response object
- **db** – to store/retrieve sessions in db (a table is created)
- **tablename** (*str*) – table name
- **masterapp** (*str*) – points to another’s app sessions. This enables a “SSO” environment among apps
- **migrate** – passed to the underlying db
- **separate** – with True, creates a folder with the 2 initials of the session id. Can also be a function, e.g.

```
separate=lambda(session_name): session_name[-2:]
```

- **check\_client** – if True, sessions can only come from the same ip
- **cookie\_key** (*str*) – secret for cookie encryption
- **cookie\_expires** – sets the expiration of the cookie
- **compression\_level** (*int*) – 0-9, sets zlib compression on the data before the encryption

**forget** (*response=None*)

**is\_expired** (*seconds=3600*)

**is\_new** ()

**renew** (*clear\_session=False*)

**save\_session\_id\_cookie** ()

**secure** ()



# CHAPTER 12

---

## highlight Module

---

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```
gluon.highlight.highlight(code, language, link='/examples/globals/vars/', counter=1,  
                           styles=None, highlight_line=None, context_lines=None, at-  
                           tributes=None)
```





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## 13.1 Template helpers

**class** gluon.html.A(\*components, \*\*attributes)

Bases: *gluon.html.DIV*

Generates an A() link. A() in web2py is really important and with the included web2py.js allows lots of Ajax interactions in the page

On top of “usual” *\_attributes*, it takes

### Parameters

- **callback** – an url to call but not redirect to
- **cid** – if you want to load the *\_href* into an element of the page (component) pass its id (without the #) here
- **delete** – element to delete after calling callback
- **target** – same thing as cid
- **confirm** – text to display upon a callback with a delete
- **noconfirm** – don’t display alert upon a callback with delete

**tag** = 'a'

**xml** ()

generates the xml for this component.

gluon.html.ASSIGNJS (\*\*kargs)

## Example

ASSIGNJS(var1='1', var2='2') will return the following javascript variables assignments :

```
var var1 = "1"; var var2 = "2";
```

**Parameters** **\*\*kargs** – Any keywords arguments and assigned values.

**Returns** Javascript vars assignments for the key/value passed.

```
class gluon.html.B(*components, **attributes)
```

Bases: *gluon.html.DIV*

```
tag = 'b'
```

```
class gluon.html.BEAUTIFY(component, **attributes)
```

Bases: *gluon.html.DIV*

Turns any list, dictionary, etc into decent looking html.

Two special attributes are

- sorted: a function that takes the dict and returned sorted keys
- keyfilter: a function that takes a key and returns its representation or None if the key is to be skipped. By default key[:1]== '\_' is skipped.

Examples:

```
>>> BEAUTIFY(['a', 'b', {'hello': 'world'}]).xml()
'<div><table><tr><td><div>a</div></td></tr><tr><td><div>b</div></td></tr><tr><td>
↳<div><table><tr><td style="font-weight:bold;vertical-align:top;">hello</td><td
↳style="vertical-align:top;"></td><td><div>world</div></td></tr></table></div></
↳td></tr></table></div>'
```

```
static no_underscore(key)
```

```
tag = 'div'
```

```
class gluon.html.BODY(*components, **attributes)
```

Bases: *gluon.html.DIV*

```
tag = 'body'
```

```
class gluon.html.BR(*components, **attributes)
```

Bases: *gluon.html.DIV*

```
tag = 'br/'
```

```
class gluon.html.BUTTON(*components, **attributes)
```

Bases: *gluon.html.DIV*

```
tag = 'button'
```

```
class gluon.html.CENTER(*components, **attributes)
```

Bases: *gluon.html.DIV*

```
tag = 'center'
```

```
class gluon.html.CAT(*components, **attributes)
```

Bases: *gluon.html.DIV*

```
tag = ''
```

```
class gluon.html.CODE (*components, **attributes)
```

Bases: *gluon.html.DIV*

Displays code in HTML with syntax highlighting.

#### Parameters

- **language** – indicates the language, otherwise PYTHON is assumed
- **link** – can provide a link
- **styles** – for styles

Examples:

```
{{=CODE("print 'hello world'", language='python', link=None, counter=1, styles={}, high-
light_line=None)}}
```

supported languages are

```
"python", "html_plain", "c", "cpp", "web2py", "html"
```

The “html” language interprets {{ and }} tags as “web2py” code, “html\_plain” doesn’t.

if a link=`/examples/global/vars/` is provided web2py keywords are linked to the online docs.

the counter is used for line numbering, counter can be None or a prompt string.

```
xml ()
```

generates the xml for this component.

```
class gluon.html.COL (*components, **attributes)
```

Bases: *gluon.html.DIV*

```
tag = 'col/'
```

```
class gluon.html.COLGROUP (*components, **attributes)
```

Bases: *gluon.html.DIV*

```
tag = 'colgroup'
```

```
class gluon.html.DIV (*components, **attributes)
```

Bases: *gluon.html.XmlComponent*

HTML helper, for easy generating and manipulating a DOM structure. Little or no validation is done.

Behaves like a dictionary regarding updating of attributes. Behaves like a list regarding inserting/appending components.

Examples:

```
>>> DIV('hello', 'world', _style='color:red;').xml()
'<div style="color:red;">helloworld</div>'
```

All other HTML helpers are derived from *DIV*.

`_something="value"` attributes are transparently translated into `something="value"` HTML attributes

```
append (value)
```

list style appending of components

Examples:

```

>>> a=DIV()
>>> a.append(SPAN('x'))
>>> print a
<div><span>x</span></div>

```

**element** (\*args, \*\*kwargs)

Finds the first component that matches the supplied attribute dictionary, or None if nothing could be found

Also the components of the components are searched.

**elements** (\*args, \*\*kwargs)

Find all components that match the supplied attribute dictionary, or None if nothing could be found

All components of the components are searched.

Examples:

```

>>> a = DIV(DIV(SPAN('x'), 3, DIV(SPAN('y'))))
>>> for c in a.elements('span', first_only=True): c[0]='z'
>>> print a
<div><div><span>z</span>3<div><span>y</span></div></div></div>
>>> for c in a.elements('span'): c[0]='z'
>>> print a
<div><div><span>z</span>3<div><span>z</span></div></div></div>

```

It also supports a syntax compatible with jQuery

Examples:

```

>>> a=TAG('<div><span><a id="1-1" u:v=$>hello</a></span><p class="this is a_
↳test">world</p></div>')
>>> for e in a.elements('div a#1-1, p.is'): print e.flatten()
hello
world
>>> for e in a.elements('#1-1'): print e.flatten()
hello
>>> a.elements('a[u:v=$]')[0].xml()
'<a id="1-1" u:v="$">hello</a>'
>>> a=FORM( INPUT(_type='text'), SELECT(range(1)), TEXTAREA() )
>>> for c in a.elements('input, select, textarea'): c['_disabled'] = 'disabled
↳'
>>> a.xml()
'<form action="#" enctype="multipart/form-data" method="post"><input disabled=
↳"disabled" type="text" /><select disabled="disabled"><option value="0">0</
↳option></select><textarea cols="40" disabled="disabled" rows="10"></
↳textarea></form>'

```

Elements that are matched can also be replaced or removed by specifying a “replace” argument (note, a list of the original matching elements is still returned as usual).

Examples:

```

>>> a = DIV(DIV(SPAN('x', _class='abc'), DIV(SPAN('y', _class='abc'), SPAN('z
↳', _class='abc'))))
>>> b = a.elements('span.abc', replace=P('x', _class='xyz'))
>>> print a # We should .xml() here instead of print
<div><div><p class="xyz">x</p><div><p class="xyz">x</p><p class="xyz">x</p></
↳div></div></div>

```

“replace” can be a callable, which will be passed the original element and should return a new element to replace it.

Examples:

```
>>> a = DIV(DIV(SPAN('x', _class='abc'), DIV(SPAN('y', _class='abc'), SPAN('z
↳', _class='abc'))))
>>> b = a.elements('span.abc', replace=lambda el: P(el[0], _class='xyz'))
>>> print a
<div><div><p class="xyz">x</p><div><p class="xyz">y</p><p class="xyz">z</p></
↳div></div></div>
```

If `replace=None`, matching elements will be removed completely.

Examples:

```
>>> a = DIV(DIV(SPAN('x', _class='abc'), DIV(SPAN('y', _class='abc'), SPAN('z
↳', _class='abc'))))
>>> b = a.elements('span', find='y', replace=None)
>>> print a
<div><div><span class="abc">x</span><div><span class="abc">z</span></div></
↳div></div>
```

If a “find\_text” argument is specified, elements will be searched for text components that match `find_text`, and any matching text components will be replaced (`find_text` is ignored if “replace” is not also specified). Like the “find” argument, “find\_text” can be a string or a compiled regex.

Examples:

```
>>> a = DIV(DIV(SPAN('x', _class='abc'), DIV(SPAN('y', _class='abc'), SPAN('z
↳', _class='abc'))))
>>> b = a.elements(find_text=re.compile('x|y|z'), replace='hello')
>>> print a
<div><div><span class="abc">hello</span><div><span class="abc">hello</span>
↳<span class="abc">hello</span></div></div></div>
```

If other attributes are specified along with `find_text`, then only components that match the specified attributes will be searched for `find_text`.

Examples:

```
>>> a = DIV(DIV(SPAN('x', _class='abc'), DIV(SPAN('y', _class='efg'), SPAN('z
↳', _class='abc'))))
>>> b = a.elements('span.efg', find_text=re.compile('x|y|z'), replace='hello')
>>> print a
<div><div><span class="abc">x</span><div><span class="efg">hello</span><span_
↳class="abc">z</span></div></div></div>
```

### **flatten** (*render=None*)

Returns the text stored by the DIV object rendered by the render function the render function must take text, tagname, and attributes *render=None* is equivalent to *render=lambda text, tag, attr: text*

Examples:

```
>>> markdown = lambda text, tag=None, attributes={}:
↳(None: re.sub('\s+', ' ', text), 'h1': '#'+text+'\n\n
↳', 'p': text+'\n'}).get(tag, text)
>>> a=TAG('<h1>Header</h1><p>this is a test</p>')
>>> a.flatten(markdown)
'#Header\n\nthis is a test\n'
```

**get** (*i*)

**insert** (*i*, *value*)

List-style inserting of components

Examples:

```
>>> a=DIV()
>>> a.insert(0, SPAN('x'))
>>> print a
<div><span>x</span></div>
```

**regex\_attr** = <\_sre.SRE\_Pattern object>

**regex\_class** = <\_sre.SRE\_Pattern object>

**regex\_id** = <\_sre.SRE\_Pattern object>

**regex\_tag** = <\_sre.SRE\_Pattern object>

**sibling** (*\*args*, *\*\*kargs*)

Finds the first sibling component that match the supplied argument list and attribute dictionary, or None if nothing could be found

**siblings** (*\*args*, *\*\*kargs*)

Finds all sibling components that match the supplied argument list and attribute dictionary, or None if nothing could be found

**tag** = 'div'

**update** (*\*\*kargs*)

dictionary like updating of the tag attributes

**xml** ()

generates the xml for this component.

**class** gluon.html.**EM** (*\*components*, *\*\*attributes*)

Bases: *gluon.html.DIV*

**tag** = 'em'

**class** gluon.html.**EMBED** (*\*components*, *\*\*attributes*)

Bases: *gluon.html.DIV*

**tag** = 'embed/'

**class** gluon.html.**FIELDSET** (*\*components*, *\*\*attributes*)

Bases: *gluon.html.DIV*

**tag** = 'fieldset'

**class** gluon.html.**FORM** (*\*components*, *\*\*attributes*)

Bases: *gluon.html.DIV*

Examples:

```
>>> from validators import IS_NOT_EMPTY
>>> form=FORM(INPUT(_name="test", requires=IS_NOT_EMPTY()))
>>> form.xml()
'<form action="#" enctype="multipart/form-data" method="post"><input name="test"
↳type="text" /></form>'
```

a FORM is container for INPUT, TEXTAREA, SELECT and other helpers

form has one important method:

```
form.accepts(request.vars, session)
```

if form is accepted (and all validators pass) form.vars contains the accepted vars, otherwise form.errors contains the errors. in case of errors the form is modified to present the errors to the user.

```
REDIRECT_JS = "window.location='%s';return false"
```

```
accepts (request_vars, session=None, formname='default', keepvalues=False, onvalidation=None,
         hideerror=False, **kwargs)
    kwargs is not used but allows to specify the same interface for FORM and SQLFORM
```

```
add_button (value, url, _class=None)
```

```
as_dict (flat=False, sanitize=True)
    EXPERIMENTAL
```

Sanitize is naive. It should catch any unsafe value for client retrieval.

```
as_json (sanitize=True)
```

```
as_xml (sanitize=True)
```

```
as_yaml (sanitize=True)
```

```
assert_status (status, request_vars)
```

```
static confirm (text='OK', buttons=None, hidden=None)
```

```
hidden_fields ()
```

```
process (**kwargs)
    Perform the .validate() method but returns the form
```

Usage in controllers:

```
# directly on return
def action():
    #some code here
    return dict(form=FORM(...).process(...))
```

You can use it with FORM, SQLFORM or FORM based plugins:

```
# response.flash messages
def action():
    form = SQLFORM(db.table).process(message_onsuccess='Success!')
    return dict(form=form)

# callback function
# callback receives True or False as first arg, and a list of args.
def my_callback(status, msg):
    response.flash = "Success! "+msg if status else "Errors ocured"

# after argument can be 'flash' to response.flash messages
# or a function name to use as callback or None to do nothing.
def action():
    return dict(form=SQLFORM(db.table).process(onsuccess=my_callback))
```

```
tag = 'form'
```

```
validate (**kwargs)
    This function validates the form, you can use it instead of directly form.accepts.
```

Usage: In controller:

```
def action():
    form=FORM(INPUT(_name="test", requires=IS_NOT_EMPTY()))
    form.validate() #you can pass some args here - see below
    return dict(form=form)
```

This can receive a bunch of arguments

**onsuccess = 'flash' - will show message\_onsuccess in response.flash** None - will do nothing can be a function (lambda form: pass)

**onfailure = 'flash' - will show message\_onfailure in response.flash** None - will do nothing can be a function (lambda form: pass)

**onchange = 'flash' - will show message\_onchange in response.flash** None - will do nothing can be a function (lambda form: pass)

message\_onsuccess message\_onfailure message\_onchange next = where to redirect in case of success any other kwargs will be passed for form.accepts(...)

**xml()**  
generates the xml for this component.

```
class gluon.html.H1(*components, **attributes)
    Bases: gluon.html.DIV
    tag = 'h1'

class gluon.html.H2(*components, **attributes)
    Bases: gluon.html.DIV
    tag = 'h2'

class gluon.html.H3(*components, **attributes)
    Bases: gluon.html.DIV
    tag = 'h3'

class gluon.html.H4(*components, **attributes)
    Bases: gluon.html.DIV
    tag = 'h4'

class gluon.html.H5(*components, **attributes)
    Bases: gluon.html.DIV
    tag = 'h5'

class gluon.html.H6(*components, **attributes)
    Bases: gluon.html.DIV
    tag = 'h6'

class gluon.html.HEAD(*components, **attributes)
    Bases: gluon.html.DIV
    tag = 'head'

class gluon.html.HR(*components, **attributes)
    Bases: gluon.html.DIV
    tag = 'hr/'

class gluon.html.HTML(*components, **attributes)
    Bases: gluon.html.DIV
```



There are four predefined document type definitions. They can be specified in the ‘doctype’ parameter:

- ‘strict’ enables strict doctype
- ‘transitional’ enables transitional doctype (default)
- ‘frameset’ enables frameset doctype
- ‘html5’ enables HTML 5 doctype
- any other string will be treated as user’s own doctype

‘lang’ parameter specifies the language of the document. Defaults to ‘en’.

See also *DIV*

```
frameset = '<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.01 Frameset//EN" "http://www.w3.
```

```
html5 = '<!DOCTYPE HTML>\n'
```

```
strict = '<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.01//EN" "http://www.w3.org/TR/html.
```

```
tag = 'html'
```

```
transitional = '<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.01 Transitional//EN" "http://
```

```
xml ()
```

generates the xml for this component.

```
class gluon.html.I(*components, **attributes)
```

Bases: *gluon.html.DIV*

```
tag = 'i'
```

```
class gluon.html.IFRAME(*components, **attributes)
```

Bases: *gluon.html.DIV*

```
tag = 'iframe'
```

```
class gluon.html.IMG(*components, **attributes)
```

Bases: *gluon.html.DIV*

```
tag = 'img/'
```

```
class gluon.html.INPUT(*components, **attributes)
```

Bases: *gluon.html.DIV*

INPUT Component

Takes two special attributes value= and requires=.

#### Parameters

- **value** – used to pass the initial value for the input field. value differs from `_value` because it works for checkboxes, radio, textarea and select/option too. For a checkbox value should be ‘’ or ‘on’. For a radio or select/option value should be the `_value` of the checked/selected item.
- **requires** – should be None, or a validator or a list of validators for the value of the field.

Examples:

```
>>> INPUT(_type='text', _name='name', value='Max').xml()
'<input name="name" type="text" value="Max" />'
```

```
>>> INPUT(_type='checkbox', _name='checkbox', value='on').xml()
'<input checked="checked" name="checkbox" type="checkbox" value="on" />'
```

```
>>> INPUT(_type='radio', _name='radio', _value='yes', value='yes').xml()
'<input checked="checked" name="radio" type="radio" value="yes" />'
```

```
>>> INPUT(_type='radio', _name='radio', _value='no', value='yes').xml()
'<input name="radio" type="radio" value="no" />'
```

```
tag = 'input/'
```

```
xml()
```

generates the xml for this component.

```
class gluon.html.LABEL(*components, **attributes)
```

Bases: *gluon.html.DIV*

```
tag = 'label'
```

```
class gluon.html.LEGEND(*components, **attributes)
```

Bases: *gluon.html.DIV*

```
tag = 'legend'
```

```
class gluon.html.LI(*components, **attributes)
```

Bases: *gluon.html.DIV*

```
tag = 'li'
```

```
class gluon.html.LINK(*components, **attributes)
```

Bases: *gluon.html.DIV*

```
tag = 'link/'
```

```
class gluon.html.OL(*components, **attributes)
```

Bases: *gluon.html.UL*

```
tag = 'ol'
```

```
class gluon.html.UL(*components, **attributes)
```

Bases: *gluon.html.DIV*

UL Component.

If subcomponents are not LI-components they will be wrapped in a LI

```
tag = 'ul'
```

```
class gluon.html.MARKMIN(text, extra=None, allowed=None, sep='p', url=None, environ-
                        ment=None, latex='google', autolinks='default', protolinks='default',
                        class_prefix="", id_prefix='markmin_', **kwargs)
```

Bases: *gluon.html.XmlComponent*

For documentation: <http://web2py.com/examples/static/markmin.html>

```
flatten()
```

```
xml()
```

```
class gluon.html.MENU(data, **args)
```

Bases: *gluon.html.DIV*

Used to build menus

#### Parameters

- **\_class** – defaults to 'web2py-menu web2py-menu-vertical'
- **ul\_class** – defaults to 'web2py-menu-vertical'

- **li\_class** – defaults to ‘web2py-menu-expand’
- **li\_first** – defaults to ‘web2py-menu-first’
- **li\_last** – defaults to ‘web2py-menu-last’

Use like:

```
menu = MENU([[ 'name', False, URL(...), [submenu]], ...])
{{=menu}}
```

**serialize** (*data*, *level=0*)

**serialize\_mobile** (*data*, *select=None*, *prefix=""*)

**tag** = 'ul'

**xml** ()

generates the xml for this component.

**class** gluon.html.**META** (\**components*, \*\**attributes*)

Bases: *gluon.html.DIV*

**tag** = 'meta/'

**class** gluon.html.**OBJECT** (\**components*, \*\**attributes*)

Bases: *gluon.html.DIV*

**tag** = 'object'

**class** gluon.html.**OPTION** (\**components*, \*\**attributes*)

Bases: *gluon.html.DIV*

**tag** = 'option'

**class** gluon.html.**P** (\**components*, \*\**attributes*)

Bases: *gluon.html.DIV*

Will replace \n by <br /> if the *cr2br* attribute is provided.

see also *DIV*

**tag** = 'p'

**xml** ()

generates the xml for this component.

**class** gluon.html.**PRE** (\**components*, \*\**attributes*)

Bases: *gluon.html.DIV*

**tag** = 'pre'

**class** gluon.html.**SCRIPT** (\**components*, \*\**attributes*)

Bases: *gluon.html.DIV*

**tag** = 'script'

**xml** ()

generates the xml for this component.

**class** gluon.html.**OPTGROUP** (\**components*, \*\**attributes*)

Bases: *gluon.html.DIV*

**tag** = 'optgroup'

**class** gluon.html.**SELECT**(\*components, \*\*attributes)  
Bases: *gluon.html.INPUT*

Examples:

```
>>> from validators import IS_IN_SET
>>> SELECT('yes', 'no', _name='selector', value='yes',
...        requires=IS_IN_SET(['yes', 'no'])).xml()
'<select name="selector"><option selected="selected" value="yes">yes</option>
↪<option value="no">no</option></select>'
```

**tag** = 'select'

**class** gluon.html.**SPAN**(\*components, \*\*attributes)  
Bases: *gluon.html.DIV*

**tag** = 'span'

**class** gluon.html.**STRONG**(\*components, \*\*attributes)  
Bases: *gluon.html.DIV*

**tag** = 'strong'

**class** gluon.html.**STYLE**(\*components, \*\*attributes)  
Bases: *gluon.html.DIV*

**tag** = 'style'

**xml** ()  
generates the xml for this component.

**class** gluon.html.**TABLE**(\*components, \*\*attributes)  
Bases: *gluon.html.DIV*

TABLE Component.

If subcomponents are not TR/TBODY/THEAD/TFOOT-components they will be wrapped in a TR

**tag** = 'table'

gluon.html.**TAG**  
TAG factory

Examples:

```
>>> print TAG.first(TAG.second('test'), _key = 3)
<first key="3"><second>test</second></first>
```

**class** gluon.html.**TD**(\*components, \*\*attributes)  
Bases: *gluon.html.DIV*

**tag** = 'td'

**class** gluon.html.**TEXTAREA**(\*components, \*\*attributes)  
Bases: *gluon.html.INPUT*

Examples:

```
TEXTAREA(_name='sometext', value='blah ' * 100, requires=IS_NOT_EMPTY())
```

'blah blah blah ...' will be the content of the textarea field.

**tag** = 'textarea'

```
class gluon.html.TH(*components, **attributes)
    Bases: gluon.html.DIV
```

```
    tag = 'th'
```

```
class gluon.html.THEAD(*components, **attributes)
    Bases: gluon.html.DIV
```

```
    tag = 'thead'
```

```
class gluon.html.TBODY(*components, **attributes)
    Bases: gluon.html.DIV
```

```
    tag = 'tbody'
```

```
class gluon.html.TFOOT(*components, **attributes)
    Bases: gluon.html.DIV
```

```
    tag = 'tfoot'
```

```
class gluon.html.TITLE(*components, **attributes)
    Bases: gluon.html.DIV
```

```
    tag = 'title'
```

```
class gluon.html.TR(*components, **attributes)
    Bases: gluon.html.DIV
```

TR Component.

If subcomponents are not TD/TH-components they will be wrapped in a TD

```
    tag = 'tr'
```

```
class gluon.html.TT(*components, **attributes)
    Bases: gluon.html.DIV
```

```
    tag = 'tt'
```

```
gluon.html.URL(a=None, c=None, f=None, r=None, args=None, vars=None, anchor="",
                extension=None, env=None, hmac_key=None, hash_vars=True,
                salt=None, user_signature=None, scheme=None, host=None, port=None,
                encode_embedded_slash=False, url_encode=True, language=None)
```

generates a url `/a/c/f` corresponding to application a, controller c and function f. If r=request is passed, a, c, f are set, respectively, to r.application, r.controller, r.function.

The more typical usage is:

```
URL('index')
```

that generates a url for the index function within the present application and controller.

#### Parameters

- **a** – application (default to current if r is given)
- **c** – controller (default to current if r is given)
- **f** – function (default to current if r is given)
- **r** – request (optional)
- **args** – any arguments (optional). Additional “path” elements
- **vars** – any variables (optional). Querystring elements
- **anchor** – anchorname, without # (optional)

- **extension** – force an extension
- **hmac\_key** – key to use when generating hmac signature (optional)
- **hash\_vars** – which of the vars to include in our hmac signature True (default) - hash all vars, False - hash none of the vars, iterable - hash only the included vars ['key1','key2']
- **salt** – salt hashing with this string
- **user\_signature** – signs automatically the URL in such way that only the user can access the URL (use with `URL.verify` or `auth.requires_signature()`)
- **scheme** – URI scheme (True, 'http' or 'https', etc); forces absolute URL (optional)
- **host** – string to force absolute URL with host (True means `http_host`)
- **port** – optional port number (forces absolute URL)
- **encode\_embedded\_slash** – encode slash characters included in args
- **url\_encode** – encode characters included in vars

**Raises `SyntaxError`** – when no application, controller or function is available or when a CRLF is found in the generated url

Examples:

```
>>> str(URL(a='a', c='c', f='f', args=['x', 'y', 'z'],
...       vars={'p':1, 'q':2}, anchor='1'))
'/a/c/f/x/y/z?p=1&q=2#1'
```

```
>>> str(URL(a='a', c='c', f='f', args=['x', 'y', 'z'],
...       vars={'p':(1,3), 'q':2}, anchor='1'))
'/a/c/f/x/y/z?p=1&p=3&q=2#1'
```

```
>>> str(URL(a='a', c='c', f='f', args=['x', 'y', 'z'],
...       vars={'p':(3,1), 'q':2}, anchor='1'))
'/a/c/f/x/y/z?p=3&p=1&q=2#1'
```

```
>>> str(URL(a='a', c='c', f='f', anchor='1+2'))
'/a/c/f#1%2B2'
```

```
>>> str(URL(a='a', c='c', f='f', args=['x', 'y', 'z'],
...       vars={'p':(1,3), 'q':2}, anchor='1', hmac_key='key'))
'/a/c/f/x/y/z?p=1&p=3&q=2&_signature=a32530f0d0caa80964bb92aad2bedf8a4486a31f#1'
```

```
>>> str(URL(a='a', c='c', f='f', args=['w/x', 'y/z']))
'/a/c/f/w/x/y/z'
```

```
>>> str(URL(a='a', c='c', f='f', args=['w/x', 'y/z'], encode_embedded_slash=True))
'/a/c/f/w%2Fz/y%2Fz'
```

```
>>> str(URL(a='a', c='c', f='f', args=['%(id)d'], url_encode=False))
'/a/c/f/%(id)d'
```

```
>>> str(URL(a='a', c='c', f='f', args=['%(id)d'], url_encode=True))
'/a/c/f/%25%28id%29d'
```

```
>>> str(URL(a='a', c='c', f='f', vars={'id' : '%(id)d' }, url_encode=False))
'/a/c/f?id=%(id)d'
```

```
>>> str(URL(a='a', c='c', f='f', vars={'id' : '%(id)d' }, url_encode=True))
'/a/c/f?id=%25%28id%29d'
```

```
>>> str(URL(a='a', c='c', f='f', anchor='% (id)d', url_encode=False))
'/a/c/f#%(id)d'
```

```
>>> str(URL(a='a', c='c', f='f', anchor='% (id)d', url_encode=True))
'/a/c/f#%25%28id%29d'
```

**class** gluon.html.XHTML(\*components, \*\*attributes)

Bases: *gluon.html.DIV*

This is XHTML version of the HTML helper.

There are three predefined document type definitions. They can be specified in the 'doctype' parameter:

- 'strict' enables strict doctype
- 'transitional' enables transitional doctype (default)
- 'frameset' enables frameset doctype
- any other string will be treated as user's own doctype

'lang' parameter specifies the language of the document and the xml document. Defaults to 'en'.

'xmlns' parameter specifies the xml namespace. Defaults to 'http://www.w3.org/1999/xhtml'.

See also *DIV*

```
frameset = '<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Frameset//EN" "http://www.w3.org/1999/xhtml">
```

```
strict = '<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Strict//EN" "http://www.w3.org/1999/xhtml">
```

```
tag = 'html'
```

```
transitional = '<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Transitional//EN" "http://www.w3.org/1999/xhtml">
```

```
xml ()
```

generates the xml for this component.

