

# PyScaffold Documentation

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Blue Yonder

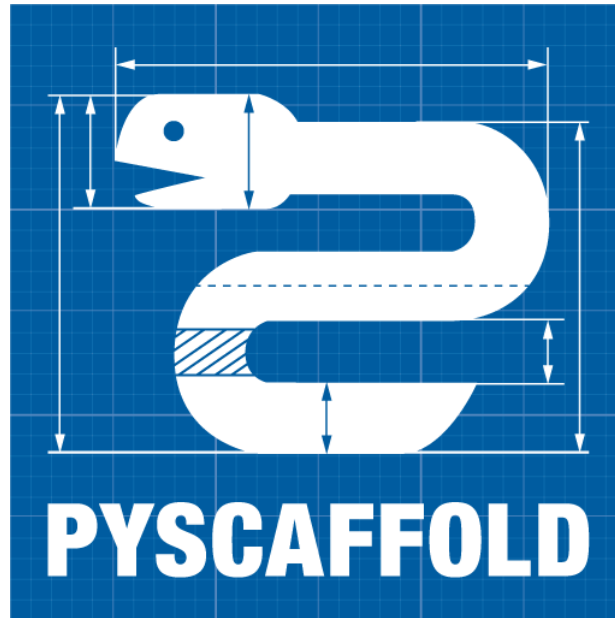
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PyScaffold helps you setup a new Python project. It is as easy as:

```
putup my_project
```

This will create a new folder called `my_project` containing a perfect *project template*<sup>1</sup> with everything you need for some serious coding. After the usual:

```
pip install -U pip setuptools setuptools_scm
pip install -e .
```

you are all set and ready to go which means in a Python shell you can do the following:

```
>>> from my_project.skeleton import fib
>>> fib(10)
55
```

Type `putup -h` to learn about more configuration options. PyScaffold assumes that you have [Git](#) installed and set up on your PC, meaning at least your name and email are configured. The project template in `my_project` provides you with a lot of *features*.

There is also a [video tutorial](#) on how to develop a command-line application with the help of PyScaffold.

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**Note:** PyScaffold 4 is compatible with Python 3.6 and greater (*you might be able to run it on Python 3.5, however that is not officially supported*). For legacy Python 2.7 please install PyScaffold 2.5 (*not officially supported*).

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<sup>1</sup> PyScaffold's project template makes use of a dedicated `src` folder to store all the package files meant for distribution (additional files like tests and documentation are kept in their own separated folders). You can find some comments and useful links about this design decision in our [FAQ](#).



## FEATURES

PyScaffold comes with a lot of elaborated features and configuration defaults to make the most common tasks in developing, maintaining and distributing your own Python package as easy as possible.

### 1.1 Configuration, Packaging & Distribution

All configuration can be done in `setup.cfg` like changing the description, URL, classifiers, installation requirements and so on as defined by `setuptools`. That means in most cases it is not necessary to tamper with `setup.py`. In fact, if you don't do `editable installs` you don't even need it (in the future `editable installs` should be possible even without `setup.py`). The syntax of `setup.cfg` is pretty much self-explanatory and well commented, check out this [example](#) or `setuptools`' [documentation](#).

If you use `tox`, PyScaffold will already configure everything out of the box<sup>1</sup> so you can easily build your distribution, in a [PEP 517/PEP 518](#) compliant way, by just running:

```
tox -e build
```

Alternatively, if you are not a huge fan of isolated builds, or prefer running the commands yourself, you can execute `python setup.py sdist` or `python setup.py bdist_wheel` (recommended).

#### Uploading to PyPI

Of course uploading your package to the official Python package index [PyPI](#) for distribution also works out of the box. Just create a distribution as mentioned above and again `tox` will help you:

```
tox -e publish
```

This will first upload your package using [TestPyPI](#), so you can be a good citizen of the Python world, check/test everything is fine, and then, when you are absolutely sure the moment has come for your package to shine, you can go ahead and run `tox -e --publish -- --repository pypi`<sup>2</sup>. Just remember that for this to work, you have to first register a [PyPI](#) account (and also a [TestPyPI](#) one).

Under the hood, `tox` uses [twine](#) for uploads to [PyPI](#) (as configured by PyScaffold in the `tox.ini` file), so if you prefer running things yourself, you can also run:

```
pip install twine
twine upload --repository testpypi dist/*
```

---

<sup>1</sup> `Tox` is a [virtual environment](#) management and test tool that allows you to define and run custom tasks that call executables from Python packages. In general, PyScaffold will already pre-configure `tox` to do the most common tasks for you. You can have a look on what is available out of the box by running `tox -av`, or go ahead and check `tox` docs to automatise your own tasks.

<sup>2</sup> The verbose command is intentional to prevent regrets... Once the package is in [PyPI](#), it should be left there... All the implementation should be finalised before publishing.