```
xmlns = 'http://www.w3.org/1999/xhtml'
```

**class** gluon.html.XML(text, sanitize=False, permitted\_tags=['a', 'b', 'blockquote', 'br', 'i', 'li', 'ol', 'ul', 'p', 'cite', 'code', 'pre', 'img', 'h1', 'h2', 'h3', 'h4', 'h5', 'h6', 'table', 'tr', 'td', 'div', 'strong', 'span'], allowed\_attributes={'a': ['href', 'title', 'target'], 'blockquote': ['type'], 'img': ['src', 'alt'], 'td': ['colspan']})

Bases: *gluon.html.XmlComponent*

use it to wrap a string that contains XML/HTML so that it will not be escaped by the template

Examples:

```
>>> XML('<h1>Hello</h1>').xml ()
'<h1>Hello</h1>'
```

**elements** (\*args, \*\*kwargs)

to be considered experimental since the behavior of this method is questionable another option could be *TAG(self.text).elements(\*args, \*\*kwargs)*

**flatten** (*render=None*)

returns the text stored by the XML object rendered by the *render* function

**xml** ()

`gluon.html.xmlescape` (*data, quote=True*)

Returns an escaped string of the provided data

**Parameters**

- **data** – the data to be escaped
- **quote** – optional (default False)

`gluon.html.embed64` (*filename=None, file=None, data=None, extension='image/gif'*)

helper to encode the provided (binary) data into base64.

**Parameters**

- **filename** – if provided, opens and reads this file in 'rb' mode
- **file** – if provided, reads this file
- **data** – if provided, uses the provided data



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## 14.1 HTTP statuses helpers

**exception** `gluon.http.HTTP` (*status*, *body=""*, *cookies=None*, *\*\*headers*)  
Bases: `exceptions.Exception`

Raises an HTTP response

### Parameters

- **status** – usually an integer. If it's a well known status code, the ERROR message will be automatically added. A string can also be passed as *510 Foo Bar* and in that case the status code and the error message will be parsed accordingly
- **body** – what to return as body. If left as is, will return the error code and the status message in the body itself
- **cookies** – pass cookies along (usually not needed)
- **headers** – pass headers as usual dict mapping

**cookies2headers** (*cookies*)

### message

compose a message describing this exception

“status defined\_status [web2py\_error]”

message elements that are not defined are omitted

**to** (*responder*, *env=None*)

`gluon.http.redirect` (*location=""*, *how=303*, *client\_side=False*, *headers=None*)  
Raises a redirect (303)

**Parameters**

- **location** – the url where to redirect
- **how** – what HTTP status code to use when redirecting
- **client\_side** – if set to True, it triggers a reload of the entire page when the fragment has been loaded as a component

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Plural subsystem is created by Vladyslav Kozlovskyy (Ukraine) <dbdevelop@gmail.com>

## 15.1 Translation system

**class** `gluon.languages.translator` (*langpath, http\_accept\_language*)  
Bases: `object`

This class is instantiated by `gluon.compileapp.build_environment` as the T object

### Example

`T.force(None)` # turns off translation `T.force('fr, it')` # forces web2py to translate using `fr.py` or `it.py`

`T("Hello World")` # translates "Hello World" using the selected file

---

### Note:

- there is no need to force since, by default, T uses `http_accept_language` to determine a translation file.
- `en` and `en-en` are considered different languages!
- if language `xx-yy` is not found `force()` probes other similar languages using such algorithm: `xx-yy.py -> xx.py -> xx-yy*.py -> xx*.py`

---

**M** (*message, symbols={}, language=None, lazy=None, filter=None, ftag=None, ns=None*)

Gets cached translated markmin-message with inserted parametes if `lazy==True` lazyT object is returned

**apply\_filter** (*message, symbols={}, filter=None, ftag=None*)

**force** (\*languages)

Selects language(s) for translation

if a list of languages is passed as a parameter, the first language from this list that matches the ones from the possible\_languages dictionary will be selected

default language will be selected if none of them matches possible\_languages.

**get\_possible\_languages** ()

Gets list of all possible languages for current application

**get\_possible\_languages\_info** (lang=None)

Returns info for selected language or dictionary with all possible languages info from APP/languages/\*.py

It Returns:

- a tuple containing:

```
langcode, langname, langfile_mtime,
pluraldict_fname, pluraldict_mtime,
prules_langcode, nplurals,
get_plural_id, construct_plural_form
```

or None

- if lang is NOT defined a dictionary with all possible languages:

```
{ langcode(from filename):
  ( langcode,      # language code from !langcode!
    langname,
      # language name in national spelling from !langname!
    langfile_mtime, # m_time of language file
    pluraldict_fname, # name of plural dictionary file or None (when_
↳default.py is not exist)
    pluraldict_mtime, # m_time of plural dictionary file or 0 if file is_
↳not exist
    prules_langcode, # code of plural rules language or 'default'
    nplurals,      # nplurals for current language
    get_plural_id, # get_plural_id() for current language
    construct_plural_form) # construct_plural_form() for current_
↳language
}
```

**Parameters lang** (str) – language

**get\_t** (message, prefix="")

Use ## to add a comment into a translation string the comment can be useful do discriminate different possible translations for the same string (for example different locations):

```
T(' hello world ') -> ' hello world '
T(' hello world ## token') -> ' hello world '
T('hello ## world## token') -> 'hello ## world'
```

the ## notation is ignored in multiline strings and strings that start with ##. This is needed to allow markmin syntax to be translated

**params\_substitution** (message, symbols)

Substitutes parameters from symbols into message using %. also parse %%{} placeholders for plural-forms processing.

**Returns** string with parameters

---

**Note:** *symbols* MUST BE OR tuple OR dict of parameters!

---

**plural** (*word*, *n*)

Gets plural form of word for number *n* invoked from T()/T.M() in %%{} tag

---

**Note:** “word” MUST be defined in current language (T.accepted\_language)

---

#### Parameters

- **word** (*str*) – word in singular
- **n** (*numeric*) – number plural form created for

**Returns** word in appropriate singular/plural form

**Return type** word (str)

**set\_current\_languages** (*\*languages*)

Sets current AKA “default” languages Setting one of this languages makes the force() function to turn translation off

**translate** (*message*, *symbols*)

Gets cached translated message with inserted parameters(symbols)

`gluon.languages.findT(path, language='en')`

---

**Note:** Must be run by the admin app

---

`gluon.languages.update_all_languages(application_path)`

---

**Note:** Must be run by the admin app

---



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## 16.1 The gluon wsgi application

`gluon.main.wsgibase` (*environ, responder*)

The gluon wsgi application. The first function called when a page is requested (static or dynamic). It can be called by `paste.httpserver` or by `apache mod_wsgi` (or any WSGI-compatible server).

- fills request with info
- the environment variables, replacing ‘.’ with ‘\_’
- adds web2py path and version info
- compensates for fcgi missing `path_info` and `query_string`
- validates the path in url

The url path must be either:

1. for static pages:

- `/<application>/static/<file>`

2. for dynamic pages:

- `/<application>/<controller>/<function>[/<sub>]][/]<extension>`

The naming conventions are:

- application, controller, function and extension may only contain `[a-zA-Z0-9_]`

- file and sub may also contain '-', '=', '.' and '/'

`gluon.main.save_password` (*password*, *port*)

Used by `main()` to save the password in the `parameters_port.py` file.

`gluon.main.appfactory` (*wsgiapp*=<function *wsgibase*>, *logfile*='httpserver.log', *profiler\_dir*=None, *profilerfilename*=None)

generates a wsgi application that does logging and profiling and calls `wsgibase`

#### Parameters

- **wsgiapp** – the base application
- **logfile** – where to store apache-compatible requests log
- **profiler\_dir** – where to store profile files

```
class gluon.main.HttpServer (ip='127.0.0.1', port=8000, password='',  
                             pid_filename='httpserver.pid', log_filename='httpserver.log',  
                             profiler_dir=None, ssl_certificate=None, ssl_private_key=None,  
                             ssl_ca_certificate=None, min_threads=None, max_threads=None,  
                             server_name=None, request_queue_size=5, timeout=10,  
                             socket_timeout=1, shutdown_timeout=None, path=None, inter-  
                             faces=None)
```

Bases: `object`

the web2py web server (Rocket)

**start** ()

start the web server

**stop** (*stoplogging*=False)

stop cron and the web server



---

## messageboxhandler Module

---

**class** gluon.messageboxhandler.**MessageBoxHandler**

Bases: logging.Handler

**emit** (*record*)

Do whatever it takes to actually log the specified logging record.

This version is intended to be implemented by subclasses and so raises a NotImplementedError.

**class** gluon.messageboxhandler.**NotifySendHandler**

Bases: logging.Handler

**emit** (*record*)

Do whatever it takes to actually log the specified logging record.

This version is intended to be implemented by subclasses and so raises a NotImplementedError.



# CHAPTER 18

---

## myregex Module

---

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### 18.1 Useful regexes



# CHAPTER 19

---

## newcron Module

---

This file is part of the web2py Web Framework  
Created by Attila Csipa <web2py@csipa.in.rs>  
Modified by Massimo Di Pierro <mdipierro@cs.depaul.edu>  
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Cron-style interface

**class** gluon.newcron.**Token** (*path*)

Bases: object

**acquire** (*startup=False*)

Returns the time when the lock is acquired or None if cron already running

lock is implemented by writing a pickle (start, stop) in cron.master start is time when cron job starts and stop is time when cron completed stop == 0 if job started but did not yet complete if a cron job started within less than 60 seconds, acquire returns None if a cron job started before 60 seconds and did not stop, a warning is issue “Stale cron.master detected”

**release** ()

Writes into cron.master the time when cron job was completed

gluon.newcron.**absolute\_path\_link** (*path*)

Returns an absolute path for the destination of a symlink

gluon.newcron.**crondance** (*applications\_parent, ctype='soft', startup=False, apps=None*)

**class** gluon.newcron.**cronlauncher** (*cmd, shell=True*)

Bases: threading.Thread

**run** ()

Method representing the thread’s activity.

You may override this method in a subclass. The standard run() method invokes the callable object passed to the object’s constructor as the target argument, if any, with sequential and keyword arguments taken from the args and kwargs arguments, respectively.

**class** `gluon.newcron.extcron` (*applications\_parent*, *apps=None*)

Bases: `threading.Thread`

**run** ()

Method representing the thread's activity.

You may override this method in a subclass. The standard `run()` method invokes the callable object passed to the object's constructor as the target argument, if any, with sequential and keyword arguments taken from the `args` and `kwargs` arguments, respectively.

**class** `gluon.newcron.hardcron` (*applications\_parent*)

Bases: `threading.Thread`

**launch** ()

**run** ()

Method representing the thread's activity.

You may override this method in a subclass. The standard `run()` method invokes the callable object passed to the object's constructor as the target argument, if any, with sequential and keyword arguments taken from the `args` and `kwargs` arguments, respectively.

`gluon.newcron.parsecronline` (*line*)

`gluon.newcron.rangetolist` (*s*, *period='min'*)

**class** `gluon.newcron.softcron` (*applications\_parent*)

Bases: `threading.Thread`

**run** ()

Method representing the thread's activity.

You may override this method in a subclass. The standard `run()` method invokes the callable object passed to the object's constructor as the target argument, if any, with sequential and keyword arguments taken from the `args` and `kwargs` arguments, respectively.

`gluon.newcron.stopcron` ()

Graceful shutdown of cron

## CHAPTER 20

---

### portalocker Module

---

Cross-platform (posix/nt) API for flock-style file locking.

Synopsis:

```
import portalocker
file = open("somefile", "r+")
portalocker.lock(file, portalocker.LOCK_EX)
file.seek(12)
file.write("foo")
file.close()
```

If you know what you're doing, you may choose to:

```
portalocker.unlock(file)
```

before closing the file, but why?

Methods:

```
lock( file, flags )
unlock( file )
```

Constants:

```
LOCK_EX
LOCK_SH
LOCK_NB
```

I learned the win32 technique for locking files from sample code provided by John Nielsen <[nielsenjf@my-deja.com](mailto:nielsenjf@my-deja.com)> in the documentation that accompanies the win32 modules.

Author: Jonathan Feinberg <[jdf@pobox.com](mailto:jdf@pobox.com)> Version: \$Id: portalocker.py,v 1.3 2001/05/29 18:47:55 Administrator Exp \$

```
class gluon.portalocker.LockedFile(filename, mode='rb')
    Bases: object
```

**close** ()

**read** (*size=None*)

**readline** ()

**readlines** ()

**write** (*data*)

gluon.portalocker.**lock** (*file, flags*)

gluon.portalocker.**read\_locked** (*filename*)

gluon.portalocker.**unlock** (*file*)

gluon.portalocker.**write\_locked** (*filename, data*)



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### 21.1 Generates names for cache and session files

`gluon.recfile.exists` (*filename*, *path=None*)  
`gluon.recfile.generate` (*filename*, *depth=2*, *base=512*)  
`gluon.recfile.open` (*filename*, *mode='r'*, *path=None*)  
`gluon.recfile.remove` (*filename*, *path=None*)



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## 22.1 Restricted environment to execute application's code

**exception** `gluon.restricted.RestrictedError` (*layer=*”, *code=*”, *output=*”, *environment=None*)

Bases: `exceptions.Exception`

Class used to wrap an exception that occurs in the restricted environment below. The traceback is used to log the exception and generate a ticket.

**load** (*request*, *app*, *ticket\_id*)  
 Loads a logged exception.

**log** (*request*)  
 Logs the exception.

`gluon.restricted.restricted` (*code*, *environment=None*, *layer='Unknown'*)

Runs code in environment and returns the output. If an exception occurs in code it raises a `RestrictedError` containing the traceback. Layer is passed to `RestrictedError` to identify where the error occurred.

**class** `gluon.restricted.TicketStorage` (*db=None*, *tablename='web2py\_ticket'*)

Bases: `gluon.storage.Storage`

Defines the ticket object and the default values of its members (None)

**load** (*request*, *app*, *ticket\_id*)

**store** (*request*, *ticket\_id*, *ticket\_data*)  
 Stores the ticket. It will figure out if this must be on disk or in db

`gluon.restricted.compile2` (*code*, *layer*)

The +'\n' is necessary else compile fails when code ends in a comment.



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gluon.rewrite parses incoming URLs and formats outgoing URLs for gluon.html.URL.

In addition, it rewrites both incoming and outgoing URLs based on the (optional) user-supplied routes.py, which also allows for rewriting of certain error messages.

routes.py supports two styles of URL rewriting, depending on whether 'routers' is defined. Refer to router.example.py and routes.example.py for additional documentation.

**class** gluon.rewrite.**MapUrlIn** (*request=None, env=None*)

Bases: object

Logic for mapping incoming URLs

**arg0**

Returns first arg

**harg0**

Returns first arg with optional hyphen mapping

**map\_app** ()

Determines application name

**map\_controller** ()

Identifies controller

**map\_function** ()

Handles function.extension

**map\_language** ()

Handles language (no hyphen mapping)

**map\_prefix()**

Strips path prefix, if present in its entirety

**map\_root\_static()**

Handles root-static files (no hyphen mapping)

a root-static file is one whose incoming URL expects it to be at the root, typically robots.txt & favicon.ico

**map\_static()**

Handles static files file\_match but no hyphen mapping

**pop\_arg\_if(dopop)**

Conditionally removes first arg and returns new first arg

**sluggify()**

**update\_request()**

Updates request from self Builds env.request\_uri Makes lower-case versions of http headers in env

**validate\_args()**

Checks args against validation pattern

**class** gluon.rewrite.**MapUrlOut** (*request, env, application, controller, function, args, other, scheme, host, port, language*)

Bases: object

Logic for mapping outgoing URLs

**acf()**

Converts components to /app/lang/controller/function

**build\_acf()**

Builds a/c/f from components

**omit\_acf()**

Omits what we can of a/c/f

**omit\_lang()**

Omits language if possible

gluon.rewrite.**compile\_regex** (*k, v, env=None*)

Preprocess and compile the regular expressions in routes\_app/in/out The resulting regex will match a pattern of the form:

```
[remote address]:[protocol]://[host]:[method] [path]
```

We allow abbreviated regexes on input; here we try to complete them.

gluon.rewrite.**filter\_err** (*status, application='app', ticket='tkt'*)

doctest/unittest interface to routes\_onerror

gluon.rewrite.**filter\_url** (*url, method='get', remote='0.0.0.0', out=False, app=False, lang=None, domain=(None, None), env=False, scheme=None, host=None, port=None, language=None*)

doctest/unittest interface to regex\_filter\_in() and regex\_filter\_out()

gluon.rewrite.**fixup\_missing\_path\_info** (*environ*)

gluon.rewrite.**get\_effective\_router** (*appname*)

Returns a private copy of the effective router for the specified application

gluon.rewrite.**invalid\_url** (*routes*)

`gluon.rewrite.load(routes='routes.py', app=None, data=None, rdict=None)`  
 load: read (if file) and parse routes store results in params (called from main.py at web2py initialization time)  
 If data is present, it's used instead of the routes.py contents. If rdict is present, it must be a dict to be used for routers (unit test)

`gluon.rewrite.load_routers(all_apps)`  
 Load-time post-processing of routers

`gluon.rewrite.log_rewrite(string)`  
 Log rewrite activity under control of routes.py

`gluon.rewrite.map_url_in(request, env, app=False)`  
 Routes incoming URL

`gluon.rewrite.map_url_out(request, env, application, controller, function, args, other, scheme, host, port, language=None)`  
 Supply /a/c/f (or /a/lang/c/f) portion of outgoing url

The basic rule is that we can only make transformations that `map_url_in` can reverse.

Suppose that the incoming arguments are a,c,f,args,lang and that the router defaults are da, dc, df, dl.

We can perform these transformations trivially if `args=[]` and `lang=None` or `dl`:

```
/da/dc/df => /
/a/dc/df => /a
/a/c/df => /a/c
```

We would also like to be able to strip the default application or application/controller from URLs with `function/args` present, thus:

```
/da/c/f/args => /c/f/args
/da/dc/f/args => /f/args
```

We use [applications] and [controllers] and {functions} to suppress ambiguous omissions.

We assume that language names do not collide with `a/c/f` names.

`gluon.rewrite.regex_filter_in(e)`  
 Regex rewrite incoming URL

`gluon.rewrite.regex_filter_out(url, e=None)`  
 Regex rewrite outgoing URL

`gluon.rewrite.regex_select(env=None, app=None, request=None)`  
 Selects a set of regex rewrite params for the current request

`gluon.rewrite.regex_uri(e, regexes, tag, default=None)`  
 Filters incoming URI against a list of regexes

`gluon.rewrite.regex_url_in(request, environ)`  
 Rewrites and parses incoming URL

`gluon.rewrite.sluggify(key)`

`gluon.rewrite.try_redirect_on_error(http_object, request, ticket=None)`  
 Called from main.wsgibase to rewrite the http response

`gluon.rewrite.try_rewrite_on_error(http_response, request, environ, ticket=None)`  
 Called from main.wsgibase to rewrite the http response.

`gluon.rewrite.url_in(request, environ)`  
 Parses and rewrites incoming URL

`gluon.rewrite.url_out` (*request, environ, application, controller, function, args, other, scheme, host, port, language=None*)  
Assembles and rewrites outgoing URL



From <http://aspn.activestate.com/ASPN/Cookbook/Python/Recipe/496942>

Submitter: Josh Goldfoot (other recipes)

Last Updated: 2006/08/05

Version: 1.0

## 24.1 Cross-site scripting (XSS) defense

```
gluon.sanitizer.sanitize(text, permitted_tags=['a', 'b', 'blockquote', 'br', 'i', 'li', 'ol', 'ul',  
      'p', 'cite', 'code', 'pre', 'img', 'h1', 'h2', 'h3', 'h4', 'h5', 'h6', 'table',  
      'tbody', 'thead', 'tfoot', 'tr', 'td', 'div', 'strong', 'span'], allowed_attributes={'a': ['href', 'title'], 'blockquote': ['type'], 'img':  
      ['src', 'alt'], 'td': ['colspan']}, escape=True)
```



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## 25.1 Background processes made simple

```
class gluon.scheduler.JobGraph (db, job_name)
    Bases: object

    Experimental: dependencies amongs tasks

    add_deps (task_parent, task_child)
        Create a dependency between task_parent and task_child.

    validate (job_name=None)
        Validate if all tasks job_name can be completed.

        Checks if there are no mutual dependencies among tasks. Commits at the end if successfull, or it rollbacks
        the entire transaction. Handle with care!

class gluon.scheduler.MetaScheduler
    Bases: threading.Thread

    Base class documenting scheduler's base methods

    async (task)
        Start the background process.

        Parameters task – a Task object

        Returns
            containing:
```

```
('ok', result, output)
('error', exception, None)
('timeout', None, None)
('terminated', None, None)
```

**Return type** tuple

**die()**

Forces termination of the worker process along with any running task

**give\_up()**

Waits for any running task to be executed, then exits the worker process

**loop()**

Main loop, fetching tasks and starting executor's background processes

**pop\_task()**

Fetches a task ready to be executed

**report\_task(task, task\_report)**

Creates a task report

**run()**

This is executed by the main thread to send heartbeats

**send\_heartbeat(counter)**

**sleep()**

**start\_heartbeats()**

**terminate\_process()**

Terminates any running tasks (internal use only)

```
class gluon.scheduler.Scheduler(db, tasks=None, migrate=True, worker_name=None,
                                group_names=None, heartbeat=3, max_empty_runs=0,
                                discard_results=False, utc_time=False)
```

Bases: *gluon.scheduler.MetaScheduler*

Scheduler object

#### Parameters

- **db** – DAL connection where Scheduler will create its tables
- **tasks** (*dict*) – either a dict containing name->func or None. If None, functions will be searched in the environment
- **migrate** (*bool*) – turn migration on/off for the Scheduler's tables
- **worker\_name** (*str*) – force worker\_name to identify each process. Leave it to None to autoassign a name (hostname#pid)
- **group\_names** (*list*) – process tasks belonging to this group defaults to ['main'] if nothing gets passed
- **heartbeat** (*int*) – how many seconds the worker sleeps between one execution and the following one. Indirectly sets how many seconds will pass between checks for new tasks
- **max\_empty\_runs** (*int*) – how many loops are allowed to pass without processing any tasks before exiting the process. 0 to keep always the process alive

- **discard\_results** (*bool*) – Scheduler stores executions’s details into the scheduler\_run table. By default, only if there is a result the details are kept. Turning this to True means discarding results even for tasks that return something
- **utc\_time** (*bool*) – do all datetime calculations assuming UTC as the timezone. Remember to pass *start\_time* and *stop\_time* to tasks accordingly

**adj\_hibernation** ()

Used to increase the “sleep” interval for DISABLED workers.

**assign\_tasks** (*db*)

Assign task to workers, that can then pop them from the queue.

Deals with group\_name(s) logic, in order to assign linearly tasks to available workers for those groups

**being\_a\_ticker** ()

Elect a TICKER process that assigns tasks to available workers.

Does its best to elect a worker that is not busy processing other tasks to allow a proper distribution of tasks among all active workers ASAP

**define\_tables** (*db, migrate*)

Define Scheduler tables structure.

**disable** (*group\_names=None, limit=None, worker\_name=None*)

Set DISABLED on the workers processing *group\_names* tasks.

A DISABLED worker will be kept alive but it won’t be able to process any waiting tasks, essentially putting it to sleep. By default, all group\_names of Scheduler’s instantiation are selected

**get\_workers** (*only\_ticker=False*)

Returns a dict holding *worker\_name* : *{\*\*columns}* representing all “registered” workers only\_ticker returns only the workers running as a TICKER, if there are any

**kill** (*group\_names=None, limit=None, worker\_name=None*)

Sets KILL as worker status. The worker will be killed even if it’s processing a task.

**loop** (*worker\_name=None*)

Main loop.

This works basically as a neverending loop that:

- checks if the worker is ready to process tasks (is not DISABLED)
- pops a task from the queue
- if there is a task:
  - spawns the executor background process
  - waits for the process to be finished
  - sleeps *heartbeat* seconds
- if there is not a task:
  - checks for max\_empty\_runs
  - sleeps *heartbeat* seconds

**now** ()

Shortcut that fetches current time based on UTC preferences.

**pop\_task** (*db*)

Grab a task ready to be executed from the queue.

**queue\_task** (*function, pargs=[], pvars={}, \*\*kwargs*)

Queue tasks. This takes care of handling the validation of all parameters

**Parameters**

- **function** – the function (anything callable with a `__name__`)
- **pargs** – “raw” args to be passed to the function. Automatically jsonified.
- **pvars** – “raw” kwargs to be passed to the function. Automatically jsonified
- **kwargs** – all the parameters available (basically, every *scheduler\_task* column). If args and vars are here, they should be jsonified already, and they will override pargs and pvars

**Returns** a dict just as a normal `validate_and_insert()`, plus a `uuid` key holding the uuid of the queued task. If validation is not passed ( i.e. some parameters are invalid) both `id` and `uuid` will be `None`, and you’ll get an “error” dict holding the errors found.

**report\_task** (*task, task\_report*)

Take care of storing the result according to preferences.

Deals with logic for repeating tasks.

**resume** (*group\_names=None, limit=None, worker\_name=None*)

Wakes a worker up (it will be able to process queued tasks)

**send\_heartbeat** (*counter*)

Coordination among available workers.

It: - sends the heartbeat - elects a ticker among available workers (the only process that effectively dispatch tasks to workers)

- deals with worker’s statuses
- does “housecleaning” for dead workers
- triggers tasks assignment to workers

**set\_requirements** (*scheduler\_task*)

Called to set defaults for *lazy\_tables* connections.

**set\_worker\_status** (*group\_names=None, action='ACTIVE', exclude=None, limit=None, worker\_name=None*)

Internal function to set worker’s status.

**sleep** ()

Calculate the number of seconds to sleep.

**stop\_task** (*ref*)

Shortcut for task termination.

If the task is `RUNNING` it will terminate it, meaning that status will be set as `FAILED`.

**If the task is `QUEUED`, its `stop_time` will be set as to “now”, the enabled flag will be set to `False`, and the status to `STOPPED`**

**Parameters `ref`** – can be

- an integer : lookup will be done by `scheduler_task.id`
- a string : lookup will be done by `scheduler_task.uuid`

**Returns**

- 1 if task was stopped (meaning an update has been done)

- None if task was not found, or if task was not RUNNING or QUEUED

---

**Note:** Experimental

---

**task\_status** (*ref*, *output=False*)

Retrieves task status and optionally the result of the task

**Parameters**

- **ref** – can be
  - an integer : lookup will be done by scheduler\_task.id
  - a string : lookup will be done by scheduler\_task.uuid
  - a *Query* : lookup as you wish, e.g.

```
db.scheduler_task.task_name == 'test1'
```

- **output** (*bool*) – if *True*, fetch also the scheduler\_run record

**Returns** a single Row object, for the last queued task. If output == True, returns also the last scheduler\_run record. The scheduler\_run record is fetched by a left join, so it can have all fields == None

**terminate** (*group\_names=None*, *limit=None*, *worker\_name=None*)

Sets TERMINATE as worker status. The worker will wait for any currently running tasks to be executed and then it will exit gracefully

**static total\_seconds** (*td*)

Backport for py2.6.

**update\_dependencies** (*db*, *task\_id*)

Unblock execution paths for Jobs.

**wrapped\_assign\_tasks** (*db*)

Commodity function to call *assign\_tasks* and trap exceptions.

If an exception is raised, assume it happened because of database contention and retries *assign\_task* after 0.5 seconds

**wrapped\_pop\_task** ()

Commodity function to call *pop\_task* and trap exceptions.

If an exception is raised, assume it happened because of database contention and retries *pop\_task* after 0.5 seconds

**wrapped\_report\_task** (*task*, *task\_report*)

Commodity function to call *report\_task* and trap exceptions.

If an exception is raised, assume it happened because of database contention and retries *pop\_task* after 0.5 seconds

**class** gluon.scheduler.**TYPE** (*myclass=<type 'list'>*, *parse=False*)

Bases: object

Validator that checks whether field is valid json and validates its type. Used for *args* and *vars* of the scheduler\_task table

**class** gluon.scheduler.**Task** (*app*, *function*, *timeout*, *args='[]'*, *vars='{}'*, *\*\*kwargs*)

Bases: object

Defines a “task” object that gets passed from the main thread to the executor’s one

**class** gluon.scheduler.**TaskReport** (*status, result=None, output=None, tb=None*)  
Bases: object

Defines a “task report” object that gets passed from the executor’s thread to the main one

gluon.scheduler.**executor** (*queue, task, out*)

The function used to execute tasks in the background process.

gluon.scheduler.**main** ()

allows to run worker without python web2py.py .... by simply:

```
python gluon/scheduler.py
```



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`gluon.serializers.cast_keys(o, cast=<type 'str'>, encoding='utf-8')`

Builds a new object with <cast> type keys. Use this function if you are in Python < 2.6.5 This avoids syntax errors when unpacking dictionary arguments.

#### Parameters

- **o** – is the object input
- **cast** – (defaults to str) is an object type or function which supports conversion such as:  
    converted = cast(o)
- **encoding** – (defaults to utf-8) is the encoding for unicode keys. This is not used for custom cast functions

`gluon.serializers.csv(value)`

`gluon.serializers.custom_json(o)`

`gluon.serializers.ics(events, title=None, link=None, timeshift=0, calname=True, **ignored)`

`gluon.serializers.json(value, default=<function custom_json>)`

`gluon.serializers.loads_json(o, unicode_keys=True, **kwargs)`

`gluon.serializers.loads_yaml(data)`

`gluon.serializers.rss(feed)`

`gluon.serializers.safe_encode(text)`

`gluon.serializers.xml(value, encoding='UTF-8', key='document', quote=True)`

`gluon.serializers.xml_rec(value, key, quote=True)`

`gluon.serializers.yaml(data)`



## CHAPTER 27

---

### settings Module

---

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## 28.1 Web2py environment in the shell

`gluon.shell.die (msg)`

`gluon.shell.enable_autocomplete_and_history (adir, env)`

`gluon.shell.env (a, import_models=False, c=None, f=None, dir="", extra_request={})`

Returns web2py execution environment for application (a), controller (c), function (f). If `import_models` is True the exec all application models into the environment.

`extra_request` allows you to pass along any extra variables to the request object before your models get executed. This was mainly done to support `web2py_utils.test_runner`, however you can use it with any wrapper scripts that need access to the web2py environment.

`gluon.shell.exec_environment (pyfile="", request=None, response=None, session=None)`

Environment builder and module loader.

Builds a web2py environment and optionally executes a Python file into the environment.

A Storage dictionary containing the resulting environment is returned. The working directory must be web2py root – this is the web2py default.

`gluon.shell.exec_pythonrc ()`

`gluon.shell.execute_from_command_line (argv=None)`

`gluon.shell.get_usage ()`

`gluon.shell.parse_path_info` (*path\_info*, *av=False*)

Parses path info formatted like *a/c/f* where *c* and *f* are optional and a leading */* is accepted. Return tuple (*a*, *c*, *f*). If invalid *path\_info* *a* is set to *None*. If *c* or *f* are omitted they are set to *None*. If *av=True*, parse args and vars

`gluon.shell.run` (*appname*, *plain=False*, *import\_models=False*, *startfile=None*, *bpython=False*,  
*python\_code=False*, *cronjob=False*)

Start interactive shell or run Python script (*startfile*) in web2py controller environment. *appname* is formatted like:

- *a* : web2py application name
- *a/c* : exec the controller *c* into the application environment

`gluon.shell.test` (*testpath*, *import\_models=True*, *verbose=False*)

Run doctests in web2py environment. *testpath* is formatted like:

- *a*: tests all controllers in application *a*
- *a/c*: tests controller *c* in application *a*
- *a/c/f* test function *f* in controller *c*, application *a*

Where *a*, *c* and *f* are application, controller and function names respectively. If the *testpath* is a file name the file is tested. If a controller is specified models are executed by default.

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## 29.1 Just for backward compatibility

```
class gluon.sql.DAL(uri='sqlite://dummy.db', pool_size=0, folder=None, db_codec='UTF-8',
check_reserved=None, migrate=True, fake_migrate=False, migrate_enabled=True,
fake_migrate_all=False, decode_credentials=False, driver_args=None, adapter_args=None,
attempts=5, auto_import=False, bigint_id=False, debug=False, lazy_tables=False,
db_uid=None, do_connect=True, after_connection=None, tables=None, ignore_field_case=True,
entity_quoting=False, table_hash=None)
```

Bases: `pydal.helpers.classes.Serializable`, `pydal.helpers.classes.BasicStorage`

An instance of this class represents a database connection

### Parameters

- **uri** (*str*) – contains information for connecting to a database. Defaults to `'sqlite://dummy.db'`

---

**Note:** experimental: you can specify a dictionary as uri parameter i.e. with:

```
db = DAL({"uri": "sqlite://storage.sqlite",
         "tables": {...}, ...})
```

for an example of dict input you can check the output of the scaffolding db model with

```
db.as_dict()
```

Note that for compatibility with Python older than version 2.6.5 you should cast your dict input keys to str due to a syntax limitation on kwarg names. for proper DAL dictionary input you can use one of:

```
obj = serializers.cast_keys(dict, [encoding="utf-8"])
#or else (for parsing json input)
obj = serializers.loads_json(data, unicode_keys=False)
```

- **pool\_size** – How many open connections to make to the database object.
- **folder** – where .table files will be created. Automatically set within web2py. Use an explicit path when using DAL outside web2py
- **db\_codec** – string encoding of the database (default: ‘UTF-8’)
- **table\_hash** – database identifier with .tables. If your connection hash change you can still using old .tables if they have db\_hash as prefix
- **check\_reserved** – list of adapters to check tablename and column names against sql/nosql reserved keywords. Defaults to *None*
  - ‘common’ List of sql keywords that are common to all database types such as “SELECT, INSERT”. (recommended)
  - ‘all’ Checks against all known SQL keywords
  - ‘<adaptername>’ Checks against the specific adapters list of keywords
  - ‘<adaptername>\_nonreserved’ Checks against the specific adapters list of nonreserved keywords. (if available)
- **migrate** – sets default migrate behavior for all tables
- **fake\_migrate** – sets default fake\_migrate behavior for all tables
- **migrate\_enabled** – If set to False disables ALL migrations
- **fake\_migrate\_all** – If set to True fake migrates ALL tables
- **attempts** – Number of times to attempt connecting
- **auto\_import** – If set to True, tries import automatically table definitions from the databases folder (works only for simple models)
- **bigint\_id** – If set, turn on bigint instead of int for id and reference fields
- **lazy\_tables** – delays table definition until table access
- **after\_connection** – can a callable that will be executed after the connection

### Example

Use as:

```
db = DAL('sqlite://test.db')
```

or:



```
db = DAL(**{"uri": ..., "tables": [...]...}) # experimental

db.define_table('tablename', Field('fieldname1'),
               Field('fieldname2'))
```

**class Field**(*fieldname*, *type*='string', *length*=None, *default*=<function <lambda>>, *required*=False, *requires*=<function <lambda>>, *ondelete*='CASCADE', *notnull*=False, *unique*=False, *uploadfield*=True, *widget*=None, *label*=None, *comment*=None, *writable*=True, *readable*=True, *update*=None, *authorize*=None, *autodelete*=False, *represent*=None, *uploadfolder*=None, *uploadseparate*=False, *uploadfs*=None, *compute*=None, *custom\_store*=None, *custom\_retrieve*=None, *custom\_retrieve\_file\_properties*=None, *custom\_delete*=None, *filter\_in*=None, *filter\_out*=None, *custom\_qualifier*=None, *map\_none*=None, *rname*=None)

Bases: `pydal.objects.Expression`, `pydal.helpers.classes.Serializable`

#### Lazy

alias of `FieldMethod`

#### Method

alias of `FieldMethod`

#### Virtual

alias of `FieldVirtual`

**as\_dict** (*flat*=False, *sanitize*=True)

**clone** (*point\_self\_references\_to*=False, *\*\*args*)

**count** (*distinct*=None)

**formatter** (*value*)

**retrieve** (*name*, *path*=None, *nameonly*=False)

If *nameonly*==True return (filename, fullfilename) instead of (filename, stream)

**retrieve\_file\_properties** (*name*, *path*=None)

**set\_attributes** (*\*args*, *\*\*attributes*)

**sqlsafe**

**sqlsafe\_name**

**store** (*file*, *filename*=None, *path*=None)

**validate** (*value*)

**class Row** (*\*args*, *\*\*kwargs*)

Bases: `pydal.helpers.classes.BasicStorage`

A dictionary that lets you do `d['a']` as well as `d.a` this is only used to store a *Row*

**as\_dict** (*datetime\_to\_str*=False, *custom\_types*=None)

**as\_json** (*mode*='object', *default*=None, *colnames*=None, *serialize*=True, *\*\*kwargs*)

serializes the row to a JSON object *kwargs* are passed to `.as_dict` method only “object” mode supported

*serialize* = False used by `Rows.as_json`

TODO: return array mode with query column order

mode and *colnames* are not implemented

**as\_xml** (*row\_name*='row', *colnames*=None, *indent*='')

**get** (*key*, *default=None*)

**class Table** (*db*, *tablename*, *\*fields*, *\*\*args*)

Bases: `pydal.helpers.classes.Serializable`, `pydal.helpers.classes.BasicStorage`

Represents a database table

**Example::**

**You can create a table as::** `db = DAL(...)` `db.define_table('users', Field('name'))`

And then:

```
db.users.insert(name='me') # print db.users._insert(...) to see SQL
db.users.drop()
```

**as\_dict** (*flat=False*, *sanitize=True*)

**bulk\_insert** (*items*)

here items is a list of dictionaries

**drop** (*mode=""*)

**fields**

**import\_from\_csv\_file** (*csvfile*, *id\_map=None*, *null='<NULL>'*, *unique='uuid'*,  
*id\_offset=None*, *\*args*, *\*\*kwargs*)

Import records from csv file. Column headers must have same names as table fields. Field 'id' is ignored. If column names read 'table.file' the 'table.' prefix is ignored.

- 'unique' argument is a field which must be unique (typically a uuid field)
- 'restore' argument is default False; if set True will remove old values in table first.
- 'id\_map' if set to None will not map ids

The import will keep the id numbers in the restored table. This assumes that there is an field of type id that is integer and in incrementing order. Will keep the id numbers in restored table.

**insert** (*\*\*fields*)

**on** (*query*)

**sqlsafe**

**sqlsafe\_alias**

**truncate** (*mode=None*)

**update** (*\*args*, *\*\*kwargs*)

**update\_or\_insert** (*\_key=<function <lambda>>*, *\*\*values*)

**validate\_and\_insert** (*\*\*fields*)

**validate\_and\_update** (*\_key=<function <lambda>>*, *\*\*fields*)

**validate\_and\_update\_or\_insert** (*\_key=<function <lambda>>*, *\*\*fields*)

**with\_alias** (*alias*)

**as\_dict** (*flat=False*, *sanitize=True*)

**can\_join** ()

**check\_reserved\_keyword** (*name*)

Validates *name* against SQL keywords Uses `self.check_reserve` which is a list of operators to use.

**close** ()

`commit()`

`define_table(tablename, *fields, **args)`

`static distributed_transaction_begin(*instances)`

`static distributed_transaction_commit(*instances)`

`executesql(query, placeholders=None, as_dict=False, fields=None, colnames=None, as_ordered_dict=False)`

Executes an arbitrary query

#### Parameters

- **query** (*str*) – the query to submit to the backend
- **placeholders** – is optional and will always be None. If using raw SQL with placeholders, placeholders may be a sequence of values to be substituted in or, (if supported by the DB driver), a dictionary with keys matching named placeholders in your SQL.
- **as\_dict** – will always be None when using DAL. If using raw SQL can be set to True and the results cursor returned by the DB driver will be converted to a sequence of dictionaries keyed with the db field names. Results returned with `as_dict=True` are the same as those returned when applying `.to_list()` to a DAL query. If `“as_ordered_dict”=True` the behaviour is the same as when `“as_dict”=True` with the keys (field names) guaranteed to be in the same order as returned by the select name executed on the database.
- **fields** – list of DAL Fields that match the fields returned from the DB. The Field objects should be part of one or more Table objects defined on the DAL object. The “fields” list can include one or more DAL Table objects in addition to or instead of including Field objects, or it can be just a single table (not in a list). In that case, the Field objects will be extracted from the table(s).

---

**Note:** if either *fields* or *colnames* is provided, the results will be converted to a DAL *Rows* object using the `db._adapter.parse()` method

---

- **colnames** – list of field names in `tablename.fieldname` format

---

**Note:** It is also possible to specify both “fields” and the associated “colnames”. In that case, “fields” can also include DAL Expression objects in addition to Field objects. For Field objects in “fields”, the associated “colnames” must still be in `tablename.fieldname` format. For Expression objects in “fields”, the associated “colnames” can be any arbitrary labels.

---

DAL Table objects referred to by “fields” or “colnames” can be dummy tables and do not have to represent any real tables in the database. Also, note that the “fields” and “colnames” must be in the same order as the fields in the results cursor returned from the DB.

`export_to_csv_file(ofile, *args, **kwargs)`

`static get_instances()`

Returns a dictionary with uri as key with timings and defined tables:

```
{'sqlite://storage.sqlite': {
  'dbstats': [(select auth_user.email from auth_user, 0.02009)],
  'dbtables': {
    'defined': ['auth_cas', 'auth_event', 'auth_group',
               'auth_membership', 'auth_permission', 'auth_user'],
```

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```

        'lazy': '[]'
    }
}

```

**has\_representer** (*name*)

**import\_from\_csv\_file** (*ifile*, *id\_map=None*, *null='<NULL>'*, *unique='uuid'*,  
*map\_tablenames=None*, *ignore\_missing\_tables=False*, *\*args*, *\*\*kwargs*)

**import\_table\_definitions** (*path*, *migrate=False*, *fake\_migrate=False*, *tables=None*)

**lazy\_define\_table** (*tablename*, *\*fields*, *\*\*args*)

**logger** = `<logging.Logger object>`

**parse\_as\_rest** (*patterns*, *args*, *vars*, *queries=None*, *nested\_select=True*)

## Example

Use as:

```

db.define_table('person',Field('name'),Field('info'))
db.define_table('pet',
    Field('ownedby',db.person),
    Field('name'),Field('info')
)

@request.restful()
def index():
    def GET(*args,**vars):
        patterns = [
            "/friends[person]",
            "{person.name}:/:field",
            "{person.name}/pets[pet.ownedby]",
            "{person.name}/pets[pet.ownedby]/{pet.name}",
            "{person.name}/pets[pet.ownedby]/{pet.name}:/:field",
            "/dogs[pet]", db.pet.info=='dog'),
            "/dogs[pet]/{pet.name.startswith}", db.pet.info=='dog'),
        ]
        parser = db.parse_as_rest(patterns,args,vars)
        if parser.status == 200:
            return dict(content=parser.response)
        else:
            raise HTTP(parser.status,parser.error)

    def POST(table_name,**vars):
        if table_name == 'person':
            return db.person.validate_and_insert(**vars)
        elif table_name == 'pet':
            return db.pet.validate_and_insert(**vars)
        else:
            raise HTTP(400)
    return locals()

```

**represent** (*name*, *\*args*, *\*\*kwargs*)

**representers** = {'rows\_render': `<function represent at 0x7fe697cc1b18>`, 'rows\_xml': `<`

`rollback()`

`serializers = {'json': <function custom_json at 0x7fe697f5d488>, 'xml': <function xm...`

`static set_folder(folder)`

`smart_query(fields, text)`

`tables`

`uuid()`

`validators = None`

`validators_method(field)`

Field type validation, using web2py's validators mechanism.

makes sure the content of a field is in line with the declared fieldtype

`where(query=None, ignore_common_filters=None)`

```
class gluon.sql.Field(fieldname, type='string', length=None, default=<function <lambda>>,
    required=False, requires=<function <lambda>>, ondelete='CASCADE',
    notnull=False, unique=False, uploadfield=True, widget=None, label=None,
    comment=None, writable=True, readable=True, update=None, authorize=None,
    autodelete=False, represent=None, uploadfolder=None, uploadseparate=False,
    uploaddfs=None, compute=None, custom_store=None, custom_retrieve=None,
    custom_retrieve_file_properties=None, custom_delete=None, filter_in=None,
    filter_out=None, custom_qualifier=None, map_none=None, rname=None)
```

Bases: `pydal.objects.Expression`, `pydal.helpers.classes.Serializable`

**Lazy**

Represents a database field

## Example

Usage:

```
a = Field(name, 'string', length=32, default=None, required=False,
    requires=IS_NOT_EMPTY(), ondelete='CASCADE',
    notnull=False, unique=False,
    uploadfield=True, widget=None, label=None, comment=None,
    uploadfield=True, # True means store on disk,
                    # 'a_field_name' means store in this field in db
                    # False means file content will be discarded.
    writable=True, readable=True, update=None, authorize=None,
    autodelete=False, represent=None, uploadfolder=None,
    uploadseparate=False # upload to separate directories by uuid_keys
                        # first 2 character and tablename.fieldname
                        # False - old behavior
                        # True - put uploaded file in
                        # <uploaddir>/<tablename>.<fieldname>/uuid_key[:2]
                        # directory)
    uploaddfs=None # a pyfilesystem where to store upload
    )
```

to be used as argument of `DAL.define_table`

alias of `FieldMethod`

**Method**

alias of FieldMethod

**Virtual**

alias of FieldVirtual

**as\_dict** (*flat=False, sanitize=True*)

**clone** (*point\_self\_references\_to=False, \*\*args*)

**count** (*distinct=None*)

**formatter** (*value*)

**retrieve** (*name, path=None, nameonly=False*)

If *nameonly==True* return (filename, fullfilename) instead of (filename, stream)