Please notice that [PyPI](#) does not allow uploading local versions for practical reasons. Thus, you have to create a git tag before uploading a version of your distribution. Read more about it in the [versioning](#) section below.

**Warning:** Old guides might mention `python setup.py upload`, but its usage nowadays is strongly discouraged and even some of the new [PyPI](#) features won't work correctly if you don't use [twine](#).

### Namespace Packages

If you want to work with [namespace packages](#), you would be glad to know that PyScaffold supports the [PEP 420](#) specification for implicit namespaces, which is very useful to distribute a larger package as a collection of smaller ones. `putup` can automatically setup everything you need with the `--namespace` option. For example, use:

```
putup my_project --package my_package --namespace com.my_domain
```

to define `my_package` inside the namespace `com.my_domain`, Java-style.

**Warning:** Please note that prior to PyScaffold 4.0, namespaces were generated explicitly with [pkg\\_resources](#), instead of [PEP 420](#). Moreover, if you are developing “subpackages” for already existing namespaces, please check which convention the namespaces are currently following. Different styles of [namespace packages](#) might be incompatible. If you don't want to update existing namespace packages to [PEP 420](#), you will probably need to manually copy the `__init__.py` file for the umbrella namespace folder from an existing project. Additionally have a look on our [FAQ](#) about how to disable implicit namespaces.

### Package and Files Data

Additional data, e.g. images and text files, that **must reside within** your package, e.g. under `my_project/src/my_package`, and are tracked by Git will automatically be included (`include_package_data = True` in `setup.cfg`). It is not necessary to have a `MANIFEST.in` file for this to work. Just make sure that all files are added to your repository. To read this data in your code, use:

```
from pkgutil import get_data
data = get_data('my_package', 'path/to/my/data.txt')
```

Starting from Python 3.7 an even better approach is using `importlib.resources`:

```
from importlib.resources import read_text, read_binary
data = read_text('my_package.sub_package', 'data.txt')
```

Note that we need a proper package structure in this case, i.e. directories need to contain `__init__.py` and we only specify the file `data.txt`, no path is allowed. The library `importlib_resources` provides a backport of this feature.

Please have in mind that the `include_package_data` option in `setup.cfg` is only guaranteed to be read when creating [wheels](#). Other distribution methods might behave unexpectedly (e.g. always including data files even when `include_package_data = False`). Therefore, the best option if you want to have data files in your repository **but not as part of the pip installable package** is to add them somewhere **outside** the `src` directory (e.g. a `files` directory in the root of the project, or inside `tests` if you use them for checks). Additionally you can exclude them explicitly via the `[options.packages.find] exclude` option in `setup.cfg`.



**Warning:** Using package files to store runtime configuration or mutable data is not considered good practice. Package files should be read-only. If you need configuration files, or files that should be written at runtime, please consider doing so inside standard locations in the user's home folder ([appdirs](#) is a good library for that). If needed you can even create them at the first usage from a read-only template, which in turn can be a package file.

## 1.2 Versioning and Git Integration

Your project is already an initialised Git repository and `setuptools` uses the information of tags to infer the version of your project with the help of `setuptools_scm`. To use this feature you need to tag with the format `MAJOR.MINOR[.PATCH]`, e.g. `0.0.1` or `0.1`. Run `python setup.py --version` to retrieve the current PEP 440-compliant version. This version will be used when building a package and is also accessible through `my_project.__version__`. If you want to upload to PyPI you have to tag the current commit before uploading since PyPI does not allow local versions, e.g. `0.0.dev5+gc5da6ad`, for practical reasons.

### Best Practices and Common Errors with Version Numbers

- **How do I get a clean version like 3.2.4 when I have 3.2.3.post0.dev9+g6817bd7?** Just commit all your changes and create a new tag using `git tag v3.2.4`. In order to build an old version checkout an old tag, e.g. `git checkout -b v3.2.3 v3.2.3` and run `tox -e build` or `python setup.py bdist_wheel`.
- **Why do I see `unknown` as version?** In most cases this happens if your source code is no longer a proper Git repository, maybe because you moved or copied it or Git is not even installed. In general using `pip install -e ., python setup.py install` or `python setup.py develop` to install your package is only recommended for developers of your Python project, which have Git installed and use a proper Git repository anyway. Users of your project should always install it using the distribution you built for them e.g. `pip install my_project-3.2.3-py3-none-any.whl`. You build such a distribution by running `tox -e build` (or `python setup.py bdist_wheel`) and then find it under `./dist`.
- **Is there a good versioning scheme I should follow?** The most common practice is to use [Semantic Versioning](#). Following this practice avoids the so called [dependency hell](#) for the users of your package. Also be sure to set attributes like `python_requires` and `install_requires` appropriately in `setup.cfg`.
- **Is there a best practise for distributing my package?** First of all, cloning your repository or just copying your code around is a really bad practice which comes with tons of pitfalls. The *clean* way is to first build a distribution and then give this distribution to your users. This can be done by just copying the distribution file or uploading it to some artifact store like PyPI for public packages or `devpi`, `Nexus`, etc. for private packages. Also check out this article about [packaging, versioning and continuous integration](#).
- **Using some CI service, why is the version `unknown` or `my\_project-0.0.post0.dev50`?** Some CI services use shallow git clones, i.e. `--depth N`, or don't download git tags to save bandwidth. To verify that your repo works as expected, run:

```
git describe --dirty --tags --long --first-parent
```