**retrieve\_file\_properties** (*name, path=None*)

**set\_attributes** (*\*args, \*\*attributes*)

**sqlsafe**

**sqlsafe\_name**

**store** (*file, filename=None, path=None*)

**validate** (*value*)

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Holds:

- SQLFORM: provide a form for a table (with/without record)
- SQLTABLE: provides a table for a set of records
- form\_factory: provides a SQLFORM for an non-db backed table

```
class gluon.sqlhtml.AutocompleteWidget (request, field, id_field=None, db=None, or-  
derby=None, limitby=(0, 10), distinct=False, key-  
word='_autocomplete_%(tablename)s_%(fieldname)s',  
min_length=2, help_fields=None,  
help_string=None, at_beginning=True)
```

Bases: object

```
callback ()
```

```
class gluon.sqlhtml.BooleanWidget
```

Bases: *gluon.sqlhtml.FormWidget*

```
classmethod widget (field, value, **attributes)
```

Generates an INPUT checkbox tag.

see also: *FormWidget.widget*

```
class gluon.sqlhtml.CacheRepresenter
```

Bases: object

```
class gluon.sqlhtml.CheckboxesWidget
```

Bases: *gluon.sqlhtml.OptionsWidget*

```
classmethod widget (field, value, **attributes)
```

Generates a TABLE tag, including INPUT checkboxes (multiple allowed)

see also: *FormWidget.widget*

```
class gluon.sqlhtml.DateWidget
    Bases: gluon.sqlhtml.StringWidget

class gluon.sqlhtml.DatetimeWidget
    Bases: gluon.sqlhtml.StringWidget

class gluon.sqlhtml.DecimalWidget
    Bases: gluon.sqlhtml.StringWidget

class gluon.sqlhtml.DoubleWidget
    Bases: gluon.sqlhtml.StringWidget

class gluon.sqlhtml.ExportClass(rows)
    Bases: object

    content_type = None

    export()

    file_ext = None

    label = None

    represented()

class gluon.sqlhtml.ExporterCSV(rows)
    Bases: gluon.sqlhtml.ExportClass

    content_type = 'text/csv'

    export()

    file_ext = 'csv'

    label = 'CSV'

class gluon.sqlhtml.ExporterCSV_hidden(rows)
    Bases: gluon.sqlhtml.ExportClass

    content_type = 'text/csv'

    export()

    file_ext = 'csv'

    label = 'CSV'

class gluon.sqlhtml.ExporterHTML(rows)
    Bases: gluon.sqlhtml.ExportClass

    content_type = 'text/html'

    export()

    file_ext = 'html'

    label = 'HTML'

class gluon.sqlhtml.ExporterJSON(rows)
    Bases: gluon.sqlhtml.ExportClass

    content_type = 'application/json'

    export()

    file_ext = 'json'
```



```

    label = 'JSON'
class gluon.sqlhtml.ExporterTSV(rows)
    Bases: gluon.sqlhtml.ExportClass
    content_type = 'text/tab-separated-values'
    export()
    file_ext = 'csv'
    label = 'TSV'
class gluon.sqlhtml.ExporterXML(rows)
    Bases: gluon.sqlhtml.ExportClass
    content_type = 'text/xml'
    export()
    file_ext = 'xml'
    label = 'XML'
class gluon.sqlhtml.FormWidget
    Bases: object
    Helper for SQLFORM to generate form input fields (widget), related to the fieldtype
    classmethod widget(field, value, **attributes)
        Generates the widget for the field.
        When serialized, will provide an INPUT tag:
        • id = tablename_fieldname
        • class = field.type
        • name = fieldname
        Parameters
        • field – the field needing the widget
        • value – value
        • attributes – any other attributes to be applied
class gluon.sqlhtml.IntegerWidget
    Bases: gluon.sqlhtml.StringWidget
class gluon.sqlhtml.JSONWidget
    Bases: gluon.sqlhtml.FormWidget
    classmethod widget(field, value, **attributes)
        Generates a TEXTAREA for JSON notation.
        see also: FormWidget.widget
class gluon.sqlhtml.ListWidget
    Bases: gluon.sqlhtml.StringWidget
    classmethod widget(field, value, **attributes)
        Generates an INPUT text tag.
        see also: FormWidget.widget

```

**class** gluon.sqlhtml.**MultipleOptionsWidget**

Bases: *gluon.sqlhtml.OptionsWidget*

**classmethod** **widget** (*field, value, size=5, \*\*attributes*)

Generates a SELECT tag, including OPTIONS (multiple options allowed)

see also: *FormWidget.widget*

**Parameters** **size** – optional param (default=5) to indicate how many rows must be shown

**class** gluon.sqlhtml.**OptionsWidget**

Bases: *gluon.sqlhtml.FormWidget*

**static** **has\_options** (*field*)

Checks if the field has selectable options

**Parameters** **field** – the field needing checking

**Returns** True if the field has options

**classmethod** **widget** (*field, value, \*\*attributes*)

Generates a SELECT tag, including OPTIONS (only 1 option allowed)

see also: *FormWidget.widget*

**class** gluon.sqlhtml.**PasswordWidget**

Bases: *gluon.sqlhtml.FormWidget*

**classmethod** **widget** (*field, value, \*\*attributes*)

Generates a INPUT password tag. If a value is present it will be shown as a number of ‘\*’, not related to the length of the actual value.

see also: *FormWidget.widget*

**class** gluon.sqlhtml.**RadioWidget**

Bases: *gluon.sqlhtml.OptionsWidget*

**classmethod** **widget** (*field, value, \*\*attributes*)

Generates a TABLE tag, including INPUT radios (only 1 option allowed)

see also: *FormWidget.widget*

**class** gluon.sqlhtml.**SQLFORM** (*table, record=None, deletable=False, linkto=None, upload=None, fields=None, labels=None, col3={}, submit\_button='Submit', delete\_label='Check to delete', showid=True, readonly=False, comments=True, keepopts=[], ignore\_rw=False, record\_id=None, formstyle=None, buttons=['submit'], separator=None, extra\_fields=None, \*\*attributes*)

Bases: *gluon.html.FORM*

SQLFORM is used to map a table (and a current record) into an HTML form.

Given a Table like db.table

Generates an insert form:

```
SQLFORM(db.table)
```

Generates an update form:

```
record=db.table[some_id]
SQLFORM(db.table, record)
```

Generates an update with a delete button:

```
SQLFORM(db.table, record, deletable=True)
```

### Parameters

- **table** – *Table* object
- **record** – either an int if the *id* is an int, or the record fetched from the table
- **deletable** – adds the delete checkbox
- **linkto** – the URL of a controller/function to access referencedby records
- **upload** – the URL of a controller/function to download an uploaded file
- **fields** – a list of fields that should be placed in the form, default is all.
- **labels** – a dictionary with labels for each field, keys are the field names.
- **col3** – a dictionary with content for an optional third column (right of each field). keys are field names.
- **submit\_button** – text to show in the submit button
- **delete\_label** – text to show next to the delete checkbox
- **showid** – shows the id of the record
- **readonly** – doesn't allow for any modification
- **comments** – show comments (stored in *col3* or in Field definition)
- **ignore\_rw** – overrides readable/writable attributes
- **record\_id** – used to create session key against CSRF
- **formstyle** – what to use to generate the form layout
- **buttons** – override buttons as you please (will be also stored in *form.custom.submit*)
- **separator** – character as separator between labels and inputs

any named optional attribute is passed to the <form> tag for example *\_class*, *\_id*, *\_style*, *\_action*, *\_method*, etc.

```
AUTOTYPES = {<type 'int'>: ('integer', <gluon.validators.IS_INT_IN_RANGE object at 0x
```

```
FIELDKEY_DELETE_RECORD = 'delete_record'
```

```
FIELDNAME_REQUEST_DELETE = 'delete_this_record'
```

```
ID_LABEL_SUFFIX = '__label'
```

```
ID_ROW_SUFFIX = '__row'
```

```
accepts (request_vars, session=None, formname='% (tablename)s/% (record_id)s', keepvalues=None,
         onvalidation=None, dbio=True, hideerror=False, detect_record_change=False, **kwargs)
```

Similar to *FORM.accepts* but also does insert, update or delete in DAL. If *detect\_record\_change* is *True* than:

- *form.record\_changed* = *False* (record is properly validated/submitted)
- *form.record\_changed* = *True* (record cannot be submitted because changed)

If *detect\_record\_change* == *False* than:

- *form.record\_changed* = *None*

```
assert_status (status, request_vars)
```

**static build\_query** (*fields, keywords*)

**createform** (*xfields*)

**static dictform** (*dictionary, \*\*kwargs*)

**static factory** (*\*fields, \*\*attributes*)

Generates a SQLFORM for the given fields.

Internally will build a non-database based data model to hold the fields.

**formstyles** = {'bootstrap': <function formstyle\_bootstrap at 0x7fe697cdd9b0>, 'bootstr

**static grid** (*query, fields=None, field\_id=None, left=None, headers={}, orderby=None, groupby=None, searchable=True, sortable=True, paginate=20, deletable=True, editable=True, details=True, selectable=None, create=True, csv=True, links=None, links\_in\_grid=True, upload='<default>', args=[], user\_signature=True, maxtextlengths={}, maxtextlength=20, onvalidation=None, onfailure=None, oncreate=None, onupdate=None, ondelete=None, sorter\_icons=(<gluon.html.XML object>, <gluon.html.XML object>), ui='web2py', showbuttontext=True, \_class='web2py\_grid', formname='web2py\_grid', search\_widget='default', advanced\_search=True, ignore\_rw=False, formstyle=None, exportclasses=None, formargs={}, createargs={}, editargs={}, viewargs={}, selectable\_submit\_button='Submit', buttons\_placement='right', links\_placement='right', noconfirm=False, cache\_count=None, client\_side\_delete=False, ignore\_common\_filters=None, auto\_pagination=True, use\_cursor=False)*)

**static search\_menu** (*fields, search\_options=None, prefix='w2p'*)

**static smartdictform** (*session, name, filename=None, query=None, \*\*kwargs*)

**static smartgrid** (*table, constraints=None, linked\_tables=None, links=None, links\_in\_grid=True, args=None, user\_signature=True, divider='>', breadcrumbs\_class="", \*\*kwargs*)

Builds a system of SQLFORM.grid(s) between any referenced tables

#### Parameters

- **table** – main table
- **constraints** (*dict*) – {*table*:*query*} that limits which records can be accessible
- **links** (*dict*) – like {*tablename*:*[lambda row: A(...), ...]*} that will add buttons when table *tablename* is displayed
- **linked\_tables** (*list*) – list of tables to be linked

#### Example

given you defined a model as:

```
db.define_table('person', Field('name'), format='% (name) s')
db.define_table('dog',
    Field('name'), Field('owner', db.person), format='% (name) s')
db.define_table('comment', Field('body'), Field('dog', db.dog))
if db(db.person).isempty():
    from gluon.contrib.populate import populate
    populate(db.person, 300)
    populate(db.dog, 300)
    populate(db.comment, 1000)
```

in a controller, you can do:

```
@auth.requires_login()
def index():
    form=SQLFORM.smartgrid(db[request.args(0) or 'person'])
    return dict(form=form)
```

```
widgets = {'autocomplete': <class 'gluon.sqlhtml.AutocompleteWidget'>, 'blob': None,
class gluon.sqlhtml.SQLTABLE(sqlrows, linkto=None, upload=None, orderby=None, headers={},
                             truncate=16, columns=None, th_link="", extracolumns=None, selectid=None,
                             renderstyle=False, cid=None, colgroup=False, **attributes)
```

Bases: *gluon.html.TABLE*

Given with a Rows object, as returned by a *db().select()*, generates an html table with the rows.

#### Parameters

- **sqlrows** – the *Rows* object
- **linkto** – URL (or lambda to generate a URL) to edit individual records
- **upload** – URL to download uploaded files
- **orderby** – Add an orderby link to column headers.
- **headers** – dictionary of headers to headers redefinitions headers can also be a string to generate the headers from data for now only headers="fieldname:capitalize", headers="labels" and headers=None are supported
- **truncate** – length at which to truncate text in table cells. Defaults to 16 characters.
- **columns** – a list or dict containing the names of the columns to be shown Defaults to all
- **th\_link** – base link to support orderby headers
- **extracolumns** – a list of dicts
- **selectid** – The id you want to select
- **renderstyle** – Boolean render the style with the table
- **cid** – use this cid for all links
- **colgroup** – #FIXME

Extracolumns example

```
[{'label':A('Extra', _href='#'),
'class': '', #class name of the header
'width': '', #width in pixels or %
'content':lambda row, rc: A('Edit', _href='edit/%s'%row.id),
'selected': False #aggregate class selected to this column}]
```

**style()**

```
class gluon.sqlhtml.StringWidget
```

Bases: *gluon.sqlhtml.FormWidget*

```
classmethod widget(field, value, **attributes)
```

Generates an INPUT text tag.

see also: *FormWidget.widget*

**class** gluon.sqlhtml.TextWidget

Bases: *gluon.sqlhtml.FormWidget*

**classmethod** widget (*field, value, \*\*attributes*)

Generates a TEXTAREA tag.

see also: *FormWidget.widget*

**class** gluon.sqlhtml.TimeWidget

Bases: *gluon.sqlhtml.StringWidget*

**class** gluon.sqlhtml.UploadWidget

Bases: *gluon.sqlhtml.FormWidget*

**DEFAULT\_WIDTH** = '150px'

**DELETE\_FILE** = 'delete'

**GENERIC\_DESCRIPTION** = 'file ## download'

**ID\_DELETE\_SUFFIX** = '\_\_delete'

**static** is\_image (*value*)

Tries to check if the filename provided references to an image

**Checking is based on filename extension. Currently recognized:** gif, png, jp(e)g, bmp

**Parameters** *value* – filename

**classmethod** represent (*field, value, download\_url=None*)

How to represent the file:

- with download url and if it is an image: <A href=...><IMG ...></A>
- otherwise with download url: <A href=...>file</A>
- otherwise: file

**Parameters**

- **field** – the field
- **value** – the field value
- **download\_url** – url for the file download (default = None)

**classmethod** widget (*field, value, download\_url=None, \*\*attributes*)

generates a INPUT file tag.

Optionally provides an A link to the file, including a checkbox so the file can be deleted.

All is wrapped in a DIV.

see also: *FormWidget.widget*

**Parameters**

- **field** – the field
- **value** – the field value
- **download\_url** – url for the file download (default = None)

gluon.sqlhtml.add\_class (*a, b*)

`gluon.sqlhtml.form_factory` (*\*fields, \*\*attributes*)  
Generates a SQLFORM for the given fields.

Internally will build a non-database based data model to hold the fields.

`gluon.sqlhtml.formstyle_bootstrap` (*form, fields*)  
bootstrap 2.3.x format form layout

`gluon.sqlhtml.formstyle_bootstrap3_inline_factory` (*col\_label\_size=3*)  
bootstrap 3 horizontal form layout

---

**Note:** Experimental!

---

`gluon.sqlhtml.formstyle_bootstrap3_stacked` (*form, fields*)  
bootstrap 3 format form layout

---

**Note:** Experimental!

---

`gluon.sqlhtml.formstyle_divs` (*form, fields*)  
divs only

`gluon.sqlhtml.formstyle_inline` (*form, fields*)  
divs only, but inline

`gluon.sqlhtml.formstyle_table2cols` (*form, fields*)  
2 column table

`gluon.sqlhtml.formstyle_table3cols` (*form, fields*)  
3 column table - default

`gluon.sqlhtml.formstyle_ul` (*form, fields*)  
unordered list

`gluon.sqlhtml.represent` (*field, value, record*)

`gluon.sqlhtml.safe_float` (*x*)

`gluon.sqlhtml.safe_int` (*x*)

`gluon.sqlhtml.show_if` (*cond*)





# CHAPTER 31

---

## storage Module

---

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Provides:

- List; like list but returns None instead of `IndexOutOfBounds`
- Storage; like dictionary allowing also for `obj.foo` for `obj['foo']`

**class** gluon.storage.**List**

Bases: list

Like a regular python list but callable. When `a(i)` is called if `i` is out of bounds returns None instead of `IndexError`.

**class** gluon.storage.**Storage**

Bases: dict

A Storage object is like a dictionary except `obj.foo` can be used in addition to `obj['foo']`, and setting `obj.foo = None` deletes item `foo`.

Example:

```
>>> o = Storage(a=1)
>>> print o.a
1

>>> o['a']
1

>>> o.a = 2
>>> print o['a']
2

>>> del o.a
```

(continues on next page)

```
>>> print o.a
None
```

**getfirst** (*key, default=None*)

Returns the first value of a list or the value itself when given a *request.vars* style key.

If the value is a list, its first item will be returned; otherwise, the value will be returned as-is.

Example output for a query string of *?x=abc&y=abc&y=def*:

```
>>> request = Storage()
>>> request.vars = Storage()
>>> request.vars.x = 'abc'
>>> request.vars.y = ['abc', 'def']
>>> request.vars.getfirst('x')
'abc'
>>> request.vars.getfirst('y')
'abc'
>>> request.vars.getfirst('z')
```

**getlast** (*key, default=None*)

Returns the last value of a list or value itself when given a *request.vars* style key.

If the value is a list, the last item will be returned; otherwise, the value will be returned as-is.

Simulated output with a query string of *?x=abc&y=abc&y=def*:

```
>>> request = Storage()
>>> request.vars = Storage()
>>> request.vars.x = 'abc'
>>> request.vars.y = ['abc', 'def']
>>> request.vars.getlast('x')
'abc'
>>> request.vars.getlast('y')
'def'
>>> request.vars.getlast('z')
```

**getlist** (*key*)

Returns a *Storage* value as a list.

If the value is a list it will be returned as-is. If object is *None*, an empty list will be returned. Otherwise, *[value]* will be returned.

Example output for a query string of *?x=abc&y=abc&y=def*:

```
>>> request = Storage()
>>> request.vars = Storage()
>>> request.vars.x = 'abc'
>>> request.vars.y = ['abc', 'def']
>>> request.vars.getlist('x')
['abc']
>>> request.vars.getlist('y')
['abc', 'def']
>>> request.vars.getlist('z')
[]
```

**class** gluon.storage.Settings

Bases: *gluon.storage.Storage*

**class** gluon.storage.**Messages** (*T*)  
Bases: *gluon.storage.Settings*

**class** gluon.storage.**StorageList**  
Bases: *gluon.storage.Storage*

Behaves like Storage but missing elements defaults to [] instead of None

gluon.storage.**load\_storage** (*filename*)

gluon.storage.**save\_storage** (*storage, filename*)



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### 32.1 Facilities to handle file streaming

```
gluon.streamer.stream_file_or_304_or_206(static_file, chunk_size=65536, request=None,  
headers={}, status=200, error_message=None)  
gluon.streamer.streamer(stream, chunk_size=65536, bytes=None)
```



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Author: Thadeus Burgess

Contributors:

- Massimo Di Pierro for creating the original gluon/template.py
- Jonathan Lundell for extensively testing the regex on Jython.
- Limodou (creator of uliweb) who inspired the block-element support for web2py.

## 33.1 Templating syntax

**class** `gluon.template.BlockNode` (*name=""*, *pre\_extend=False*, *delimiters=('{{', '}}')*)

Bases: `gluon.template.Node`

Block Container.

This Node can contain other Nodes and will render in a hierarchical order of when nodes were added.

ie:

```
{{ block test }}
    This is default block test
{{ end }}
```

**append** (*node*)

Adds an element to the nodes.

**Parameters** *node* – Node object or string to append.

**extend** (*other*)

Extends the list of nodes with another BlockNode class.

**Parameters** *other* – BlockNode or Content object to extend from.

**output** (*blocks*)

Merges all nodes into a single string.

**Parameters** **blocks** – Dictionary of blocks that are extending from this template.

**class** `gluon.template.Content` (*name='ContentBlock', pre\_extend=False*)

Bases: `gluon.template.BlockNode`

Parent Container – Used as the root level BlockNode.

Contains functions that operate as such.

**Parameters** **name** – Unique name for this BlockNode

**append** (*node*)

Adds a node to list. If it is a BlockNode then we assign a block for it.

**clear\_content** ()

**extend** (*other*)

Extends the objects list of nodes with another objects nodes

**insert** (*other, index=0*)

Inserts object at index.

You may pass a list of objects and have them inserted.

**class** `gluon.template.DummyResponse`

**write** (*data, escape=True*)

**class** `gluon.template.NOESCAPE` (*text*)

A little helper to avoid escaping.

**xml** ()

**class** `gluon.template.Node` (*value=None, pre\_extend=False*)

Bases: `object`

Basic Container Object

**class** `gluon.template.SuperNode` (*name="", pre\_extend=False*)

Bases: `gluon.template.Node`

**class** `gluon.template.TemplateParser` (*text, name='ParserContainer', context={}, path='views/', writer='response.write', lexers={}, delimiters=('{{', '}}'), \_super\_nodes=[]*)

Bases: `object`

Parse all blocks

**Parameters**

- **text** – text to parse
- **context** – context to parse in
- **path** – folder path to templates
- **writer** – string of writer class to use
- **lexers** – dict of custom lexers to use.
- **delimiters** – for example (`'{{', '}}'`)



- **\_super\_nodes** – a list of nodes to check for inclusion this should only be set by “self.extend” It contains a list of SuperNodes from a child template that need to be handled.

**default\_delimiters** = ('{{', '}}')

**extend** (*filename*)

Extends *filename*. Anything not declared in a block defined by the parent will be placed in the parent templates `{{include}}` block.

**include** (*content, filename*)

Includes *filename* here.

**parse** (*text*)

**r\_multiline** = <\_sre.SRE\_Pattern object>

**r\_tag** = <\_sre.SRE\_Pattern object>

**re\_block** = <\_sre.SRE\_Pattern object>

**re\_pass** = <\_sre.SRE\_Pattern object>

**re\_unblock** = <\_sre.SRE\_Pattern object>

**reindent** (*text*)

Reindents a string of unindented python code.

**to\_string** ()

Returns the parsed template with correct indentation.

Used to make it easier to port to python3.

`gluon.template.get_parsed` (*text*)

Returns the indented python code of *text*. Useful for unit testing.

`gluon.template.output_aux` (*node, blocks*)

`gluon.template.parse_template` (*filename, path='views', context={}, lexers={}, delimiters=('{{', '}}')*)

#### Parameters

- **filename** – can be a view filename in the views folder or an input stream
- **path** – is the path of a views folder
- **context** – is a dictionary of symbols used to render the template
- **lexers** – dict of custom lexers to use
- **delimiters** – opening and closing tags

`gluon.template.render` (*content='hello world', stream=None, filename=None, path=None, context={}, lexers={}, delimiters=('{{', '}}'), writer='response.write'*)

Generic render function

#### Parameters

- **content** – default content
- **stream** – file-like obj to read template from
- **filename** – where to find template
- **path** – base path for templates
- **context** – env

- **lexers** – custom lexers to use
- **delimiters** – opening and closing tags
- **writer** – where to inject the resulting stream

**Example::**

```
>>> render()
'hello world'
>>> render(content='abc')
'abc'
>>> render(content="abc")
"abc"
>>> render(content='''a"bc''')
'a"bc'
>>> render(content='a\nbc')
'a\nbc'
>>> render(content='a"bcd"e')
'a"bcd"e'
>>> render(content="''a\nc''")
"''a\nc''"
>>> render(content="''a'c''")
"''a'c''"
>>> render(content='{{for i in range(a):}}{{=i}}<br />{{pass}}',
↳context=dict(a=5))
'0<br />1<br />2<br />3<br />4<br />'
>>> render(content='{%for i in range(a):%}{%=i%}<br />{%pass%}',
↳context=dict(a=5),delimiters=('%', '%'))
'0<br />1<br />2<br />3<br />4<br />'
>>> render(content="{(''hello\nworld''}")
'hello\nworld'
>>> render(content='{{for i in range(3):\n=i\npass}}')
'012'
```

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## 34.1 Auth, Mail, PluginManager and various utilities

**class** gluon.tools.**Mail** (*server=None, sender=None, login=None, tls=True*)  
Bases: object

Class for configuring and sending emails with alternative text / html body, multiple attachments and encryption support

Works with SMTP and Google App Engine.