which is basically what `setuptools_scm` does to retrieve the correct version number. If this command fails, tweak how your repo is cloned depending on your CI service and make sure to also download the tags, i.e. `git fetch origin --tags`.

### Pre-commit Hooks

Unleash the power of Git by using its [pre-commit hooks](#). This feature is available through the `--pre-commit` flag. After your project's scaffold was generated, make sure pre-commit is installed, e.g. `pip install pre-commit`, then just run `pre-commit install`.

It goes unsaid that also a default `.gitignore` file is provided that is well adjusted for Python projects and the most common tools.

## 1.3 Sphinx Documentation

PyScaffold will prepare a `docs` directory with all you need to start writing your documentation. Start editing the file `docs/index.rst` to extend the documentation.

The [Numpy](#) and [Google style docstrings](#) are activated by default.

If you have `tox` in your system, simply run `tox -e docs` or `tox -e doctests` to compile the docs or run the doctests.

Alternatively, if you have `make` and [Sphinx](#) installed in your computer, build the documentation with `make -C docs html` and run doctests with `make -C docs doctest`. Just make sure Sphinx 1.3 or above is installed.

The documentation also works with [Read the Docs](#). Please check the [RTD guides](#) to learn how to import your documents into the website.

---

**Note:** In order to generate the docs locally, you will need to install any dependency used to build your doc files (and probably all your project dependencies) in the same Python environment where [Sphinx](#) is installed (either the global Python installation or a `conda/virtualenv/venv` environment). For example, if you want to use the [Read the Docs](#) classic theme, the `sphinx_rtd_theme` package should be installed.

If you are using `tox -e docs`, `tox` will take care of generating a virtual environment and installing all these dependencies automatically. You will only need to list your doc dependencies (like `sphinx_rtd_theme`) under the `deps` property of the `[testenv: {docs, doctests}]` section in the `tox.ini` file. You can also use the `docs/requirements.txt` file to store them. This file can be used by both [Read the Docs](#) and `tox` when generating the docs.

---

## 1.4 Dependency Management in a Breeze

PyScaffold out of the box allows developers to express abstract dependencies and take advantage of `pip` to manage installation. It also can be used together with a [virtual environment](#) (also called *virtual env*) to avoid *dependency hell* during both development and production stages.

In particular, PyPA's [Pipenv](#) can be integrated in any PyScaffold-generated project by following standard [setuptools](#) conventions. Keeping abstract requirements in `setup.cfg` and running `pipenv install -e .` is basically what you have to do.

If you prefer managing your dependencies yourself in a virtual env co-located with your package, PyScaffold can also help to reduce the boilerplate. With the `--venv` option, a virtual env will be bootstrapped and waiting to be activated. And if you are the kind of person that always install the same packages when creating a virtual env, PyScaffold's option `--venv-install PACKAGE` will be the right one for you. You can even integrate [pip-tools](#) in this workflow, by putting a `-e file:.` in your `requirements.in`.

You can check the details on how all of that works in [Dependency Management](#).

**Warning:** *Experimental Feature* - Pipenv and pip-tools support is experimental and might change in the future.

## 1.5 Automation, Tests & Coverage

PyScaffold relies on `pytest` to run all automated tests defined in the subfolder `tests`. Some sane default flags for `pytest` are already defined in the `[tool:pytest]` section of `setup.cfg`. The `pytest` plugin `pytest-cov` is used to automatically generate a coverage report. It is also possible to provide additional parameters and flags on the commandline, e.g., type:

```
pytest -h
```

to show the help of `pytest` (requires `pytest` to be installed in your system or [virtual environment](#)).

### JUnit and Coverage HTML/XML

For usage with a continuous integration software JUnit and Coverage XML output can be activated in `setup.cfg`. Use the flag `--travis` to generate templates of the [Travis](#) configuration files `.travis.yml` and `tests/travis_install.sh` which even features the coverage and stats system [Coveralls](#). If you are using [GitLab](#) you can get a default `.gitlab-ci.yml` also running `pytest-cov` with the flag `--gitlab`.

### Managing test environments and tasks with tox

Projects generated with PyScaffold are configured by default to use `tox` to run some common tasks. `Tox` is a [virtual environment](#) management and test tool that allows you to define and run custom tasks that call executables from Python packages.