### Parameters

- **server** – SMTP server address in address:port notation
- **sender** – sender email address
- **login** – sender login name and password in login:password notation or None if no authentication is required
- **tls** – enables/disables encryption (True by default)

In Google App Engine use

```
server='gae'
```

For sake of backward compatibility all fields are optional and default to None, however, to be able to send emails at least server and sender must be specified. They are available under following fields:

```
mail.settings.server
mail.settings.sender
mail.settings.login
mail.settings.timeout = 60 # seconds (default)
```

When server is 'logging', email is logged but not sent (debug mode)

Optionally you can use PGP encryption or X509:

```
mail.settings.cipher_type = None
mail.settings.gpg_home = None
mail.settings.sign = True
mail.settings.sign_passphrase = None
mail.settings.encrypt = True
mail.settings.x509_sign_keyfile = None
mail.settings.x509_sign_certfile = None
mail.settings.x509_sign_chainfile = None
mail.settings.x509_nocerts = False
mail.settings.x509_crypt_certfiles = None

cipher_type      : None
                  gpg - need a python-pyme package and gpgme lib
                  x509 - smime
gpg_home         : you can set a GNUPGHOME environment variable
                  to specify home of gnupg
sign             : sign the message (True or False)
sign_passphrase  : passphrase for key signing
encrypt         : encrypt the message (True or False). It defaults
                  to True
                  ... x509 only ...
x509_sign_keyfile : the signers private key filename or
                  string containing the key. (PEM format)
x509_sign_certfile: the signers certificate filename or
                  string containing the cert. (PEM format)
x509_sign_chainfile: sets the optional all-in-one file where you
                  can assemble the certificates of Certification
                  Authorities (CA) which form the certificate
                  chain of email certificate. It can be a
                  string containing the certs to. (PEM format)
x509_nocerts     : if True then no attached certificate in mail
x509_crypt_certfiles: the certificates file or strings to encrypt
                  the messages with can be a file name /
                  string or a list of file names /
                  strings (PEM format)
```

## Examples

Create Mail object with authentication data for remote server:

```
mail = Mail('example.com:25', 'me@example.com', 'me:password')
```

**Notice for GAE users:** attachments have an automatic content\_id='attachment-i' where i is progressive number in this way the can be referenced from the HTML as  etc.

```
class Attachment (payload, filename=None, content_id=None, content_type=None,
                  encoding='utf-8')
```

Bases: email.mime.base.MIMEBase

Email attachment

### Parameters

- **payload** – path to file or file-like object with read() method
- **filename** – name of the attachment stored in message; if set to None, it will be fetched from payload path; file-like object payload must have explicit filename specified
- **content\_id** – id of the attachment; automatically contained within < and >
- **content\_type** – content type of the attachment; if set to None, it will be fetched from filename using gluon.contenttype module
- **encoding** – encoding of all strings passed to this function (except attachment body)

Content ID is used to identify attachments within the html body; in example, attached image with content ID 'photo' may be used in html message as a source of img tag ``.

**Example::** Create attachment from text file:

```
attachment = Mail.Attachment('/path/to/file.txt')

Content-Type: text/plain
MIME-Version: 1.0
Content-Disposition: attachment; filename="file.txt"
Content-Transfer-Encoding: base64

SOMEBASE64CONTENT=
```

Create attachment from image file with custom filename and cid:

```
attachment = Mail.Attachment('/path/to/file.png',
                             filename='photo.png',
                             content_id='photo')

Content-Type: image/png
MIME-Version: 1.0
Content-Disposition: attachment; filename="photo.png"
Content-Id: <photo>
Content-Transfer-Encoding: base64

SOMEOTHERBASE64CONTENT=
```

```
send (to, subject='[no subject]', message='[no message]', attachments=None, cc=None, bcc=None,
      reply_to=None, sender=None, encoding='utf-8', raw=False, headers={}, from_address=None,
      cipher_type=None, sign=None, sign_passphrase=None, encrypt=None, x509_sign_keyfile=None,
      x509_sign_chainfile=None, x509_sign_certfile=None, x509_crypt_certfiles=None,
      x509_nocerts=None)
```

Sends an email using data specified in constructor

### Parameters

- **to** – list or tuple of receiver addresses; will also accept single object
- **subject** – subject of the email
- **message** – email body text; depends on type of passed object:

- if 2-list or 2-tuple is passed: first element will be source of plain text while second of html text;
- otherwise: object will be the only source of plain text and html source will be set to None

If text or html source is:

- None: content part will be ignored,
- string: content part will be set to it,
- file-like object: content part will be fetched from it using its `read()` method
- **attachments** – list or tuple of `Mail.Attachment` objects; will also accept single object
- **cc** – list or tuple of carbon copy receiver addresses; will also accept single object
- **bcc** – list or tuple of blind carbon copy receiver addresses; will also accept single object
- **reply\_to** – address to which reply should be composed
- **encoding** – encoding of all strings passed to this method (including message bodies)
- **headers** – dictionary of headers to refine the headers just before sending mail, e.g. `{'X-Mailer': 'web2py mailer'}`
- **from\_address** – address to appear in the 'From:' header, this is not the envelope sender. If not specified the sender will be used
- **cipher\_type** – gpg - need a python-pyme package and gpgme lib x509 - smime
- **gpg\_home** – you can set a GNUPGHOME environment variable to specify home of gnupg
- **sign** – sign the message (True or False)
- **sign\_passphrase** – passphrase for key signing
- **encrypt** – encrypt the message (True or False). It defaults to True. ... x509 only ...
- **x509\_sign\_keyfile** – the signers private key filename or string containing the key. (PEM format)
- **x509\_sign\_certfile** – the signers certificate filename or string containing the cert. (PEM format)
- **x509\_sign\_chainfile** – sets the optional all-in-one file where you can assemble the certificates of Certification Authorities (CA) which form the certificate chain of email certificate. It can be a string containing the certs to. (PEM format)
- **x509\_nocerts** – if True then no attached certificate in mail
- **x509\_crypt\_certfiles** – the certificates file or strings to encrypt the messages with can be a file name / string or a list of file names / strings (PEM format)

## Examples

Send plain text message to single address:

```
mail.send('you@example.com',
          'Message subject',
          'Plain text body of the message')
```

Send html message to single address:

```
mail.send('you@example.com',
          'Message subject',
          '<html>Plain text body of the message</html>')
```

Send text and html message to three addresses (two in cc):

```
mail.send('you@example.com',
          'Message subject',
          ('Plain text body', '<html>html body</html>'),
          cc=['other1@example.com', 'other2@example.com'])
```

Send html only message with image attachment available from the message by 'photo' content id:

```
mail.send('you@example.com',
          'Message subject',
          (None, '<html></html>'),
          Mail.Attachment('/path/to/photo.jpg',
                          content_id='photo'))
```

Send email with two attachments and no body text:

```
mail.send('you@example.com',
          'Message subject',
          None,
          [Mail.Attachment('/path/to/first.file'),
           Mail.Attachment('/path/to/second.file')])
```

**Returns** True on success, False on failure.

Before return, method updates two object's fields:

- self.result: return value of smtplib.SMTP.sendmail() or GAE's mail.send\_mail() method
- self.error: Exception message or None if above was successful

```
class gluon.tools.Auth(environment=None, db=None, mailer=True, hmac_key=None, controller='default', function='user', cas_provider=None, signature=True, secure=False, csrf_prevention=True, propagate_extension=None, url_index=None, jwt=None, host_names=None)
```

Bases: object

**accessible\_query** (name, table, user\_id=None)

Returns a query with all accessible records for user\_id or the current logged in user this method does not work on GAE because uses JOIN and IN

### Example

Use as:

```
db(auth.accessible_query('read', db.mytable)).select(db.mytable.ALL)
```

**add\_group** (role, description="")

Creates a group associated to a role

**add\_membership** (group\_id=None, user\_id=None, role=None)

Gives user\_id membership of group\_id or role if user is None than user\_id is that of current logged in user

**add\_permission** (*group\_id*, *name*='any', *table\_name*="", *record\_id*=0)

Gives *group\_id* 'name' access to 'table\_name' and 'record\_id'

**allows\_jwt** (*otherwise*=None)

**static archive** (*form*, *archive\_table*=None, *current\_record*='current\_record',  
*archive\_current*=False, *fields*=None)

If you have a table (db.mytable) that needs full revision history you can just do:

```
form = crud.update(db.mytable, myrecord, onaccept=auth.archive)
```

or:

```
form = SQLFORM(db.mytable, myrecord).process(onaccept=auth.archive)
```

crud.archive will define a new table "mytable\_archive" and store a copy of the current record (if archive\_current=True) or a copy of the previous record (if archive\_current=False) in the newly created table including a reference to the current record.

fields allows to specify extra fields that need to be archived.

If you want to access such table you need to define it yourself in a model:

```
db.define_table('mytable_archive',
                Field('current_record', db.mytable),
                db.mytable)
```

Notice such table includes all fields of db.mytable plus one: current\_record. crud.archive does not time-stamp the stored record unless your original table has a fields like:

```
db.define_table(...,
                Field('saved_on', 'datetime',
                      default=request.now, update=request.now, writable=False),
                Field('saved_by', auth.user,
                      default=auth.user_id, update=auth.user_id, writable=False),
```

there is nothing special about these fields since they are filled before the record is archived.

If you want to change the archive table name and the name of the reference field you can do, for example:

```
db.define_table('myhistory',
                Field('parent_record', db.mytable), db.mytable)
```

and use it as:

```
form = crud.update(db.mytable, myrecord,
                  onaccept=lambda form:crud.archive(form,
                                                    archive_table=db.
↪myhistory,
                                                    current_record='parent_
↪record'))
```

**basic** (*basic\_auth\_realm*=False)

Performs basic login.

**Parameters basic\_auth\_realm** – optional basic http authentication realm. Can take str or unicode or function or callable or boolean.

reads current.request.env.http\_authorization and returns basic\_allowed,basic\_accepted,user.



if `basic_auth_realm` is defined is a callable it's return value is used to set the basic authentication realm, if it's a string its content is used instead. Otherwise basic authentication realm is set to the application name. If `basic_auth_realm` is `None` or `False` (the default) the behavior is to skip sending any challenge.

**bulk\_register** (*max\_emails=100*)

Creates a form for the user to send invites to other users to join

**cas\_login** (*next=<function <lambda>>*, *onvalidation=<function <lambda>>*, *onaccept=<function <lambda>>*, *log=<function <lambda>>*, *version=2*)

**cas\_validate** (*version=2*, *proxy=False*)

**change\_password** (*next=<function <lambda>>*, *onvalidation=<function <lambda>>*, *onaccept=<function <lambda>>*, *log=<function <lambda>>*)

Returns a form that lets the user change password

**confirm\_registration** (*next=<function <lambda>>*, *onvalidation=<function <lambda>>*, *onaccept=<function <lambda>>*, *log=<function <lambda>>*)

Returns a form to confirm user registration

**default\_messages** = {'access\_denied': 'Insufficient privileges', 'add\_group\_log': 'Gr

Class for authentication, authorization, role based access control.

Includes:

- registration and profile
- login and logout
- username and password retrieval
- event logging
- role creation and assignment
- user defined group/role based permission

#### Parameters

- **environment** – is there for legacy but unused (awful)
- **db** – has to be the database where to create tables for authentication
- **mailer** – `Mail(...)` or `None` (no mailer) or `True` (make a mailer)
- **hmac\_key** – can be a `hmac_key` or `hmac_key=Auth.get_or_create_key()`
- **controller** – (where is the user action?)
- **cas\_provider** – (delegate authentication to the URL, CAS2)

Authentication Example:

```
from gluon.contrib.utils import *
mail=Mail()
mail.settings.server='smtp.gmail.com:587'
mail.settings.sender='you@somewhere.com'
mail.settings.login='username:password'
auth=Auth(db)
auth.settings.mailer=mail
# auth.settings....=...
auth.define_tables()
def authentication():
    return dict(form=auth())
```

Exposes:

- `http://.../{application}/{controller}/authentication/login`
- `http://.../{application}/{controller}/authentication/logout`
- `http://.../{application}/{controller}/authentication/register`
- `http://.../{application}/{controller}/authentication/verify_email`
- `http://.../{application}/{controller}/authentication/retrieve_username`
- `http://.../{application}/{controller}/authentication/retrieve_password`
- `http://.../{application}/{controller}/authentication/reset_password`
- `http://.../{application}/{controller}/authentication/profile`
- `http://.../{application}/{controller}/authentication/change_password`

On registration a group with `role=new_user.id` is created and user is given membership of this group.

You can create a group with:

```
group_id=auth.add_group('Manager', 'can access the manage action')
auth.add_permission(group_id, 'access to manage')
```

Here “access to manage” is just a user defined string. You can give access to a user:

```
auth.add_membership(group_id, user_id)
```

If user id is omitted, the logged in user is assumed

Then you can decorate any action:

```
@auth.requires_permission('access to manage')
def manage():
    return dict()
```

You can restrict a permission to a specific table:

```
auth.add_permission(group_id, 'edit', db.sometable)
@auth.requires_permission('edit', db.sometable)
```

Or to a specific record:

```
auth.add_permission(group_id, 'edit', db.sometable, 45)
@auth.requires_permission('edit', db.sometable, 45)
```

If authorization is not granted calls:

```
auth.settings.on_failed_authorization
```

Other options:

```
auth.settings.mailer=None
auth.settings.expiration=3600 # seconds
...

### these are messages that can be customized
...
```

```
default_settings = {'allow_basic_login': False, 'allow_basic_login_only': False, 'al
define_signature ()
define_tables (username=None, signature=None, enable_tokens=False, migrate=None,
               fake_migrate=None)
    To be called unless tables are defined manually
```

## Examples

Use as:

```
# defines all needed tables and table files
# 'myprefix_auth_user.table', ...
auth.define_tables(migrate='myprefix_')

# defines all needed tables without migration/table files
auth.define_tables(migrate=False)
```

**del\_group** (*group\_id*)

Deletes a group

**del\_membership** (*group\_id=None, user\_id=None, role=None*)

Revokes membership from *group\_id* to *user\_id* if *user\_id* is None than *user\_id* is that of current logged in user

**del\_permission** (*group\_id, name='any', table\_name='', record\_id=0*)

Revokes *group\_id* 'name' access to 'table\_name' and 'record\_id'

**email\_registration** (*subject, body, user*)

Sends and email invitation to a user informing they have been registered with the application

**email\_reset\_password** (*user*)

**enable\_record\_versioning** (*tables, archive\_db=None, archive\_names='% (tablename)s\_archive',
 current\_record='current\_record', current\_record\_label=None*)

Used to enable full record versioning (including auth tables):

```
auth = Auth(db)
auth.define_tables(signature=True)
# define our own tables
db.define_table('mything', Field('name'), auth.signature)
auth.enable_record_versioning(tables=db)
```

tables can be the db (all table) or a list of tables. only tables with `modified_by` and `modified_on` fields (as created by `auth.signature`) will have versioning. Old record versions will be in table 'mything\_archive' automatically defined.

when you enable `enable_record_versioning`, records are never deleted but marked with `is_active=False`.

`enable_record_versioning` enables a `common_filter` for every table that filters out records with `is_active = False`

---

**Note:** If you use `auth.enable_record_versioning`, do not use `auth.archive` or you will end up with duplicates. `auth.archive` does explicitly what `enable_record_versioning` does automatically.

---

**static get\_or\_create\_key** (*filename=None, alg='sha512'*)

**get\_or\_create\_user** (*keys, update\_fields=['email'], login=True, get=True*)

Used for alternate login methods: If the user exists already then password is updated. If the user doesn't yet exist, then they are created.

**get\_vars\_next** ()

**groups** ()

Displays the groups and their roles for the logged in user

**has\_membership** (*group\_id=None, user\_id=None, role=None*)

Checks if user is member of group\_id or role

**has\_permission** (*name='any', table\_name='', record\_id=0, user\_id=None, group\_id=None*)

Checks if user\_id or current logged in user is member of a group that has 'name' permission on 'table\_name' and 'record\_id' if group\_id is passed, it checks whether the group has the permission

**here** ()

**id\_group** (*role*)

Returns the group\_id of the group specified by the role

**impersonate** (*user\_id=<function <lambda>>*)

To use this make a POST to `http://.../impersonate request.post_vars.user_id=<id>`

Set request.post\_vars.user\_id to 0 to restore original user.

requires impersonator is logged in and:

```
has_permission('impersonate', 'auth_user', user_id)
```

**is\_impersonating** ()

**is\_logged\_in** ()

Checks if the user is logged in and returns True/False. If so user is in auth.user as well as in session.auth.user

**jwt** ()

To use JWT authentication: 1) instantiate auth with:

```
auth = Auth(db, jwt = {'secret_key': 'secret'})
```

where 'secret' is your own secret string.

2. Decorate functions that require login but should accept the JWT token credentials:

```
@auth.allows_jwt()
@auth.requires_login()
def myapi(): return 'hello %s' % auth.user.email
```

Notice jwt is allowed but not required. if user is logged in, myapi is accessible.

3. Use it!

Now API users can obtain a token with

```
http://.../app/default/user/jwt?username=...&password=...
```

(returns json object with a token attribute) API users can refresh an existing token with

```
http://.../app/default/user/jwt?token=...
```

they can authenticate themselves when calling `http://.../myapi` by injecting a header

Authorization: Bearer <the jwt token>

Any additional attributes in the `jwt` argument of `Auth()` below:

```
auth = Auth(db, jwt = {...})
```

are passed to the constructor of class `AuthJWT`. Look there for documentation.

**log\_event** (*description*, *vars=None*, *origin='auth'*)

## Examples

Use as:

```
auth.log_event(description='this happened', origin='auth')
```

**login** (*next=<function <lambda>>*, *onvalidation=<function <lambda>>*, *onaccept=<function <lambda>>*, *log=<function <lambda>>*)

Returns a login form

**login\_bare** (*username*, *password*)

Logins user as specified by username (or email) and password

**login\_user** (*user*)

Logins the *user = db.auth\_user(id)*

**logout** (*next=<function <lambda>>*, *onlogout=<function <lambda>>*, *log=<function <lambda>>*)

Logouts and redirects to login

**logout\_bare** ()

**manage\_tokens** ()

**navbar** (*prefix='Welcome'*, *action=None*, *separators=(' [ ', ' | ', ' ] '*), *user\_identifier=<function <lambda>>*, *referrer\_actions=<function <lambda>>*, *mode='default'*)

Navbar with support for more templates This uses some code from the old navbar.

**Parameters mode** – see options for list of

**not\_authorized** ()

You can change the view for this page to make it look as you like

**profile** (*next=<function <lambda>>*, *onvalidation=<function <lambda>>*, *onaccept=<function <lambda>>*, *log=<function <lambda>>*)

Returns a form that lets the user change his/her profile

**random\_password** ()

**register** (*next=<function <lambda>>*, *onvalidation=<function <lambda>>*, *onaccept=<function <lambda>>*, *log=<function <lambda>>*)

Returns a registration form

**register\_bare** (*\*\*fields*)

Registers a user as specified by username (or email) and a raw password.

**request\_reset\_password** (*next=<function <lambda>>*, *onvalidation=<function <lambda>>*, *onaccept=<function <lambda>>*, *log=<function <lambda>>*)

Returns a form to reset the user password

**requires** (*condition*, *requires\_login=True*, *otherwise=None*)

Decorator that prevents access to action if not logged in

**requires\_login** (*otherwise=None*)

Decorator that prevents access to action if not logged in

**requires\_login\_or\_token** (*otherwise=None*)

**requires\_membership** (*role=None, group\_id=None, otherwise=None*)  
Decorator that prevents access to action if not logged in or if user logged in is not a member of `group_id`.  
If `role` is provided instead of `group_id` then the `group_id` is calculated.

**requires\_permission** (*name, table\_name="", record\_id=0, otherwise=None*)  
Decorator that prevents access to action if not logged in or if user logged in is not a member of any group (role) that has 'name' access to 'table\_name', 'record\_id'.

**requires\_signature** (*otherwise=None, hash\_vars=True*)  
Decorator that prevents access to action if not logged in or if user logged in is not a member of `group_id`.  
If `role` is provided instead of `group_id` then the `group_id` is calculated.

**reset\_password** (*next=<function <lambda>>, onvalidation=<function <lambda>>, onaccept=<function <lambda>>, log=<function <lambda>>*)  
Returns a form to reset the user password

**reset\_password\_deprecated** (*next=<function <lambda>>, onvalidation=<function <lambda>>, onaccept=<function <lambda>>, log=<function <lambda>>*)  
Returns a form to reset the user password (deprecated)

**retrieve\_password** (*next=<function <lambda>>, onvalidation=<function <lambda>>, onaccept=<function <lambda>>, log=<function <lambda>>*)

**retrieve\_username** (*next=<function <lambda>>, onvalidation=<function <lambda>>, onaccept=<function <lambda>>, log=<function <lambda>>*)  
Returns a form to retrieve the user username (only if there is a username field)

**run\_login\_onaccept** ()

**select\_host** (*host, host\_names=None*)  
checks that host is valid, i.e. in the list of `glob host_names` if the host is missing, then it selects the first entry from `host_names` read more here: <https://github.com/web2py/web2py/issues/1196>

**table\_cas** ()

**table\_event** ()

**table\_group** ()

**table\_membership** ()

**table\_permission** ()

**table\_token** ()

**table\_user** ()

**update\_groups** ()

**url** (*f=None, args=None, vars=None, scheme=False*)

**user\_group** (*user\_id=None*)  
Returns the `group_id` of the group uniquely associated to this user i.e. `role=user:[user_id]`

**user\_group\_role** (*user\_id=None*)

**user\_id**  
user.id or None

**verify\_email** (*next=<function <lambda>>, onaccept=<function <lambda>>, log=<function <lambda>>*)  
Action used to verify the registration email

**when\_is\_logged\_in\_bypass\_next\_in\_url** (*next, session*)

This function should be use when someone want to avoid asking for user credentials when loaded page contains “user/login?\_next=NEXT\_COMPONENT” in the URL is refresh but user is already authenticated.

**wiki** (*slug=None, env=None, render='markmin', manage\_permissions=False, force\_prefix="", restrict\_search=False, resolve=True, extra=None, menu\_groups=None, templates=None, migrate=True, controller=None, function=None, force\_render=False, groups=None*)

**wikimenu** ()

To be used in menu.py for app wide wiki menus

**class** gluon.tools.**Recaptcha** (*request=None, public\_key="", private\_key="", use\_ssl=False, error=None, error\_message='invalid', label='Verify:', options="", comment="", ajax=False*)

Bases: *gluon.html.DIV*

## Examples

Use as:

```
form = FORM(Recaptcha(public_key='...', private_key='...'))
```

or:

```
form = SQLFORM(...)
form.append(Recaptcha(public_key='...', private_key='...'))
```

**API\_SERVER** = 'http://www.google.com/recaptcha/api'

**API\_SSL\_SERVER** = 'https://www.google.com/recaptcha/api'

**VERIFY\_SERVER** = 'http://www.google.com/recaptcha/api/verify'

**xml** ()

generates the xml for this component.

**class** gluon.tools.**Recaptcha2** (*request=None, public\_key="", private\_key="", error\_message='invalid', label='Verify:', options=None, comment=""*)

Bases: *gluon.html.DIV*

Experimental: Creates a DIV holding the newer Recaptcha from Google (v2)

### Parameters

- **request** – the request. If not passed, uses current request
- **public\_key** – the public key Google gave you
- **private\_key** – the private key Google gave you
- **error\_message** – the error message to show if verification fails
- **label** – the label to use
- **options** (*dict*) – takes these parameters
  - hl
  - theme
  - type

- tabindex
- callback
- expired-callback

see <https://developers.google.com/recaptcha/docs/display> for docs about those

- **comment** – the comment

## Examples

Use as:

```
form = FORM(Recaptcha2(public_key='...', private_key='...'))
```

or:

```
form = SQLFORM(...)
form.append(Recaptcha2(public_key='...', private_key='...'))
```

to protect the login page instead, use:

```
from gluon.tools import Recaptcha2
auth.settings.captcha = Recaptcha2(request, public_key='...', private_key='...')
```

```
API_URI = 'https://www.google.com/recaptcha/api.js'
```

```
VERIFY_SERVER = 'https://www.google.com/recaptcha/api/siteverify'
```

```
xml ()
```

generates the xml for this component.

```
class gluon.tools.Crud (environment, db=None, controller='default')
```

Bases: object

```
static archive (form, archive_table=None, current_record='current_record')
```

```
create (table, next=<function <lambda>>, onvalidation=<function <lambda>>, onaccept=<function <lambda>>, log=<function <lambda>>, message=<function <lambda>>, form-name=<function <lambda>>, **attributes)
```

```
delete (table, record_id, next=<function <lambda>>, message=<function <lambda>>)
```

```
get_format (field)
```

```
get_query (field, op, value, refsearch=False)
```

```
has_permission (name, table, record=0)
```

```
log_event (message, vars)
```

```
read (table, record)
```

```
rows (table, query=None, fields=None, orderby=None, limitby=None)
```

```
search (*tables, **args)
```

Creates a search form and its results for a table .. rubric:: Examples

Use as:



```

form, results = crud.search(db.test,
    queries = ['equals', 'not equal', 'contains'],
    query_labels={'equals':'Equals',
                  'not equal':'Not equal'},
    fields = ['id','children'],
    field_labels = {
        'id':'ID','children':'Children'},
    zero='Please choose',
    query = (db.test.id > 0)&(db.test.id != 3) )

```

**select** (*table*, *query*=None, *fields*=None, *orderby*=None, *limitby*=None, *headers*=None, **\*\*attr**)

**tables** ()

**update** (*table*, *record*, *next*=<function <lambda>>, *onvalidation*=<function <lambda>>, *onaccept*=<function <lambda>>, *ondelete*=<function <lambda>>, *log*=<function <lambda>>, *message*=<function <lambda>>, *deletable*=<function <lambda>>, *formname*=<function <lambda>>, **\*\*attributes**)

**url** (*f*=None, *args*=None, *vars*=None)

This should point to the controller that exposes download and crud

**class** gluon.tools.**Service** (*environment*=None)

Bases: object

**exception** **JsonRpcException** (*code*, *info*)

Bases: exceptions.Exception

**amfrpc** (*f*)

### Example

Use as:

```

service = Service()
@service.amfrpc
def myfunction(a, b):
    return a + b
def call():
    return service()

```

Then call it with:

```
wget http://.../app/default/call/amfrpc/myfunction?a=hello&b=world
```

**amfrpc3** (*domain*='default')

### Example

Use as:

```

service = Service()
@service.amfrpc3('domain')
def myfunction(a, b):
    return a + b
def call():
    return service()

```

Then call it with:

```
wget http://.../app/default/call/amfrpc3/myfunction?a=hello&b=world
```

**csv** (*f*)

### Example

Use as:

```
service = Service()
@service.csv
def myfunction(a, b):
    return a + b
def call():
    return service()
```

Then call it with:

```
wget http://.../app/default/call/csv/myfunction?a=3&b=4
```

**error** ()

**json** (*f*)

### Example

Use as:

```
service = Service()
@service.json
def myfunction(a, b):
    return [{a: b}]
def call():
    return service()
```

Then call it with;

```
wget http://.../app/default/call/json/myfunction?a=hello&b=world
```

**jsonrpc** (*f*)

### Example

Use as:

```
service = Service()
@service.jsonrpc
def myfunction(a, b):
    return a + b
def call():
    return service()
```

Then call it with:

```
wget http://.../app/default/call/jsonrpc/myfunction?a=hello&b=world
```

**jsonrpc2** (*f*)**Example**

Use as:

```
service = Service()
@service.jsonrpc2
def myfunction(a, b):
    return a + b
def call():
    return service()
```

Then call it with:

```
wget -post-data '{"jsonrpc": "2.0", "id": 1, "method": "myfunction", "params": [{"a": 1, "b": 2}]}' http://.../app/default/call/jsonrpc2
```

**jsonrpc\_errors** = {-32700: ('Parse error. Invalid JSON was received by the server.', 'Parse error. Invalid JSON was received by the server.'), ...}

**rss** (*f*)

**Example**

Use as:

```
service = Service()
@service.rss
def myfunction():
    return dict(title=..., link=..., description=...,
                created_on=..., entries=[dict(title=..., link=...,
                description=..., created_on=...)]
def call():
    return service()
```

Then call it with:

```
wget http://.../app/default/call/rss/myfunction
```

**run** (*f*)

**Example**

Use as:

```
service = Service()
@service.run
def myfunction(a, b):
    return a + b
def call():
    return service()
```

Then call it with:

```
wget http://.../app/default/call/run/myfunction?a=3&b=4
```

```
serve_amfrpc (version=0)
serve_csv (args=None)
serve_json (args=None)
serve_jsonrpc ()
serve_jsonrpc2 (data=None, batch_element=False)
serve_rss (args=None)
serve_run (args=None)
serve_soap (version='1.1')
serve_xml (args=None)
serve_xmlrpc ()
soap (name=None, returns=None, args=None, doc=None)
```

### Example

Use as:

```
service = Service()
@service.soap('MyFunction', returns={'result':int}, args={'a':int, 'b':int, })
def myfunction(a, b):
    return a + b
def call():
    return service()
```

Then call it with:

```
from gluon.contrib.pysimplesoap.client import SoapClient
client = SoapClient(wSDL="http://.../app/default/call/soap?WSDL")
response = client.MyFunction(a=1,b=2)
return response['result']
```

It also exposes online generated documentation and xml example messages at <http://.../app/default/call/soap>

**xml** (f)

### Example

Use as:

```
service = Service()
@service.xml
def myfunction(a, b):
    return a + b
def call():
    return service()
```

Then call it with:

```
wget http://.../app/default/call/xml/myfunction?a=3&b=4
```

**xmlrpc** (*f*)

### Example

Use as:

```
service = Service()
@service.xmlrpc
def myfunction(a, b):
    return a + b
def call():
    return service()
```

The call it with:

```
wget http://.../app/default/call/xmlrpc/myfunction?a=hello&b=world
```

```
class gluon.tools.Wiki(auth, env=None, render='markmin', manage_permissions=False,
force_prefix="", restrict_search=False, extra=None, menu_groups=None,
templates=None, migrate=True, controller=None, function=None,
groups=None)
```

Bases: object

**automenu** ()

adds the menu if not present

**can\_edit** (*page=None*)

**can\_manage** ()

**can\_read** (*page*)

**can\_search** ()

**can\_see\_menu** ()

**cloud** ()

**static component** (*text*)

In wiki docs allows `@{component:controller/function/args}` which renders as a `LOAD(..., ajax=True)`

**create** ()

**edit** (*slug, from\_template=0*)

**editmedia** (*slug*)

**everybody** = 'everybody'

**first\_paragraph** (*page*)

**fix\_hostname** (*body*)

**get\_renderer** ()

**html\_render** (*page*)

**markmin\_base** (*body*)

**markmin\_render** (*page*)

**media** (*id*)

**menu** (*controller='default', function='index'*)

```
not_authorized (page=None)
pages ()
preview (render)
read (slug, force_render=False)
render_tags (tags)
rows_page = 25
search (tags=None, query=None, cloud=True, preview=True, limitby=(0, 100), orderby=None)
```

```
class gluon.tools.PluginManager (plugin=None, **defaults)
    Bases: object
```

Plugin Manager is similar to a storage object but it is a single level singleton. This means that multiple instances within the same thread share the same attributes. Its constructor is also special. The first argument is the name of the plugin you are defining. The named arguments are parameters needed by the plugin with default values. If the parameters were previous defined, the old values are used.

### Example

in some general configuration file:

```
plugins = PluginManager()
plugins.me.param1=3
```

within the plugin model:

```
_ = PluginManager('me', param1=5, param2=6, param3=7)
```

where the plugin is used:

```
>>> print plugins.me.param1
3
>>> print plugins.me.param2
6
>>> plugins.me.param3 = 8
>>> print plugins.me.param3
8
```

Here are some tests:

```
>>> a=PluginManager()
>>> a.x=6
>>> b=PluginManager('check')
>>> print b.x
6
>>> b=PluginManager() # reset settings
>>> print b.x
<Storage {}>
>>> b.x=7
>>> print a.x
7
>>> a.y.z=8
>>> print b.y.z
8
```

(continues on next page)

(continued from previous page)

```
>>> test_thread_separation()
5
>>> plugins=PluginManager('me', db='mydb')
>>> print plugins.me.db
mydb
>>> print 'me' in plugins
True
>>> print plugins.me.installed
True
```

```
instances = {}
```

```
keys ()
```

```
gluon.tools.fetch (url, data=None, headers=None, cookie={}, user_agent='Mozilla/5.0')
```

```
gluon.tools.geocode (address)
```

```
gluon.tools.reverse_geocode (lat, lng, lang=None)
```

Try to get an approximate address for a given latitude, longitude.

```
gluon.tools.prettydate (d, T=<function <lambda>>, utc=False)
```





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Created by Vladyslav Kozlovskyy (Ukraine) <dbdevelop@gmail.com>  
for Web2py project

## 35.1 Utilities and class for UTF8 strings managing

**class** gluon.utf8.Utf8

Bases: str

Class for utf8 string storing and manipulations

The base presupposition of this class usage is: “ALL strings in the application are either of utf-8 or unicode type, even when simple str type is used. UTF-8 is only a “packed” version of unicode, so Utf-8 and unicode strings are interchangeable.”

CAUTION! This class is slower than str/unicode! Do NOT use it inside intensive loops. Simply decode string(s) to unicode before loop and encode it back to utf-8 string(s) after intensive calculation.

You can see the benefit of this class in doctests() below

**capitalize** () → string

Return a copy of the string S with only its first character capitalized.

**center** (*width* [, *fillchar* ]) → string

Return S centered in a string of length width. Padding is done using the specified fill character (default is a space)

**count** (*sub* [, *start* [, *end* ]]) → int

Return the number of non-overlapping occurrences of substring sub in string S[start:end]. Optional arguments start and end are interpreted as in slice notation.

**decode** (*[encoding[, errors]]*) → object

Decodes S using the codec registered for encoding. encoding defaults to the default encoding. errors may be given to set a different error handling scheme. Default is 'strict' meaning that encoding errors raise a UnicodeDecodeError. Other possible values are 'ignore' and 'replace' as well as any other name registered with codecs.register\_error that is able to handle UnicodeDecodeErrors.

**encode** (*[encoding[, errors]]*) → object

Encodes S using the codec registered for encoding. encoding defaults to the default encoding. errors may be given to set a different error handling scheme. Default is 'strict' meaning that encoding errors raise a UnicodeEncodeError. Other possible values are 'ignore', 'replace' and 'xmlcharrefreplace' as well as any other name registered with codecs.register\_error that is able to handle UnicodeEncodeErrors.

**endswith** (*suffix[, start[, end]]*) → bool

Return True if S ends with the specified suffix, False otherwise. With optional start, test S beginning at that position. With optional end, stop comparing S at that position. suffix can also be a tuple of strings to try.

**expandtabs** (*[tabsize]*) → string

Return a copy of S where all tab characters are expanded using spaces. If tabsize is not given, a tab size of 8 characters is assumed.

**find** (*sub[, start[, end]]*) → int

Return the lowest index in S where substring sub is found, such that sub is contained within S[start:end]. Optional arguments start and end are interpreted as in slice notation.

Return -1 on failure.

**format** (*\*args, \*\*kwargs*) → string

Return a formatted version of S, using substitutions from args and kwargs. The substitutions are identified by braces ('{' and '}').

**index** (*sub[, start[, end]]*) → int

Like S.find() but raise ValueError when the substring is not found.

**isalnum** () → bool

Return True if all characters in S are alphanumeric and there is at least one character in S, False otherwise.

**isalpha** () → bool

Return True if all characters in S are alphabetic and there is at least one character in S, False otherwise.

**isdigit** () → bool

Return True if all characters in S are digits and there is at least one character in S, False otherwise.

**islower** () → bool

Return True if all cased characters in S are lowercase and there is at least one cased character in S, False otherwise.

**isspace** () → bool

Return True if all characters in S are whitespace and there is at least one character in S, False otherwise.

**istitle** () → bool

Return True if S is a titlecased string and there is at least one character in S, i.e. uppercase characters may only follow uncased characters and lowercase characters only cased ones. Return False otherwise.

**isupper** () → bool

Return True if all cased characters in S are uppercase and there is at least one cased character in S, False otherwise.

**join** (*iterable*) → string

Return a string which is the concatenation of the strings in the iterable. The separator between elements is S.

- ljust** (*width* [, *fillchar* ]) → string  
Return S left-justified in a string of length width. Padding is done using the specified fill character (default is a space).
- lower** () → string  
Return a copy of the string S converted to lowercase.
- lstrip** ([*chars* ]) → string or unicode  
Return a copy of the string S with leading whitespace removed. If chars is given and not None, remove characters in chars instead. If chars is unicode, S will be converted to unicode before stripping
- partition** (*sep*) -> (*head*, *sep*, *tail*)  
Search for the separator sep in S, and return the part before it, the separator itself, and the part after it. If the separator is not found, return S and two empty strings.
- replace** (*old*, *new* [, *count* ]) → string  
Return a copy of string S with all occurrences of substring old replaced by new. If the optional argument count is given, only the first count occurrences are replaced.
- rfind** (*sub* [, *start* [, *end* ]]) → int  
Return the highest index in S where substring sub is found, such that sub is contained within S[start:end]. Optional arguments start and end are interpreted as in slice notation.  
Return -1 on failure.
- rindex** (*sub* [, *start* [, *end* ]]) → int  
Like S.rfind() but raise ValueError when the substring is not found.
- rjust** (*width* [, *fillchar* ]) → string  
Return S right-justified in a string of length width. Padding is done using the specified fill character (default is a space)
- rpartition** (*sep*) -> (*head*, *sep*, *tail*)  
Search for the separator sep in S, starting at the end of S, and return the part before it, the separator itself, and the part after it. If the separator is not found, return two empty strings and S.
- rsplit** ([*sep* [, *maxsplit* ]]) → list of strings  
Return a list of the words in the string S, using sep as the delimiter string, starting at the end of the string and working to the front. If maxsplit is given, at most maxsplit splits are done. If sep is not specified or is None, any whitespace string is a separator.
- rstrip** ([*chars* ]) → string or unicode  
Return a copy of the string S with trailing whitespace removed. If chars is given and not None, remove characters in chars instead. If chars is unicode, S will be converted to unicode before stripping
- split** ([*sep* [, *maxsplit* ]]) → list of strings  
Return a list of the words in the string S, using sep as the delimiter string. If maxsplit is given, at most maxsplit splits are done. If sep is not specified or is None, any whitespace string is a separator and empty strings are removed from the result.
- splitlines** (*keepends=False*) → list of strings  
Return a list of the lines in S, breaking at line boundaries. Line breaks are not included in the resulting list unless keepends is given and true.
- startswith** (*prefix* [, *start* [, *end* ]]) → bool  
Return True if S starts with the specified prefix, False otherwise. With optional start, test S beginning at that position. With optional end, stop comparing S at that position. prefix can also be a tuple of strings to try.
- strip** ([*chars* ]) → string or unicode  
Return a copy of the string S with leading and trailing whitespace removed. If chars is given and not None,

remove characters in chars instead. If chars is unicode, S will be converted to unicode before stripping

**swapcase** () → string

Return a copy of the string S with uppercase characters converted to lowercase and vice versa.

**title** () → string

Return a titlecased version of S, i.e. words start with uppercase characters, all remaining cased characters have lowercase.

**translate** (*table* [, *deletechars* ]) → string

Return a copy of the string S, where all characters occurring in the optional argument deletechars are removed, and the remaining characters have been mapped through the given translation table, which must be a string of length 256 or None. If the table argument is None, no translation is applied and the operation simply removes the characters in deletechars.

**upper** () → string

Return a copy of the string S converted to uppercase.

**zfill** (*width*) → string

Pad a numeric string S with zeros on the left, to fill a field of the specified width. The string S is never truncated.

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## 36.1 This file specifically includes utilities for security.

`gluon.utils.AES_new` (*key*, *IV=None*)

Returns an AES cipher object and random IV if None specified

`gluon.utils.compare` (*a*, *b*)

Compares two strings and not vulnerable to timing attacks

`gluon.utils.fast_urandom16` (*urandom=[]*, *locker=<\_RLock owner=None count=0>*)

This is 4x faster than calling `os.urandom(16)` and prevents the “too many files open” issue with concurrent access to `os.urandom()`

`gluon.utils.get_callable_argspec` (*fn*)

`gluon.utils.get_digest` (*value*)

Returns a hashlib digest algorithm from a string

`gluon.utils.getipaddrinfo` (*host*)

Filter out non-IP and bad IP addresses from `getaddrinfo`

`gluon.utils.initialize_urandom` ()

This function and the `web2py_uuid` follow from the following discussion:  
[http://groups.google.com/group/web2py-developers/browse\\_thread/thread/7fd5789a7da3f09](http://groups.google.com/group/web2py-developers/browse_thread/thread/7fd5789a7da3f09)

At startup web2py compute a unique ID that identifies the machine by adding `uuid.getnode() + int(time.time() * 1e3)`

This is a 48-bit number. It converts the number into 16 8-bit tokens. It uses this value to initialize the entropy source (`‘/dev/urandom’`) and to seed random.

If `os.random()` is not supported, it falls back to using `random` and issues a warning.

`gluon.utils.is_loopback_ip_address` (*ip=None, addrinfo=None*)

Determines whether the address appears to be a loopback address. This assumes that the IP is valid.

`gluon.utils.is_valid_ip_address` (*address*)

## Examples

Better than a thousand words:

```
>>> is_valid_ip_address('127.0')
False
>>> is_valid_ip_address('127.0.0.1')
True
>>> is_valid_ip_address('2001:660::1')
True
```

`gluon.utils.md5_hash` (*text*)

Generates a md5 hash with the given text

`gluon.utils.pad` (*s, n=32, padchar=' '*)

`gluon.utils.pbkdf2_hex` (*data, salt, iterations=1000, keylen=24, hashfunc=None*)

`gluon.utils.secure_dumps` (*data, encryption\_key, hash\_key=None, compression\_level=None*)

`gluon.utils.secure_loads` (*data, encryption\_key, hash\_key=None, compression\_level=None*)

`gluon.utils.simple_hash` (*text, key="", salt="", digest\_alg='md5'*)

Generates hash with the given text using the specified digest hashing algorithm

`gluon.utils.web2py_uuid` (*ctokens=(208988394769089254, 8675061971132250212)*)

This function follows from the following discussion: [http://groups.google.com/group/web2py-developers/browse\\_thread/thread/7fd5789a7da3f09](http://groups.google.com/group/web2py-developers/browse_thread/thread/7fd5789a7da3f09)

It works like `uuid.uuid4` except that tries to use `os.urandom()` if possible and it XORs the output with the tokens uniquely associated with this machine.

This file is part of the web2py Web Framework  
Copyrighted by Massimo Di Pierro <mdipierro@cs.depaul.edu>  
License: LGPLv3 (<http://www.gnu.org/licenses/lgpl.html>)  
Thanks to ga2arch for help with IS\_IN\_DB and IS\_NOT\_IN\_DB on GAE

## 37.1 Validators

**class** gluon.validators.**ANY\_OF** (*subs*)  
Bases: gluon.validators.Validator

Tests if any of the validators in a list returns successfully:

```
>>> ANY_OF([IS_EMAIL(), IS_ALPHANUMERIC()]) ('a@b.co')
('a@b.co', None)
>>> ANY_OF([IS_EMAIL(), IS_ALPHANUMERIC()]) ('abco')
('abco', None)
>>> ANY_OF([IS_EMAIL(), IS_ALPHANUMERIC()]) ('@ab.co')
('@ab.co', 'enter only letters, numbers, and underscore')
>>> ANY_OF([IS_ALPHANUMERIC(), IS_EMAIL()]) ('@ab.co')
('@ab.co', 'enter a valid email address')
```

**formatter** (*value*)

For some validators returns a formatted version (matching the validator) of value. Otherwise just returns the value.

**class** gluon.validators.**CLEANUP** (*regex=None*)  
Bases: gluon.validators.Validator

### Examples

Use as:

```
INPUT(_type='text', _name='name', requires=CLEANUP())
```

removes special characters on validation

**REGEX\_CLEANUP** = <\_sre.SRE\_Pattern object>

```
class gluon.validators.CRYPT(key=None, digest_alg='pbkdf2(1000, 20, sha512)', min_length=0,
                             error_message='Too short', salt=True, max_length=1024)
```

Bases: object

## Examples

Use as:

```
INPUT(_type='text', _name='name', requires=CRYPT())
```

encodes the value on validation with a digest.

If no arguments are provided CRYPT uses the MD5 algorithm. If the key argument is provided the HMAC+MD5 algorithm is used. If the digest\_alg is specified this is used to replace the MD5 with, for example, SHA512. The digest\_alg can be the name of a hashlib algorithm as a string or the algorithm itself.

min\_length is the minimal password length (default 4) - IS\_STRONG for serious security error\_message is the message if password is too short

Notice that an empty password is accepted but invalid. It will not allow login back. Stores junk as hashed password.

Specify an algorithm or by default we will use sha512.

**Typical available algorithms:** md5, sha1, sha224, sha256, sha384, sha512

If salt, it hashes a password with a salt. If salt is True, this method will automatically generate one. Either case it returns an encrypted password string in the following format:

```
<algorithm>${salt}${hash}
```

Important: hashed password is returned as a LazyCrypt object and computed only if needed. The LazyCrypt object also knows how to compare itself with an existing salted password

Supports standard algorithms

```
>>> for alg in ('md5', 'sha1', 'sha256', 'sha384', 'sha512'):
...     print str(CRYPT(digest_alg=alg, salt=True)('test')[0])
md5$...$...
sha1$...$...
sha256$...$...
sha384$...$...
sha512$...$...
```

The syntax is always alg\$salt\$hash

Supports for pbkdf2

```
>>> alg = 'pbkdf2(1000, 20, sha512)'
>>> print str(CRYPT(digest_alg=alg, salt=True)('test')[0])
pbkdf2(1000, 20, sha512)$...$...
```

An optional hmac\_key can be specified and it is used as salt prefix



```
>>> a = str(CRYPT(digest_alg='md5',key='mykey',salt=True)('test')[0])
>>> print a
md5$...$...
```

Even if the algorithm changes the hash can still be validated

```
>>> CRYPT(digest_alg='sha1',key='mykey',salt=True)('test')[0] == a
True
```

If no salt is specified CRYPT can guess the algorithms from length:

```
>>> a = str(CRYPT(digest_alg='sha1',salt=False)('test')[0])
>>> a
'sha1$$a94a8fe5ccb19ba61c4c0873d391e987982fbbd3'
>>> CRYPT(digest_alg='sha1',salt=False)('test')[0] == a
True
>>> CRYPT(digest_alg='sha1',salt=False)('test')[0] == a[6:]
True
>>> CRYPT(digest_alg='md5',salt=False)('test')[0] == a
True
>>> CRYPT(digest_alg='md5',salt=False)('test')[0] == a[6:]
True
```

**class** gluon.validators.**IS\_ALPHANUMERIC** (*error\_message='Enter only letters, numbers, and underscore'*)  
 Bases: *gluon.validators.IS\_MATCH*

### Example

Used as:

```
INPUT(_type='text', _name='name', requires=IS_ALPHANUMERIC())

>>> IS_ALPHANUMERIC>('1')
('1', None)
>>> IS_ALPHANUMERIC>('')
('', None)
>>> IS_ALPHANUMERIC>('A_a')
('A_a', None)
>>> IS_ALPHANUMERIC>('!')
('!', 'enter only letters, numbers, and underscore')
```

**class** gluon.validators.**IS\_DATE\_IN\_RANGE** (*minimum=None, maximum=None, format='%Y-%m-%d', error\_message=None*)  
 Bases: *gluon.validators.IS\_DATE*

### Examples

Use as:

```
>>> v = IS_DATE_IN_RANGE(minimum=datetime.date(2008,1,1),
↪          maximum=datetime.date(2009,12,31),
↪          format="%m/%d/%Y",error_message="Oops")
```

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```

>>> v('03/03/2008')
(datetime.date(2008, 3, 3), None)

>>> v('03/03/2010')
('03/03/2010', 'oops')

>>> v(datetime.date(2008, 3, 3))
(datetime.date(2008, 3, 3), None)

>>> v(datetime.date(2010, 3, 3))
(datetime.date(2010, 3, 3), 'oops')

```

**class** gluon.validators.**IS\_DATE** (*format*='%Y-%m-%d', *error\_message*='Enter date as %(format)s')

Bases: gluon.validators.Validator

### Examples

Use as:

```
INPUT(_type='text', _name='name', requires=IS_DATE())
```

date has to be in the ISO8960 format YYYY-MM-DD

**formatter** (*value*)

For some validators returns a formatted version (matching the validator) of value. Otherwise just returns the value.

**class** gluon.validators.**IS\_DATETIME\_IN\_RANGE** (*minimum*=None, *maximum*=None, *format*='%Y-%m-%d %H:%M:%S', *error\_message*=None, *timezone*=None)

Bases: *gluon.validators.IS\_DATETIME*

### Examples

Use as::

```

>>> v = IS_DATETIME_IN_RANGE(
    ↪datetime(2008, 1, 1, 12, 20),
    ↪datetime(2009, 12, 31, 12, 20),
    ↪error_message="Oops")
    minimum=datetime.
    maximum=datetime.
    format="%m/%d/%Y %H:%M",
>>> v('03/03/2008 12:40')
(datetime.datetime(2008, 3, 3, 12, 40), None)

```

```

>>> v('03/03/2010 10:34')
('03/03/2010 10:34', 'oops')

```

```

>>> v(datetime.datetime(2008, 3, 3, 0, 0))
(datetime.datetime(2008, 3, 3, 0, 0), None)

```

```

>>> v(datetime.datetime(2010, 3, 3, 0, 0))
(datetime.datetime(2010, 3, 3, 0, 0), 'oops')

```

```
class gluon.validators.IS_DATETIME (format='%Y-%m-%d %H:%M:%S', error_message='Enter date and time as %(format)s',
                                     timezone=None)
Bases: gluon.validators.Validator
```

## Examples

Use as:

```
INPUT(_type='text', _name='name', requires=IS_DATETIME())
```

datetime has to be in the ISO8960 format YYYY-MM-DD hh:mm:ss timezone must be None or a `pytz.timezone("America/Chicago")` object

**formatter** (*value*)

For some validators returns a formatted version (matching the validator) of value. Otherwise just returns the value.

**isodatetime** = '%Y-%m-%d %H:%M:%S'

**static nice** (*format*)

```
class gluon.validators.IS_DECIMAL_IN_RANGE (minimum=None, maximum=None, error_message=None, dot='.')
```

Bases: gluon.validators.Validator

Determines that the argument is (or can be represented as) a Python Decimal, and that it falls within the specified inclusive range. The comparison is made with Python Decimal arithmetic.

The minimum and maximum limits can be None, meaning no lower or upper limit, respectively.

## Example

Used as:

```
INPUT(_type='text', _name='name', requires=IS_DECIMAL_IN_RANGE(0, 10))

>>> IS_DECIMAL_IN_RANGE(1,5) ('4')
(Decimal('4'), None)
>>> IS_DECIMAL_IN_RANGE(1,5) (4)
(Decimal('4'), None)
>>> IS_DECIMAL_IN_RANGE(1,5) (1)
(Decimal('1'), None)
>>> IS_DECIMAL_IN_RANGE(1,5) (5.25)
(5.25, 'enter a number between 1 and 5')
>>> IS_DECIMAL_IN_RANGE(5.25,6) (5.25)
(Decimal('5.25'), None)
>>> IS_DECIMAL_IN_RANGE(5.25,6) ('5.25')
(Decimal('5.25'), None)
>>> IS_DECIMAL_IN_RANGE(1,5) (6.0)
(6.0, 'enter a number between 1 and 5')
>>> IS_DECIMAL_IN_RANGE(1,5) (3.5)
(Decimal('3.5'), None)
>>> IS_DECIMAL_IN_RANGE(1.5,5.5) (3.5)
(Decimal('3.5'), None)
>>> IS_DECIMAL_IN_RANGE(1.5,5.5) (6.5)
(6.5, 'enter a number between 1.5 and 5.5')
```

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```

>>> IS_DECIMAL_IN_RANGE(1.5, None) (6.5)
(Decimal('6.5'), None)
>>> IS_DECIMAL_IN_RANGE(1.5, None) (0.5)
(0.5, 'enter a number greater than or equal to 1.5')
>>> IS_DECIMAL_IN_RANGE(None, 5.5) (4.5)
(Decimal('4.5'), None)
>>> IS_DECIMAL_IN_RANGE(None, 5.5) (6.5)
(6.5, 'enter a number less than or equal to 5.5')
>>> IS_DECIMAL_IN_RANGE() (6.5)
(Decimal('6.5'), None)
>>> IS_DECIMAL_IN_RANGE(0, 99) (123.123)
(123.123, 'enter a number between 0 and 99')
>>> IS_DECIMAL_IN_RANGE(0, 99) ('123.123')
('123.123', 'enter a number between 0 and 99')
>>> IS_DECIMAL_IN_RANGE(0, 99) ('12.34')
(Decimal('12.34'), None)
>>> IS_DECIMAL_IN_RANGE() ('abc')
('abc', 'enter a number')

```

**formatter** (*value*)

For some validators returns a formatted version (matching the validator) of value. Otherwise just returns the value.