If you simply install `tox` and run from the root folder of your project:

```
tox
```

`tox` will download the dependencies you have specified, build the package, install it in a virtual environment and run the tests using `pytest`, so you are sure everything is properly tested. You can rely on the [tox documentation](#) for detailed configuration options (which include the possibility of running the tests for different versions of Python).

You are not limited to running your tests, with `tox` you can define all sorts of automation tasks. We include just a few examples out of the box:

```
tox -e build # will bundle your package and create a distribution inside the `dist`  
↳ folder  
tox -e publish # will upload your distribution to a package index server  
tox -e docs # will build your docs
```

but you can go ahead and check [tox examples](#), or this [tox tutorial](#) from Sean Hammond for more ideas, e.g. running static code analyzers (pyflakes and pep8) with `flake8`. Run `tox -av` to list all the available tasks.

## 1.6 Management of Requirements & Licenses

Installation requirements of your project can be defined inside `setup.cfg`, e.g. `install_requires = numpy; scipy`. To avoid package dependency problems it is common to not pin installation requirements to any specific version, although minimum versions, e.g. `sphinx>=1.3`, or maximum versions, e.g. `pandas<0.12`, are used sometimes.

More specific installation requirements should go into `requirements.txt`. This file can also be managed with the help of `pip compile` from `pip-tools` that basically pins packages to the current version, e.g. `numpy==1.13.1`. The packages defined in `requirements.txt` can be easily installed with:

```
pip install -r requirements.txt
```

The most popular open source licenses can be easily added to your project with the help of the `--license` flag. You only need to specify the license identifier according to the [SPDX index](#) so PyScaffold can generate the appropriate `LICENSE.txt` and configure your package. For example:

```
putup --license MPL-2.0 my_project
```

will create the `my_project` package under the [Mozilla Public License 2.0](#). The available licenses can be listed with `putup --help`, and you can find more information about each license in the [SPDX index](#) and [choosealicense.com](#).

## 1.7 Extensions

PyScaffold comes with several extensions:

- If you want a project setup for a *Data Science* task, just use `--dsproject` after having installed `pyscaffoldext-dsproject`.
- Create a *Django* project with the flag `--django` which is equivalent to `django-admin startproject my_project` enhanced by PyScaffold's features (requires the installation of `pyscaffoldext-django`).
- Create a template for your own PyScaffold extension with `--custom-extension` after having installed `pyscaffoldext-custom-extension` with `pip`.
- Have a `README.md` based on Markdown instead of `README.rst` by using `--markdown` after having installed `pyscaffoldext-markdown` with `pip`.
- With the help of `Cookiecutter` it is possible to further customize your project setup with a template tailored for PyScaffold. Just install `pyscaffoldext-cookiecutter` and add `--cookiecutter TEMPLATE` to your `putup` command to use a cookiecutter template which will be refined by PyScaffold afterwards.
- ... and many more like `--gitlab` to create the necessary files for [GitLab](#).

There is also documentation about *writing extensions*. Find more extensions within the [PyScaffold organisation](#) and consider contributing your own. All extensions can easily be installed with `pip install pyscaffoldext-NAME`.

## 1.8 Easy Updating

Keep your project's scaffold up-to-date by applying `putup --update my_project` when a new version of PyScaffold was released. An update will only overwrite files that are not often altered by users like `setup.py`. To update all files use `--update --force`. An existing project that was not setup with PyScaffold can be converted with `putup --force existing_project`. The force option is completely safe to use since the git repository of the existing project is not touched! Please check out the [Updating from Previous Versions](#) docs for more information on how to migrate from old versions and [configuration options](#) in `setup.cfg`.

### 1.8.1 Adding features

With the help of an experimental updating functionality it is also possible to add additional features to your existing project scaffold. If a scaffold lacking `.travis.yml` was created with `putup my_project` it can later be added by issuing `putup --update my_project --travis`. For this to work, PyScaffold stores all options that were initially used to put up the scaffold under the `[pyscaffold]` section in `setup.cfg`. Be aware that right now PyScaffold provides no way to remove a feature which was once added.

## 1.9 Saving your favourite combos (and some typing)

After start using PyScaffold, you probably will notice yourself repeating the same options most of the time. Don't worry, PyScaffold now allows you to skip the boring boilerplate with its **experimental** `default.cfg` file. Check out our [Configuration](#) section to get started.



## INSTALLATION

### 2.1 Requirements

The installation of PyScaffold only requires a recent version of [setuptools](#), i.e. at least version 38.3, as well as a working installation of [Git](#). Especially Windows users should make sure that the command `git` is available on the command line. Otherwise, check and update your `PATH` environment variable or run PyScaffold from the *Git Bash*.

---

**Note:** If you plan to create a [Django](#) project or want to use [Cookiecutter](#) with PyScaffold, please have a look on the extensions:

- Django - [pyscaffoldext-django](#)
  - Cookiecutter - [pyscaffoldext-cookiecutter](#)
- 

---

**Note:** It is recommended to use an [isolated environment](#) as provided by [virtualenv](#) or even better [Anaconda](#) for your work with Python in general.

---

### 2.2 Installation

PyScaffold relies on a Python package manager for its installation. The easiest way of getting started is via our loved [pip](#). Make sure you have `pip` installed<sup>1</sup>, then simply type:

```
pip install --upgrade pyscaffold
```

to get the latest stable version. The most recent development version can be installed with:

```
pip install --pre --upgrade pyscaffold
```

Using `pip` also has the advantage that all requirements are automatically installed.

If you want to install PyScaffold with all official extensions, run:

```
pip install --upgrade pyscaffold[all]
```

---

<sup>1</sup> In some operating systems, e.g. Ubuntu, this means installing a `python3-pip` package or similar via the OS's global package manager.

## 2.3 Alternative Methods

It is very easy to get PyScaffold installed with `pip`, but some people do prefer other package managers such as `conda` while doing their work.

If you do lots of number crunching or data science in general<sup>2</sup> and you already rely on `conda-forge` packages, you might also use the following method:

```
conda install -c conda-forge pyscaffold
```

It is also very common for developers to have more than one Python version installed on their machines, and a plethora of virtual environments spread all over the place... Instead of constantly re-installing PyScaffold in each one of these installations and virtual environments, you can use `pipx` to do a “minimally-invasive” system-wide installation and have the `putup` command always available independently of which Python you are using:

```
pipx install pyscaffold
```

Please check the documentation of each tool to understand how they work with extra requirements (e.g. `[all]`) or how to add extensions (e.g. `pipx inject pyscaffold pyscaffoldext-dsproject`).

## 2.4 Additional Requirements

We recommend installing `tox` together with PyScaffold (both can be installed with `pip`, `conda` or `pipx`), so you can take advantage of its automation capabilities and avoid having to install dependencies/requirements manually. If you do that, just by running the commands `tox` and `tox -e docs`, you should be able to run your tests or build your docs out of the box (a list with all the available tasks is obtained via the `tox -av` command).

Alternatively, when manually running commands like `pytest` and `make -C docs` within your project, some additional requirements (e.g. `pytest` and `Sphinx`) may be required. It might be the case you already have them installed but this can be confusing because these packages won't be available to other packages when you use a virtual environment. If that is the case, just install following packages inside the environment you are using for development:

- `Sphinx`
- `pytest`
- `pytest-cov`

---

**Note:** If you have problems using PyScaffold, please make sure you are using Python 3.6 or greater. You might be able to run PyScaffold on Python 3.5, however this method is not officially supported.

---

---

<sup>2</sup> `conda` is a very competent package manager for Python, not only when you have to deal with numbers. In general, when you rely on native extensions, hardware acceleration or lower level programming languages integration (such as C or C++), `conda` might just be the tool you are looking for.



## EXAMPLES

Just a few examples to get you an idea of how easy PyScaffold is to use:

**putup my\_little\_project** The simplest way of using PyScaffold. A directory `my_little_project` is created with a Python package named exactly the same. The MIT license will be used.

**putup skynet -l GPL-3.0-only -d "Finally, the ultimate AI!" -u http://sky.net**  
This will create a project and package named `skynet` licensed under the GPL3. The `description` inside `setup.cfg` is directly set to “Finally, the ultimate AI!” and the homepage to <http://sky.net>.

**putup Scikit-Gravity -p skgravity -l BSD-3-Clause** This will create a project named `Scikit-Gravity` but the package will be named `skgravity` with license new-BSD<sup>1</sup>.

**putup youtub --django --pre-commit -d "Ultimate video site for hot tub fans"**  
This will create a web project and package named `youtub` that also includes the files created by Django’s `django-admin`. The `description` in `setup.cfg` will be set and a file `.pre-commit-config.yaml` is created with a default setup for `pre-commit`.

**putup thoroughly\_tested --travis** This will create a project and package `thoroughly_tested` with files `tox.ini` and `.travis.yml` for `Tox` and `Travis`.

**putup my\_zope\_subpackage --namespace zope -l GPL-3.0-or-later** This will create a project and subpackage named `my_zope_subpackage` in the namespace `zope`. To be honest, there is really only the `Zope project` that comes to my mind which is using this exotic feature of Python’s packaging system. Chances are high, that you will never ever need a namespace package in your life.