**class** gluon.validators.**IS\_EMAIL** (*banned=None, forced=None, error\_message='Enter a valid email address'*)

Bases: gluon.validators.Validator

Checks if field's value is a valid email address. Can be set to disallow or force addresses from certain domain(s).

Email regex adapted from <http://haacked.com/archive/2007/08/21/i-knew-how-to-validate-an-email-address-until-i.aspx>, generally following the RFCs, except that we disallow quoted strings and permit underscores and leading numerics in subdomain labels

**Parameters**

- **banned** – regex text for disallowed address domains
- **forced** – regex text for required address domains

Both arguments can also be custom objects with a match(value) method.

**Example**

Check for valid email address:

```
INPUT(_type='text', _name='name',
      requires=IS_EMAIL())
```

Check for valid email address that can't be from a .com domain:

```
INPUT(_type='text', _name='name',
      requires=IS_EMAIL(banned='^.*\\.com(|\\.)*$'))
```

Check for valid email address that must be from a .edu domain:

```
INPUT(_type='text', _name='name',
      requires=IS_EMAIL(forced='^.*\\.edu(|\\.)*$'))
```

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```

>>> IS_EMAIL() ('a@b.com')
('a@b.com', None)
>>> IS_EMAIL() ('abc@def.com')
('abc@def.com', None)
>>> IS_EMAIL() ('abc@3def.com')
('abc@3def.com', None)
>>> IS_EMAIL() ('abc@def.us')
('abc@def.us', None)
>>> IS_EMAIL() ('abc@d_f.us')
('abc@d_f.us', None)
>>> IS_EMAIL() ('@def.com')           # missing name
('@def.com', 'enter a valid email address')
>>> IS_EMAIL() ('"abc@def".com')      # quoted name
('"abc@def".com', 'enter a valid email address')
>>> IS_EMAIL() ('abc+def.com')        # no @
('abc+def.com', 'enter a valid email address')
>>> IS_EMAIL() ('abc@def.x')         # one-char TLD
('abc@def.x', 'enter a valid email address')
>>> IS_EMAIL() ('abc@def.12')        # numeric TLD
('abc@def.12', 'enter a valid email address')
>>> IS_EMAIL() ('abc@def..com')       # double-dot in domain
('abc@def..com', 'enter a valid email address')
>>> IS_EMAIL() ('abc@.def.com')       # dot starts domain
('abc@.def.com', 'enter a valid email address')
>>> IS_EMAIL() ('abc@def.c_m')        # underscore in TLD
('abc@def.c_m', 'enter a valid email address')
>>> IS_EMAIL() ('NotAnEmail')         # missing @
('NotAnEmail', 'enter a valid email address')
>>> IS_EMAIL() ('abc@NotAnEmail')     # missing TLD
('abc@NotAnEmail', 'enter a valid email address')
>>> IS_EMAIL() ('customer/department@example.com')
('customer/department@example.com', None)
>>> IS_EMAIL() ('$A12345@example.com')
('$A12345@example.com', None)
>>> IS_EMAIL() ('!def!xyz%abc@example.com')
('!def!xyz%abc@example.com', None)
>>> IS_EMAIL() ('_Yosemite.Sam@example.com')
('_Yosemite.Sam@example.com', None)
>>> IS_EMAIL() ('~@example.com')
('~@example.com', None)
>>> IS_EMAIL() ('.wooly@example.com') # dot starts name
('.wooly@example.com', 'enter a valid email address')
>>> IS_EMAIL() ('wo..oly@example.com') # adjacent dots in name
('wo..oly@example.com', 'enter a valid email address')
>>> IS_EMAIL() ('pootietang.@example.com') # dot ends name
('pootietang.@example.com', 'enter a valid email address')
>>> IS_EMAIL() ('.@example.com')      # name is bare dot
('.@example.com', 'enter a valid email address')
>>> IS_EMAIL() ('Ima.Fool@example.com')
('Ima.Fool@example.com', None)
>>> IS_EMAIL() ('Ima Fool@example.com') # space in name
('Ima Fool@example.com', 'enter a valid email address')
>>> IS_EMAIL() ('localguy@localhost') # localhost as domain
('localguy@localhost', None)

```

```
regex = <_sre.SRE_Pattern object at 0x2af0160>
```

```
regex_proposed_but_failed = <_sre.SRE_Pattern object at 0x2af20d0>
```

```
class gluon.validators.IS_LIST_OF_EMAILS (error_message='Invalid emails: %s')
    Bases: object
```

### Example

Used as:

```
Field('emails', 'list:string',
      widget=SQLFORM.widgets.text.widget,
      requires=IS_LIST_OF_EMAILS(),
      represent=lambda v, r: SPAN(*[A(x, _href='mailto:'+x)
      ↪ for x in (v or [])])
    )
```

```
formatter (value, row=None)
```

```
split_emails = <_sre.SRE_Pattern object>
```

```
class gluon.validators.IS_EMPTY_OR (other, null=None, empty_regex=None)
    Bases: gluon.validators.Validator
```

Dummy class for testing IS\_EMPTY\_OR:

```
>>> IS_EMPTY_OR(IS_EMAIL()) ('abc@def.com')
('abc@def.com', None)
>>> IS_EMPTY_OR(IS_EMAIL()) (' ')
(None, None)
>>> IS_EMPTY_OR(IS_EMAIL(), null='abc') (' ')
('abc', None)
>>> IS_EMPTY_OR(IS_EMAIL(), null='abc', empty_regex='def') ('def')
('abc', None)
>>> IS_EMPTY_OR(IS_EMAIL()) ('abc')
('abc', 'enter a valid email address')
>>> IS_EMPTY_OR(IS_EMAIL()) (' abc ')
('abc', 'enter a valid email address')
```

```
formatter (value)
```

For some validators returns a formatted version (matching the validator) of value. Otherwise just returns the value.

```
set_self_id (id)
```

```
class gluon.validators.IS_EXPR (expression, error_message='Invalid expression', environ-
                                ment=None)
    Bases: gluon.validators.Validator
```

### Example

Used as:

```
INPUT(_type='text', _name='name',
      requires=IS_EXPR('5 < int(value) < 10'))
```

The argument of IS\_EXPR must be python condition:

```
>>> IS_EXPR('int(value) < 2')('1')
('1', None)

>>> IS_EXPR('int(value) < 2')('2')
('2', 'invalid expression')
```

```
class gluon.validators.IS_FLOAT_IN_RANGE (minimum=None, maximum=None, error_message=None, dot='.')
```

Bases: gluon.validators.Validator

Determines that the argument is (or can be represented as) a float, and that it falls within the specified inclusive range. The comparison is made with native arithmetic.

The minimum and maximum limits can be None, meaning no lower or upper limit, respectively.

### Example

Used as:

```
INPUT(_type='text', _name='name', requires=IS_FLOAT_IN_RANGE(0, 10))

>>> IS_FLOAT_IN_RANGE(1,5)('4')
(4.0, None)
>>> IS_FLOAT_IN_RANGE(1,5)(4)
(4.0, None)
>>> IS_FLOAT_IN_RANGE(1,5)(1)
(1.0, None)
>>> IS_FLOAT_IN_RANGE(1,5)(5.25)
(5.25, 'enter a number between 1 and 5')
>>> IS_FLOAT_IN_RANGE(1,5)(6.0)
(6.0, 'enter a number between 1 and 5')
>>> IS_FLOAT_IN_RANGE(1,5)(3.5)
(3.5, None)
>>> IS_FLOAT_IN_RANGE(1,None)(3.5)
(3.5, None)
>>> IS_FLOAT_IN_RANGE(None,5)(3.5)
(3.5, None)
>>> IS_FLOAT_IN_RANGE(1,None)(0.5)
(0.5, 'enter a number greater than or equal to 1')
>>> IS_FLOAT_IN_RANGE(None,5)(6.5)
(6.5, 'enter a number less than or equal to 5')
>>> IS_FLOAT_IN_RANGE()(6.5)
(6.5, None)
>>> IS_FLOAT_IN_RANGE>('abc')
('abc', 'enter a number')
```

**formatter** (value)

For some validators returns a formatted version (matching the validator) of value. Otherwise just returns the value.

```
class gluon.validators.IS_IMAGE (extensions=('bmp', 'gif', 'jpeg', 'png'), maxsize=(10000, 10000), minsize=(0, 0), error_message='Invalid image')
```

Bases: gluon.validators.Validator

Checks if file uploaded through file input was saved in one of selected image formats and has dimensions (width and height) within given boundaries.

Does *not* check for maximum file size (use `IS_LENGTH` for that). Returns validation failure if no data was uploaded.

Supported file formats: BMP, GIF, JPEG, PNG.

Code parts taken from <http://mail.python.org/pipermail/python-list/2007-June/617126.html>

### Parameters

- **extensions** – iterable containing allowed *lowercase* image file extensions
- **extension of uploaded file counts as 'jpeg' (('jpg') –**
- **maxsize** – iterable containing maximum width and height of the image
- **minsize** – iterable containing minimum width and height of the image

Use (-1, -1) as minsize to pass image size check.

### Examples

Check if uploaded file is in any of supported image formats:

```
INPUT(_type='file', _name='name', requires=IS_IMAGE())
```

Check if uploaded file is either JPEG or PNG:

```
INPUT(_type='file', _name='name', requires=IS_IMAGE(extensions=('jpeg', 'png')))
```

Check if uploaded file is PNG with maximum size of 200x200 pixels:

```
INPUT(_type='file', _name='name', requires=IS_IMAGE(extensions=('png'), maxsize=(200, 200)))
```

```
class gluon.validators.IS_IN_DB(dbset, field, label=None, error_message='Value not in database', orderby=None, groupby=None, distinct=None, cache=None, multiple=False, zero="", sort=False, _and=None, left=None, delimiter=None, auto_add=False)
```

Bases: gluon.validators.Validator

### Example

Used as:

```
INPUT(_type='text', _name='name',
      requires=IS_IN_DB(db, db.mytable.myfield, zero=''))
```

used for reference fields, rendered as a dropdown

```
build_set()
```

```
maybe_add(table, fieldname, value)
```

```
options(zero=True)
```

```
set_self_id(id)
```

```
class gluon.validators.IS_IN_SET(theset, labels=None, error_message='Value not allowed', multiple=False, zero="", sort=False)
```

Bases: gluon.validators.Validator



## Example

Used as:

```
INPUT(_type='text', _name='name',
      requires=IS_IN_SET(['max', 'john'], zero=''))
```

The argument of `IS_IN_SET` must be a list or set:

```
>>> IS_IN_SET(['max', 'john'])('max')
('max', None)
>>> IS_IN_SET(['max', 'john'])('massimo')
('massimo', 'value not allowed')
>>> IS_IN_SET(['max', 'john'], multiple=True)(('max', 'john'))
(('max', 'john'), None)
>>> IS_IN_SET(['max', 'john'], multiple=True)(('bill', 'john'))
(('bill', 'john'), 'value not allowed')
>>> IS_IN_SET(('id1', 'id2'), ['first label', 'second label'])('id1') # Traditional_
↪way
('id1', None)
>>> IS_IN_SET({'id1': 'first label', 'id2': 'second label'})('id1')
('id1', None)
>>> import itertools
>>> IS_IN_SET(itertools.chain(['1', '3', '5'], ['2', '4', '6']))('1')
('1', None)
>>> IS_IN_SET([('id1', 'first label'), ('id2', 'second label')])('id1') # Redundant_
↪way
('id1', None)
```

**options** (*zero=True*)

```
class gluon.validators.IS_INT_IN_RANGE (minimum=None, maximum=None, er-
                                     ror_message=None)
```

Bases: `gluon.validators.Validator`

Determines that the argument is (or can be represented as) an int, and that it falls within the specified range. The range is interpreted in the Pythonic way, so the test is: `min <= value < max`.

The minimum and maximum limits can be `None`, meaning no lower or upper limit, respectively.

## Example

Used as:

```
INPUT(_type='text', _name='name', requires=IS_INT_IN_RANGE(0, 10))

>>> IS_INT_IN_RANGE(1, 5) ('4')
(4, None)
>>> IS_INT_IN_RANGE(1, 5) (4)
(4, None)
>>> IS_INT_IN_RANGE(1, 5) (1)
(1, None)
>>> IS_INT_IN_RANGE(1, 5) (5)
(5, 'enter an integer between 1 and 4')
>>> IS_INT_IN_RANGE(1, 5) (5)
(5, 'enter an integer between 1 and 4')
>>> IS_INT_IN_RANGE(1, 5) (3.5)
```

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```
(3.5, 'enter an integer between 1 and 4')
>>> IS_INT_IN_RANGE(None, 5) ('4')
(4, None)
>>> IS_INT_IN_RANGE(None, 5) ('6')
('6', 'enter an integer less than or equal to 4')
>>> IS_INT_IN_RANGE(1, None) ('4')
(4, None)
>>> IS_INT_IN_RANGE(1, None) ('0')
('0', 'enter an integer greater than or equal to 1')
>>> IS_INT_IN_RANGE() (6)
(6, None)
>>> IS_INT_IN_RANGE() ('abc')
('abc', 'enter an integer')
```

```
class gluon.validators.IS_IPV4 (minip='0.0.0.0', maxip='255.255.255.255', invert=False,
                               is_localhost=None, is_private=None, is_automatic=None,
                               error_message='Enter valid IPv4 address')
```

Bases: gluon.validators.Validator

Checks if field's value is an IP version 4 address in decimal form. Can be set to force addresses from certain range.

IPv4 regex taken from: [http://regexlib.com/REDetails.aspx?regex\\_id=1411](http://regexlib.com/REDetails.aspx?regex_id=1411)

#### Parameters

- **minip** – lowest allowed address; accepts:
  - str, eg. 192.168.0.1
  - list or tuple of octets, eg. [192, 168, 0, 1]
- **maxip** – highest allowed address; same as above
- **invert** – True to allow addresses only from outside of given range; note that range boundaries are not matched this way
- **is\_localhost** – localhost address treatment:
  - None (default): indifferent
  - True (enforce): query address must match localhost address (127.0.0.1)
  - False (forbid): query address must not match localhost address
- **is\_private** – same as above, except that query address is checked against two address ranges: 172.16.0.0 - 172.31.255.255 and 192.168.0.0 - 192.168.255.255
- **is\_automatic** – same as above, except that query address is checked against one address range: 169.254.0.0 - 169.254.255.255

Minip and maxip may also be lists or tuples of addresses in all above forms (str, int, list / tuple), allowing setup of multiple address ranges:

```
minip = (minip1, minip2, ... minipN)
        |         |         |
maxip = (maxip1, maxip2, ... maxipN)
```

Longer iterable will be truncated to match length of shorter one.

## Examples

Check for valid IPv4 address:

```
INPUT(_type='text', _name='name', requires=IS_IPV4())
```

Check for valid IPv4 address belonging to specific range:

```
INPUT(_type='text', _name='name', requires=IS_IPV4(minip='100.200.0.0',
maxip='100.200.255.255'))
```

Check for valid IPv4 address belonging to either 100.110.0.0 - 100.110.255.255 or 200.50.0.0 - 200.50.0.255 address range:

```
INPUT(_type='text', _name='name',
requires=IS_IPV4(minip=('100.110.0.0', '200.50.0.0'), maxip=('100.110.255.255',
'200.50.0.255')))
```

Check for valid IPv4 address belonging to private address space:

```
INPUT(_type='text', _name='name', requires=IS_IPV4(is_private=True))
```

Check for valid IPv4 address that is not a localhost address:

```
INPUT(_type='text', _name='name', requires=IS_IPV4(is_localhost=False))
```

```
>>> IS_IPV4() ('1.2.3.4')
('1.2.3.4', None)
>>> IS_IPV4() ('255.255.255.255')
('255.255.255.255', None)
>>> IS_IPV4() ('1.2.3.4 ')
('1.2.3.4 ', 'enter valid IPv4 address')
>>> IS_IPV4() ('1.2.3.4.5')
('1.2.3.4.5', 'enter valid IPv4 address')
>>> IS_IPV4() ('123.123')
('123.123', 'enter valid IPv4 address')
>>> IS_IPV4() ('1111.2.3.4')
('1111.2.3.4', 'enter valid IPv4 address')
>>> IS_IPV4() ('0111.2.3.4')
('0111.2.3.4', 'enter valid IPv4 address')
>>> IS_IPV4() ('256.2.3.4')
('256.2.3.4', 'enter valid IPv4 address')
>>> IS_IPV4() ('300.2.3.4')
('300.2.3.4', 'enter valid IPv4 address')
>>> IS_IPV4(minip='1.2.3.4', maxip='1.2.3.4') ('1.2.3.4')
('1.2.3.4', None)
>>> IS_IPV4(minip='1.2.3.5', maxip='1.2.3.9', error_message='Bad ip') ('1.
↵2.3.4')
('1.2.3.4', 'bad ip')
>>> IS_IPV4(maxip='1.2.3.4', invert=True) ('127.0.0.1')
('127.0.0.1', None)
>>> IS_IPV4(maxip='1.2.3.4', invert=True) ('1.2.3.4')
('1.2.3.4', 'enter valid IPv4 address')
>>> IS_IPV4(is_localhost=True) ('127.0.0.1')
('127.0.0.1', None)
>>> IS_IPV4(is_localhost=True) ('1.2.3.4')
('1.2.3.4', 'enter valid IPv4 address')
>>> IS_IPV4(is_localhost=False) ('127.0.0.1')
('127.0.0.1', 'enter valid IPv4 address')
```

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```
>>> IS_IPV4(maxip='100.0.0.0', is_localhost=True) ('127.0.0.1')
('127.0.0.1', 'enter valid IPv4 address')
```

```
automatic = (2851995648L, 2852061183L)
```

```
localhost = 2130706433
```

```
numbers = (16777216, 65536, 256, 1)
```

```
private = ((2886729728L, 2886795263L), (3232235520L, 3232301055L))
```

```
regex = <_sre.SRE_Pattern object at 0x2b08320>
```

```
class gluon.validators.IS_IPV6(is_private=None, is_link_local=None, is_reserved=None,
                               is_multicast=None, is_routeable=None, is_6to4=None,
                               is_teredo=None, subnets=None, error_message='Enter valid
                               IPv6 address')
```

```
Bases: gluon.validators.Validator
```

Checks if field's value is an IP version 6 address. First attempts to use the ipaddress library and falls back to contrib/ipaddr.py from Google (<https://code.google.com/p/ipaddr-py/>)

### Parameters

- **is\_private** – None (default): indifferent True (enforce): address must be in fc00::/7 range False (forbid): address must NOT be in fc00::/7 range
- **is\_link\_local** – Same as above but uses fe80::/10 range
- **is\_reserved** – Same as above but uses IETF reserved range
- **is\_multicast** – Same as above but uses ff00::/8 range
- **is\_routeable** – Similar to above but enforces not private, link\_local, reserved or multi-cast
- **is\_6to4** – Same as above but uses 2002::/16 range
- **is\_teredo** – Same as above but uses 2001::/32 range
- **subnets** – value must be a member of at least one from list of subnets

### Examples

Check for valid IPv6 address:

```
INPUT(_type='text', _name='name', requires=IS_IPV6())
```

Check for valid IPv6 address is a link\_local address:

```
INPUT(_type='text', _name='name', requires=IS_IPV6(is_link_local=True))
```

Check for valid IPv6 address that is Internet routeable:

```
INPUT(_type='text', _name='name', requires=IS_IPV6(is_routeable=True))
```

Check for valid IPv6 address in specified subnet:

```
INPUT(_type='text', _name='name', requires=IS_IPV6(subnets=['2001::/32']))
```

```

>>> IS_IPV6() ('fe80::126c:8ffa:fe22:b3af')
('fe80::126c:8ffa:fe22:b3af', None)
>>> IS_IPV6() ('192.168.1.1')
('192.168.1.1', 'enter valid IPv6 address')
>>> IS_IPV6(error_message='Bad ip') ('192.168.1.1')
('192.168.1.1', 'bad ip')
>>> IS_IPV6(is_link_local=True) ('fe80::126c:8ffa:fe22:b3af')
('fe80::126c:8ffa:fe22:b3af', None)
>>> IS_IPV6(is_link_local=False) ('fe80::126c:8ffa:fe22:b3af')
('fe80::126c:8ffa:fe22:b3af', 'enter valid IPv6 address')
>>> IS_IPV6(is_link_local=True) ('2001::126c:8ffa:fe22:b3af')
('2001::126c:8ffa:fe22:b3af', 'enter valid IPv6 address')
>>> IS_IPV6(is_multicast=True) ('2001::126c:8ffa:fe22:b3af')
('2001::126c:8ffa:fe22:b3af', 'enter valid IPv6 address')
>>> IS_IPV6(is_multicast=True) ('ff00::126c:8ffa:fe22:b3af')
('ff00::126c:8ffa:fe22:b3af', None)
>>> IS_IPV6(is_routeable=True) ('2001::126c:8ffa:fe22:b3af')
('2001::126c:8ffa:fe22:b3af', None)
>>> IS_IPV6(is_routeable=True) ('ff00::126c:8ffa:fe22:b3af')
('ff00::126c:8ffa:fe22:b3af', 'enter valid IPv6 address')
>>> IS_IPV6(subnets='2001::/32') ('2001::8ffa:fe22:b3af')
('2001::8ffa:fe22:b3af', None)
>>> IS_IPV6(subnets='fb00::/8') ('2001::8ffa:fe22:b3af')
('2001::8ffa:fe22:b3af', 'enter valid IPv6 address')
>>> IS_IPV6(subnets=['fc00::/8', '2001::/32']) ('2001::8ffa:fe22:b3af')
('2001::8ffa:fe22:b3af', None)
>>> IS_IPV6(subnets='invalidsubnet') ('2001::8ffa:fe22:b3af')
('2001::8ffa:fe22:b3af', 'invalid subnet provided')

```

```

class gluon.validators.IS_IPADDRESS (minip='0.0.0.0', maxip='255.255.255.255', invert=False,
is_localhost=None, is_private=None, is_automatic=None, is_ipv4=None, is_link_local=None,
is_reserved=None, is_multicast=None, is_routeable=None, is_6to4=None, is_teredo=None,
subnets=None, is_ipv6=None, error_message='Enter valid IP address')

```

Bases: gluon.validators.Validator

Checks if field's value is an IP Address (v4 or v6). Can be set to force addresses from within a specific range. Checks are done with the correct IS\_IPV4 and IS\_IPV6 validators.

Uses ipaddress library if found, falls back to PEP-3144 ipaddr.py from Google (in contrib).

#### Parameters

- **minip** – lowest allowed address; accepts: str, eg. 192.168.0.1 list or tuple of octets, eg. [192, 168, 0, 1]
- **maxip** – highest allowed address; same as above
- **invert** – True to allow addresses only from outside of given range; note that range boundaries are not matched this way

IPv4 specific arguments:

- **is\_localhost**: localhost address treatment:
  - None (default): indifferent
  - True (enforce): query address must match localhost address (127.0.0.1)

- False (forbid): query address must not match localhost address
- `is_private`: same as above, except that query address is checked against two address ranges: 172.16.0.0 - 172.31.255.255 and 192.168.0.0 - 192.168.255.255
- `is_automatic`: same as above, except that query address is checked against one address range: 169.254.0.0 - 169.254.255.255
- `is_ipv4`: either:
  - None (default): indifferent
  - True (enforce): must be an IPv4 address
  - False (forbid): must NOT be an IPv4 address

IPv6 specific arguments:

- `is_link_local`: Same as above but uses fe80::/10 range
- `is_reserved`: Same as above but uses IETF reserved range
- `is_multicast`: Same as above but uses ff00::/8 range
- `is_routeable`: Similar to above but enforces not private, link\_local, reserved or multicast
- `is_6to4`: Same as above but uses 2002::/16 range
- `is_teredo`: Same as above but uses 2001::/32 range
- `subnets`: value must be a member of at least one from list of subnets
- `is_ipv6`: either:
  - None (default): indifferent
  - True (enforce): must be an IPv6 address
  - False (forbid): must NOT be an IPv6 address

Minip and maxip may also be lists or tuples of addresses in all above forms (str, int, list / tuple), allowing setup of multiple address ranges:

```
minip = (minip1, minip2, ... minipN)
        |         |         |
maxip = (maxip1, maxip2, ... maxipN)
```

Longer iterable will be truncated to match length of shorter one.