---

<sup>1</sup> Notice the usage of SPDX identifiers for specifying the license in the CLI



## CONFIGURATION

### 4.1 Package Configuration

Projects set up with PyScaffold rely on `setuptools`, and therefore can be easily configured/customised via `setup.cfg`. Check out the example below:

```
# Docs on setup.cfg:
# http://setuptools.readthedocs.io/en/latest/setuptools.html#configuring-setup-using-
↪setup-cfg-files

[metadata]
name = my_project
description = A test project that was set up with PyScaffold
author = Florian Wilhelm
author-email = Florian.Wilhelm@blue-yonder.com
license = MIT
url = https://...
long-description = file: README.rst
platforms = any
classifiers =
    Development Status :: 5 - Production/Stable
    Topic :: Utilities
    Programming Language :: Python
    Programming Language :: Python :: 3
    Environment :: Console
    Intended Audience :: Developers
    License :: OSI Approved :: MIT License
    Operating System :: POSIX :: Linux
    Operating System :: Unix
    Operating System :: MacOS
    Operating System :: Microsoft :: Windows

[options]
zip_safe = False
packages = find:
include_package_data = True
package_dir =
    =src
# Add here dependencies of your project (semicolon/line-separated)
install_requires =
    pandas
    scikit-learn

[options.packages.find]
```

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```
where = src
exclude =
    tests

[options.extras_require]
# Add here additional requirements for extra features, like:
# pdf = ReportLab>=1.2; RXP
# rest = docutils>=0.3; pack ==1.1, ==1.3
all = django; cookiecutter
# Add here test requirements (semicolon/line-separated)
testing =
    pytest
    pytest-cov

[options.entry_points]
# Add here console scripts like:
# console_scripts =
#     script_name = ${package}.module:function
# For example:
# console_scripts =
#     fibonacci = ${package}.skeleton:run
# And any other entry points, for example:
# pyscaffold.cli =
#     awesome = pyscaffoldext.awesome.extension:AwesomeExtension

[test]
# py.test options when running `python setup.py test`
addopts = --verbose
extras = True

[tool:pytest]
# Options for py.test:
# Specify command line options as you would do when invoking py.test directly.
# e.g. --cov-report html (or xml) for html/xml output or --junitxml junit.xml
# in order to write a coverage file that can be read by Jenkins.
addopts =
    --cov pyscaffold --cov-report term-missing
    --verbose
norecursedirs =
    dist
    build
    .tox
testpaths = tests

[aliases]
release = sdist bdist_wheel upload

[bdist_wheel]
universal = 1

[build_sphinx]
# Options for Sphinx build
source_dir = docs
build_dir = docs/_build

[devpi:upload]
# Options for the devpi: PyPI server and packaging tool
```

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```
# VCS export must be deactivated since we are using setuptools-scm
no-vcs = 1
formats =
    sdist
    bdist_wheel

[flake8]
# Some sane defaults for the code style checker flake8
exclude =
    .tox
    build
    dist
    .eggs
    docs/conf.py

[pyscaffold]
# PyScaffold's parameters when the project was created.
# This will be used when updating. Do not change!
version = 4.0
package = my_package
extensions =
    namespace
namespace = ns1.ns2
```

You might also want to have a look on [pyproject.toml](#) for specifying dependencies required during the build:

```
[build-system]
# AVOID CHANGING REQUIRES: IT WILL BE UPDATED BY PYSCAFFOLD!
requires = ["setuptools>=46.1.0", "setuptools_scm[toml]>=4.1.2", "wheel"]
build-backend = "setuptools.build_meta"

[tool.setuptools_scm]
# See configuration details in https://github.com/pypa/setuptools_scm
version_scheme = "post-release"
```

Please note PyScaffold will add some internal information to `setup.cfg`, we do that to make updates a little smarter.

---

**Note:** To avoid splitting the configuration and build parameters among several files, PyScaffold uses the same file as `setuptools` (`setup.cfg`). Storing configuration in `pyproject.toml` is not supported. In the future, if the default build metadata location changes (as proposed by [PEP 621](#)), PyScaffold will follow the same pattern.

---

## 4.2 PyScaffold's Own Configuration

PyScaffold also allows you to save your favourite configuration to a file that will be automatically read every time you run `putup`, this way you can avoid always retyping the same command line options.

The locations of the configuration files vary slightly across platforms, but in general the following rule applies:

- Linux: `$XDG_CONFIG_HOME/pyscaffold/default.cfg` with fallback to `~/.config/pyscaffold/default.cfg`
- OSX: `~/Library/Preferences/pyscaffold/default.cfg`
- Windows(7): `%APPDATA%\pyscaffold\pyscaffold\default.cfg`

The file format resembles the `setup.cfg` generated automatically by PyScaffold, but with only the `metadata` and `pyscaffold` sections, for example:

```
[metadata]
author = John Doe
author-email = john.joe@gmail.com
license = MPL-2.0

[pyscaffold]
extensions =
    travis
    pre-commit
```

With this file in place, typing only:

```
$ putup myproj
```

will have the same effect as if you had typed:

```
$ putup --license MPL-2.0 --travis --pre-commit myproj
```

---

**Note:** For the time being, only the following options are allowed in the config file:

- **metadata** section: `author`, `author-email` and `license`
- **pyscaffold** section: `extensions` (and associated opts)

Options associated with extensions are the ones prefixed by an extension name.