```
>>> IS_IPADDRESS() ('192.168.1.5')
('192.168.1.5', None)
>>> IS_IPADDRESS(is_ipv6=False) ('192.168.1.5')
('192.168.1.5', None)
>>> IS_IPADDRESS() ('255.255.255.255')
('255.255.255.255', None)
>>> IS_IPADDRESS() ('192.168.1.5 ')
('192.168.1.5 ', 'enter valid IP address')
>>> IS_IPADDRESS() ('192.168.1.1.5')
('192.168.1.1.5', 'enter valid IP address')
>>> IS_IPADDRESS() ('123.123')
('123.123', 'enter valid IP address')
>>> IS_IPADDRESS() ('1111.2.3.4')
('1111.2.3.4', 'enter valid IP address')
>>> IS_IPADDRESS() ('0111.2.3.4')
```

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```

('0111.2.3.4', 'enter valid IP address')
>>> IS_IPADDRESS() ('256.2.3.4')
('256.2.3.4', 'enter valid IP address')
>>> IS_IPADDRESS() ('300.2.3.4')
('300.2.3.4', 'enter valid IP address')
>>> IS_IPADDRESS(minip='192.168.1.0', maxip='192.168.1.255') ('192.168.1.100')
('192.168.1.100', None)
>>> IS_IPADDRESS(minip='1.2.3.5', maxip='1.2.3.9', error_message='Bad ip') ('1.2.3.
↪4')
('1.2.3.4', 'bad ip')
>>> IS_IPADDRESS(maxip='1.2.3.4', invert=True) ('127.0.0.1')
('127.0.0.1', None)
>>> IS_IPADDRESS(maxip='192.168.1.4', invert=True) ('192.168.1.4')
('192.168.1.4', 'enter valid IP address')
>>> IS_IPADDRESS(is_localhost=True) ('127.0.0.1')
('127.0.0.1', None)
>>> IS_IPADDRESS(is_localhost=True) ('192.168.1.10')
('192.168.1.10', 'enter valid IP address')
>>> IS_IPADDRESS(is_localhost=False) ('127.0.0.1')
('127.0.0.1', 'enter valid IP address')
>>> IS_IPADDRESS(maxip='100.0.0.0', is_localhost=True) ('127.0.0.1')
('127.0.0.1', 'enter valid IP address')

```

```

>>> IS_IPADDRESS() ('fe80::126c:8ffa:fe22:b3af')
('fe80::126c:8ffa:fe22:b3af', None)
>>> IS_IPADDRESS(is_ipv4=False) ('fe80::126c:8ffa:fe22:b3af')
('fe80::126c:8ffa:fe22:b3af', None)
>>> IS_IPADDRESS() ('fe80::126c:8ffa:fe22:b3af ')
('fe80::126c:8ffa:fe22:b3af ', 'enter valid IP address')
>>> IS_IPADDRESS(is_ipv4=True) ('fe80::126c:8ffa:fe22:b3af')
('fe80::126c:8ffa:fe22:b3af', 'enter valid IP address')
>>> IS_IPADDRESS(is_ipv6=True) ('192.168.1.1')
('192.168.1.1', 'enter valid IP address')
>>> IS_IPADDRESS(is_ipv6=True, error_message='Bad ip') ('192.168.1.1')
('192.168.1.1', 'bad ip')
>>> IS_IPADDRESS(is_link_local=True) ('fe80::126c:8ffa:fe22:b3af')
('fe80::126c:8ffa:fe22:b3af', None)
>>> IS_IPADDRESS(is_link_local=False) ('fe80::126c:8ffa:fe22:b3af')
('fe80::126c:8ffa:fe22:b3af', 'enter valid IP address')
>>> IS_IPADDRESS(is_link_local=True) ('2001::126c:8ffa:fe22:b3af')
('2001::126c:8ffa:fe22:b3af', 'enter valid IP address')
>>> IS_IPADDRESS(is_multicast=True) ('2001::126c:8ffa:fe22:b3af')
('2001::126c:8ffa:fe22:b3af', 'enter valid IP address')
>>> IS_IPADDRESS(is_multicast=True) ('ff00::126c:8ffa:fe22:b3af')
('ff00::126c:8ffa:fe22:b3af', None)
>>> IS_IPADDRESS(is_routeable=True) ('2001::126c:8ffa:fe22:b3af')
('2001::126c:8ffa:fe22:b3af', None)
>>> IS_IPADDRESS(is_routeable=True) ('ff00::126c:8ffa:fe22:b3af')
('ff00::126c:8ffa:fe22:b3af', 'enter valid IP address')
>>> IS_IPADDRESS(subnets='2001::/32') ('2001::8ffa:fe22:b3af')
('2001::8ffa:fe22:b3af', None)
>>> IS_IPADDRESS(subnets='fb00::/8') ('2001::8ffa:fe22:b3af')
('2001::8ffa:fe22:b3af', 'enter valid IP address')
>>> IS_IPADDRESS(subnets=['fc00::/8', '2001::/32']) ('2001::8ffa:fe22:b3af')
('2001::8ffa:fe22:b3af', None)
>>> IS_IPADDRESS(subnets='invalidsubnet') ('2001::8ffa:fe22:b3af')
('2001::8ffa:fe22:b3af', 'invalid subnet provided')

```

```
class gluon.validators.IS_LENGTH (maxsize=255, minsize=0, error_message='Enter from
                                     %(min)g to %(max)g characters')
```

```
Bases: gluon.validators.Validator
```

Checks if length of field's value fits between given boundaries. Works for both text and file inputs.

#### Parameters

- **maxsize** – maximum allowed length / size
- **minsize** – minimum allowed length / size

#### Examples

Check if text string is shorter than 33 characters:

```
INPUT(_type='text', _name='name', requires=IS_LENGTH(32))
```

Check if password string is longer than 5 characters:

```
INPUT(_type='password', _name='name', requires=IS_LENGTH(minsize=6))
```

Check if uploaded file has size between 1KB and 1MB:

```
INPUT(_type='file', _name='name', requires=IS_LENGTH(1048576, 1024))
```

Other examples:

```
>>> IS_LENGTH() ('')
('', None)
>>> IS_LENGTH() ('1234567890')
('1234567890', None)
>>> IS_LENGTH(maxsize=5, minsize=0)('1234567890') # too long
('1234567890', 'enter from 0 to 5 characters')
>>> IS_LENGTH(maxsize=50, minsize=20)('1234567890') # too short
('1234567890', 'enter from 20 to 50 characters')
```

```
class gluon.validators.IS_LIST_OF (other=None, minimum=0, maximum=100, er-
                                     ror_message=None)
```

```
Bases: gluon.validators.Validator
```

```
class gluon.validators.IS_LOWER
```

```
Bases: gluon.validators.Validator
```

Converts to lower case:

```
>>> IS_LOWER() ('ABC')
('abc', None)
>>> IS_LOWER() ('Ñ')
('\xc3\xbf', None)
```

```
class gluon.validators.IS_MATCH (expression, error_message='Invalid expression', strict=False,
                                     search=False, extract=False, is_unicode=False)
```

```
Bases: gluon.validators.Validator
```

#### Example

Used as:



```
INPUT(_type='text', _name='name', requires=IS_MATCH('.+'))
```

The argument of IS\_MATCH is a regular expression:

```
>>> IS_MATCH('.+')('hello')
('hello', None)

>>> IS_MATCH('hell')('hello')
('hello', None)

>>> IS_MATCH('hell.*', strict=False)('hello')
('hello', None)

>>> IS_MATCH('hello')('shello')
('shello', 'invalid expression')

>>> IS_MATCH('hello', search=True)('shello')
('shello', None)

>>> IS_MATCH('hello', search=True, strict=False)('shellox')
('shellox', None)

>>> IS_MATCH('.*hello.*', search=True, strict=False)('shellox')
('shellox', None)

>>> IS_MATCH('.+')('')
('', 'invalid expression')
```

```
class gluon.validators.IS_EQUAL_TO(expression, error_message='No match')
    Bases: gluon.validators.Validator
```

### Example

Used as:

```
INPUT(_type='text', _name='password')
INPUT(_type='text', _name='password2',
      requires=IS_EQUAL_TO(request.vars.password))
```

The argument of IS\_EQUAL\_TO is a string:

```
>>> IS_EQUAL_TO('aaa')('aaa')
('aaa', None)

>>> IS_EQUAL_TO('aaa')('aab')
('aab', 'no match')
```

```
class gluon.validators.IS_NOT_EMPTY(error_message='Enter a value', empty_regex=None)
    Bases: gluon.validators.Validator
```

### Example

Used as:

```

INPUT(_type='text', _name='name', requires=IS_NOT_EMPTY())

>>> IS_NOT_EMPTY() (1)
(1, None)
>>> IS_NOT_EMPTY() (0)
(0, None)
>>> IS_NOT_EMPTY() ('x')
('x', None)
>>> IS_NOT_EMPTY() (' x ')
('x', None)
>>> IS_NOT_EMPTY() (None)
(None, 'enter a value')
>>> IS_NOT_EMPTY() ('')
('', 'enter a value')
>>> IS_NOT_EMPTY()(' ')
('', 'enter a value')
>>> IS_NOT_EMPTY()(' \n\t')
('', 'enter a value')
>>> IS_NOT_EMPTY() ([])
([], 'enter a value')
>>> IS_NOT_EMPTY(empty_regex='def')('def')
('', 'enter a value')
>>> IS_NOT_EMPTY(empty_regex='de[fg]')('deg')
('', 'enter a value')
>>> IS_NOT_EMPTY(empty_regex='def')('abc')
('abc', None)

```

```

class gluon.validators.IS_NOT_IN_DB(dbset, field, error_message='Value already in
                                     database or empty', allowed_override=[], ig-
                                     nore_common_filters=False)

```

Bases: gluon.validators.Validator

### Example

Used as:

```
INPUT(_type='text', _name='name', requires=IS_NOT_IN_DB(db, db.table))
```

makes the field unique

**set\_self\_id**(*id*)

```

gluon.validators.IS_NULL_OR
alias of gluon.validators.IS_EMPTY_OR

```

```

class gluon.validators.IS_SLUG(maxlen=80, check=False, error_message='Must be slug',
                                keep_underscores=False)

```

Bases: gluon.validators.Validator

converts arbitrary text string to a slug:

```

>>> IS_SLUG() ('abc123')
('abc123', None)
>>> IS_SLUG() ('ABC123')
('abc123', None)
>>> IS_SLUG() ('abc-123')
('abc-123', None)

```

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```

>>> IS_SLUG() ('abc--123')
('abc-123', None)
>>> IS_SLUG() ('abc 123')
('abc-123', None)
>>> IS_SLUG() ('abc      _123')
('abc-123', None)
>>> IS_SLUG() ('-abc-')
('abc', None)
>>> IS_SLUG() ('--a--b--_ -c--')
('a-b-c', None)
>>> IS_SLUG() ('abc&123')
('abc123', None)
>>> IS_SLUG() ('abc&123&def')
('abc123def', None)
>>> IS_SLUG() ('ñ')
('n', None)
>>> IS_SLUG(maxlen=4) ('abc123')
('abc1', None)
>>> IS_SLUG() ('abc_123')
('abc-123', None)
>>> IS_SLUG(keep_underscores=False) ('abc_123')
('abc-123', None)
>>> IS_SLUG(keep_underscores=True) ('abc_123')
('abc_123', None)
>>> IS_SLUG(check=False) ('abc')
('abc', None)
>>> IS_SLUG(check=True) ('abc')
('abc', None)
>>> IS_SLUG(check=False) ('a bc')
('a-bc', None)
>>> IS_SLUG(check=True) ('a bc')
('a bc', 'must be slug')

```

**static urlify** (*value*, *maxlen=80*, *keep\_underscores=False*)

```

class gluon.validators.IS_STRONG (min=None, max=None, upper=None, lower=None,
                                number=None, entropy=None, special=None,
                                specials='~!@#$$%^&*()_+~=?<>, .:;{}|'|', invalid='
                                "', error_message=None, es=False)

```

Bases: object

## Examples

Use as:

```

INPUT(_type='password', _name='passwd',
      requires=IS_STRONG(min=10, special=2, upper=2))

```

enforces complexity requirements on a field

```

>>> IS_STRONG(es=True) ('Abcd1234')
('Abcd1234',
 'Must include at least 1 of the following: ~!@#$$%^&*()_+~=?<>, .:;{}|'|')
>>> IS_STRONG(es=True) ('Abcd1234!')
('Abcd1234!', None)

```

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```

>>> IS_STRONG(es=True, entropy=1)('a')
('a', None)
>>> IS_STRONG(es=True, entropy=1, min=2)('a')
('a', 'Minimum length is 2')
>>> IS_STRONG(es=True, entropy=100)('abc123')
('abc123', 'Entropy (32.35) less than required (100)')
>>> IS_STRONG(es=True, entropy=100)('and')
('and', 'Entropy (14.57) less than required (100)')
>>> IS_STRONG(es=True, entropy=100)('aaa')
('aaa', 'Entropy (14.42) less than required (100)')
>>> IS_STRONG(es=True, entropy=100)('ald')
('ald', 'Entropy (15.97) less than required (100)')
>>> IS_STRONG(es=True, entropy=100)('añd')
('a\xc3\xb1d', 'Entropy (18.13) less than required (100)')

```

```

class gluon.validators.IS_TIME(error_message='Enter time as hh:mm:ss (seconds, am, pm optional)')
    Bases: gluon.validators.Validator

```

### Example

Use as:

```
INPUT(_type='text', _name='name', requires=IS_TIME())
```

understands the following formats hh:mm:ss [am/pm] hh:mm [am/pm] hh [am/pm]

[am/pm] is optional, ‘:’ can be replaced by any other non-space non-digit:

```

>>> IS_TIME()('21:30')
(datetime.time(21, 30), None)
>>> IS_TIME()('21-30')
(datetime.time(21, 30), None)
>>> IS_TIME()('21.30')
(datetime.time(21, 30), None)
>>> IS_TIME()('21:30:59')
(datetime.time(21, 30, 59), None)
>>> IS_TIME()('5:30')
(datetime.time(5, 30), None)
>>> IS_TIME()('5:30 am')
(datetime.time(5, 30), None)
>>> IS_TIME()('5:30 pm')
(datetime.time(17, 30), None)
>>> IS_TIME()('5:30 whatever')
('5:30 whatever', 'enter time as hh:mm:ss (seconds, am, pm optional)')
>>> IS_TIME()('5:30 20')
('5:30 20', 'enter time as hh:mm:ss (seconds, am, pm optional)')
>>> IS_TIME()('24:30')
('24:30', 'enter time as hh:mm:ss (seconds, am, pm optional)')
>>> IS_TIME()('21:60')
('21:60', 'enter time as hh:mm:ss (seconds, am, pm optional)')
>>> IS_TIME()('21:30::')
('21:30::', 'enter time as hh:mm:ss (seconds, am, pm optional)')
>>> IS_TIME()('')
('', 'enter time as hh:mm:ss (seconds, am, pm optional)')ù

```

```
class gluon.validators.IS_UPLOAD_FILENAME (filename=None, extension=None, lastdot=True,  
                                           case=1, error_message='Enter valid filename')
```

Bases: gluon.validators.Validator

Checks if name and extension of file uploaded through file input matches given criteria.

Does *not* ensure the file type in any way. Returns validation failure if no data was uploaded.

#### Parameters

- **filename** – filename (before dot) regex
- **extension** – extension (after dot) regex
- **lastdot** – which dot should be used as a filename / extension separator: True means last dot, eg. file.png -> file / png False means first dot, eg. file.tar.gz -> file / tar.gz
- **case** – 0 - keep the case, 1 - transform the string into lowercase (default), 2 - transform the string into uppercase

If there is no dot present, extension checks will be done against empty string and filename checks against whole value.

#### Examples

Check if file has a pdf extension (case insensitive):

```
INPUT(_type='file', _name='name', requires=IS_UPLOAD_FILENAME(extension='pdf'))
```

Check if file has a tar.gz extension and name starting with backup:

```
INPUT(_type='file', _name='name', requires=IS_UPLOAD_FILENAME(filename='backup.*', extension='tar.gz', lastdot=False))
```

Check if file has no extension and name matching README (case sensitive):

```
INPUT(_type='file', _name='name', requires=IS_UPLOAD_FILENAME(filename='^README$', extension='^$', case=0))
```

```
class gluon.validators.IS_UPPER
```

Bases: gluon.validators.Validator

Converts to upper case:

```
>>> IS_UPPER() ('abc')  
('ABC', None)  
>>> IS_UPPER() ('ñ')  
('\xc3\x91', None)
```

```
class gluon.validators.IS_URL (error_message='Enter a valid URL', mode='http', allowed_schemes=None,  
                               prepend_scheme='http', allowed_tlds=None)
```

Bases: gluon.validators.Validator

Rejects a URL string if any of the following is true:

- The string is empty or None
- The string uses characters that are not allowed in a URL
- The string breaks any of the HTTP syntactic rules
- The URL scheme specified (if one is specified) is not 'http' or 'https'

- The top-level domain (if a host name is specified) does not exist

(These rules are based on RFC 2616: <http://www.faqs.org/rfcs/rfc2616.html>)

This function only checks the URL's syntax. It does not check that the URL points to a real document, for example, or that it otherwise makes sense semantically. This function does automatically prepend 'http://' in front of a URL in the case of an abbreviated URL (e.g. 'google.ca').

If the parameter mode='generic' is used, then this function's behavior changes. It then rejects a URL string if any of the following is true:

- The string is empty or None
- The string uses characters that are not allowed in a URL
- The URL scheme specified (if one is specified) is not valid

(These rules are based on RFC 2396: <http://www.faqs.org/rfcs/rfc2396.html>)

The list of allowed schemes is customizable with the allowed\_schemes parameter. If you exclude None from the list, then abbreviated URLs (lacking a scheme such as 'http') will be rejected.

The default prepended scheme is customizable with the prepend\_scheme parameter. If you set prepend\_scheme to None then prepending will be disabled. URLs that require prepending to parse will still be accepted, but the return value will not be modified.

IS\_URL is compatible with the Internationalized Domain Name (IDN) standard specified in RFC 3490 (<http://tools.ietf.org/html/rfc3490>). As a result, URLs can be regular strings or unicode strings. If the URL's domain component (e.g. google.ca) contains non-US-ASCII letters, then the domain will be converted into Punycode (defined in RFC 3492, <http://tools.ietf.org/html/rfc3492>). IS\_URL goes a bit beyond the standards, and allows non-US-ASCII characters to be present in the path and query components of the URL as well. These non-US-ASCII characters will be escaped using the standard '%20' type syntax. e.g. the unicode character with hex code 0x4e86 will become '%4e86'

### Parameters

- **error\_message** – a string, the error message to give the end user if the URL does not validate
- **allowed\_schemes** – a list containing strings or None. Each element is a scheme the inputted URL is allowed to use
- **prepend\_scheme** – a string, this scheme is prepended if it's necessary to make the URL valid

Code Examples:

```
INPUT(_type='text', _name='name', requires=IS_URL())
>>> IS_URL() ('abc.com')
('http://abc.com', None)

INPUT(_type='text', _name='name', requires=IS_URL(mode='generic'))
>>> IS_URL(mode='generic') ('abc.com')
('abc.com', None)

INPUT(_type='text', _name='name',
      requires=IS_URL(allowed_schemes=['https'], prepend_scheme='https'))
>>> IS_URL(allowed_schemes=['https'], prepend_scheme='https') ('https://abc.com')
('https://abc.com', None)

INPUT(_type='text', _name='name',
      requires=IS_URL(prepend_scheme='https'))
```

(continues on next page)

(continued from previous page)

```

>>> IS_URL(prepend_scheme='https')('abc.com')
('https://abc.com', None)

INPUT(_type='text', _name='name',
      requires=IS_URL(mode='generic', allowed_schemes=['ftps', 'https'],
                      prepend_scheme='https'))
>>> IS_URL(mode='generic', allowed_schemes=['ftps', 'https'], prepend_scheme=
↪'https')('https://abc.com')
('https://abc.com', None)
>>> IS_URL(mode='generic', allowed_schemes=['ftps', 'https', None], prepend_
↪scheme='https')('abc.com')
('abc.com', None)

```

@author: Jonathan Benn

```

class gluon.validators.IS_JSON(error_message='Invalid json', native_json=False)
Bases: gluon.validators.Validator

```

### Example

Used as:

```

INPUT(_type='text', _name='name',
      requires=IS_JSON(error_message="This is not a valid json input"))

>>> IS_JSON()({'"a": 100'})
({u'a': 100}, None)

>>> IS_JSON()('spam1234')
('spam1234', 'invalid json')

```

**formatter** (*value*)

For some validators returns a formatted version (matching the validator) of value. Otherwise just returns the value.





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### 38.1 The widget is called from web2py

```
class gluon.widget.IO
    Bases: object

    write (data)

gluon.widget.check_existent_app (options, appname)
gluon.widget.console ()
    Defines the behavior of the console web2py execution
gluon.widget.get_code_for_scheduler (app, options)
gluon.widget.get_url (host, path='/', proto='http', port=80)
gluon.widget.run_system_tests (options)
    Runs unittests for gluon.tests
gluon.widget.start (cron=True)
    Starts server
gluon.widget.start_browser (url, startup=False)
gluon.widget.start_schedulers (options)
class gluon.widget.web2pyDialog (root, options)
    Bases: object

    Main window dialog
```

**checkTaskBar** ()  
Checks taskbar status

**connect\_pages** ()  
Connects pages

**error** (*message*)  
Shows error message

**quit** (*justHide=False*)  
Finishes the program execution

**server\_ready** ()

**start** ()  
Starts web2py server

**start\_schedulers** (*app*)

**stop** ()  
Stops web2py server

**try\_start\_scheduler** (*app*)

**try\_stop\_scheduler** (*app*)

**update** (*text*)  
Updates app text

**update\_canvas** ()  
Updates canvas

**update\_schedulers** (*start=False*)

## CHAPTER 39

---

### xmlrpc Module

---

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`gluon.xmlrpc.handler` (*request, response, methods*)



## CHAPTER 40

---

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