---

To prevent PyScaffold from reading an existing config file, you can pass the `--no-config` option in the CLI. You can also save the given options when creating a new project with the `--save-config` option. Finally, to read the configurations from a location other than the default, use the `--config PATH` option. See `putup --help` for more details.

**Warning:** *Experimental Feature* - We are still evaluating how this new and exciting feature will work, so its API (including file format and name) is not considered stable and might change between minor versions. As previously stated, if the configuration file for `setuptools` changes (e.g. with [PEP 621](#)), PyScaffold will follow that and change its own configuration.

This means that in future versions, PyScaffold will likely adopt a more *pyproject.toml*-style configuration (and as a consequence the file name and extension might change).

## DEPENDENCY MANAGEMENT

**Warning:** *Experimental Feature* - PyScaffold support for [virtual environment](#) management is experimental and might change in the future.

The greatest advantage in packaging Python code (when compared to other forms of distributing programs and libraries) is that packages allow us to stand on the shoulders of giants: you don't need to implement everything by yourself, you can just declare dependencies on third-party packages and `setuptools`, `pip`, PyPI and their friends will do the heavy lifting for you.

Of course, with great power comes great responsibility. Package authors must be careful when declaring the versions of the packages they depend on, so the people consuming the final work can do reliable installations, without facing dependency hell. In the opensource community, two main strategies have emerged in the last few years:

- the first one is called **abstract** and consists of having permissive, minimal and generic dependencies, with versions specified by ranges, so anyone can install the package without many conflicts, sharing and reusing as much as possible dependencies that are already installed or are also required by other packages
- the second, called **concrete**, consists of having strict dependencies, with pinned versions, so all the users will have repeatable installations

Both approaches have advantages and disadvantages, and usually are used together in different phases of a project. As a rule of thumb, libraries tend to emphasize abstract dependencies (but can still have concrete dependencies for the development environment), while applications tend to rely on concrete dependencies (but can still have abstract dependencies specially if they are intended to be distributed via PyPI, e.g. command line tools and auxiliary WSGI apps/middleware to be mounted inside other domain-centric apps). For more information about this topic check [Donald Stufft](#) post.

Since PyScaffold aims the development of Python projects that can be easily packaged and distributed using the standard PyPI and `pip` flow, we adopt the specification of **abstract dependencies** using `setuptools`' `install_requires`. This basically means that if PyScaffold generated projects specify dependencies inside the `setup.cfg` file (using general version ranges), everything will work as expected.

## 5.1 Test Dependencies

While specifying the final dependencies for packages is pretty much straightforward (you just have to use `install_requires` inside `setup.cfg`), dependencies for running the tests can be a little bit trick.

Historically, `setuptools` provides a `tests_require` field that follows the same convention as `install_requires`, however this field is not strictly enforced, and `setuptools` doesn't really do much to enforce the packages listed will be installed before the test suite runs.

PyScaffold's recommendation is to create a `testing` field (actually you can name it whatever you want, but let's be explicit!) inside the `[options.extras_require]` section of `setup.cfg`. This way multiple test runners can have a centralised configuration and authors can avoid double bookkeeping.

If you use `tox` (recommended), you can list `testing` under the `extras` configuration field option (PyScaffold template for `tox.ini` already takes care of this configuration for you).

If running `pytest` directly, you will have to install those dependencies manually, or do a editable install of your package with `pip install -e .[testing]`.

---

**Note:** If you prefer to use just `tox` and keep everything inside `tox.ini`, please go ahead and move your test dependencies. Every should work just fine :)

---

**Warning:** PyScaffold strongly advocates the use of test runners to guarantee your project is correctly packaged/works in isolated environments. New projects will ship with a default `tox.ini` file that is a good starting point, with a few useful tasks. Run `tox -av` to list all the available tasks.

## 5.2 Development Environment

As previously mentioned, PyScaffold will get you covered when specifying the **abstract** or test dependencies of your package. We provide sensible configurations for `setuptools` and `tox` out-of-the-box. In most of the cases this is enough, since developers in the Python community are used to rely on tools like `virtualenv` and have a workflow that take advantage of such configurations. As an example, someone could do:

```
$ pip install pyscaffold
$ putup myproj
$ cd myproj
$ virtualenv .venv
# OR python -m venv .venv
$ source .venv/bin/activate
$ pip install -U pip setuptools setuptools_scm tox
# ... edit setup.cfg to add dependencies ...
$ pip install -e .
$ tox
```

However, someone could argue that this process is pretty manual and laborious to maintain specially when the developer changes the **abstract** dependencies.

PyScaffold can alleviate this pain a little bit with the `venv` extension:

```
$ putup myproj --venv --venv-install PACKAGE
# Is equivalent of running:
#
```

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```
# putup myproj
# cd myproj
# virtualenv .venv OR python -m venv .venv
# pip install PACKAGE
```

But it is still desirable to keep track of the version of each item in the dependency graph, so the developer can have environment reproducibility when trying to use another machine or discuss bugs with colleagues.

In the following sections, we describe how to use two popular command line tools, supported by PyScaffold, to tackle these issues.

---

**Note:** When called with the `--venv` option, PyScaffold will try first to use `virtualenv` (there are some advantages on using it, such as being faster), and if it is not installed, will fallback to Python stdlib's `venv`. Please notice however that even `venv` might not be available by default in your system: some OS/distributions split Python's stdlib in several packages and require the user to explicitly install them (e.g. Ubuntu will require you to do `apt install python3-venv`). If you run into problems, try installing `virtualenv` and run the command again.

---

### 5.2.1 How to integrate Pipenv

We can think in `Pipenv` as a virtual environment manager. It creates per-project `virtualenvs` and generates a `Pipfile.lock` file that contains a precise description of the dependency tree and enables re-creating the exact same environment elsewhere.

`Pipenv` supports two different sets of dependencies: the default one, and the `dev` set. The default set is meant to store runtime dependencies while the `dev` set is meant to store dependencies that are used only during development.

This separation can be directly mapped to PyScaffold strategy: basically the default set should mimic the `install_requires` option in `setup.cfg`, while the `dev` set should contain things like `tox`, `sphinx`, `pre-commit`, `ptpython` or any other tool the developer uses while developing.

---

**Note:** Test dependencies are internally managed by the test runner, so we don't have to tell `Pipenv` about them.

---

The easiest way of doing so is to add a `-e .` dependency (in resemblance with the non-automated workflow) in the default set, and all the other ones in the `dev` set. After using `Pipenv`, you should add both `Pipfile` and `Pipfile.lock` to your git repository to achieve reproducibility (maintaining a single `Pipfile.lock` shared by all the developers in the same project can save you some hours of sleep).

In a nutshell, PyScaffold+`Pipenv` workflow looks like:

```
$ pip install pyscaffold pipenv
$ putup myproj
$ cd myproj
# ... edit setup.cfg to add dependencies ...
$ pipenv install
$ pipenv install -e . # proxy setup.cfg install_requires
$ pipenv install --dev tox sphinx # etc
$ pipenv run tox # use `pipenv run` to access tools inside env
$ pipenv lock # to generate Pipfile.lock
$ git add Pipfile Pipfile.lock
```

After adding dependencies in `setup.cfg`, you can run `pipenv update` to add them to your virtual environment.

**Warning:** *Experimental Feature* - Pipenv is still a young project that is moving very fast. Changes in the way developers can use it are expected in the near future, and therefore PyScaffold support might change as well.

## 5.2.2 How to integrate pip-tools

Contrary to Pipenv, `pip-tools` does not replace entirely the aforementioned “manual” workflow. Instead, it provides lower level command line tools that can be integrated to it, in order to achieve better reproducibility.

The idea here is that you have two types files describing your dependencies: `*requirements.in` and `*requirements.txt`. The `.in` files are the ones used to list **abstract** dependencies, while the `.txt` files are generated by running `pip-compile`.

Again the easiest way of having the `requirements.in` file to mimic `setup.cfg`’ `install_requires` is to add *something like* `-e .` to it.

**Warning:** For the time being adding `-e file:.` is a working solution that is tested by `pip-tools` team (`-e .` will generate absolute file paths in the compiled file, which will make it impossible to share). However this situation might change in the near future. You can find more details about this topic and monitor any changes in <https://github.com/jazzband/pip-tools/issues/204>.

When using `-e file:.` in your `requirements.in` file, the compiled `requirements.txt` needs to be installed via `pip-sync` instead of `pip install -r requirements.txt`

You can also create multiple environments and have multiple “*profiles*”, by using different files, e.g. `dev-requirements.in` or `ci-requirements.in`, but keeping it simple and using `requirements.in` to represent all the tools you need to run common tasks in a development environment is a good practice, since you can omit the arguments when calling `pip-compile` and `pip-sync`. After all, if you need to have a separated test environment you can use `tox`, and the minimal dependencies of your packages are already listed in `setup.cfg`.

**Note:** The existence of a `requirements.txt` file in the root of your repository does not imply all the packages listed there will be considered direct dependencies of your package. This was valid for older versions of PyScaffold (3), but is no longer the case. If the file exists, it is completely ignored by PyScaffold and `setuptools`.

A simple a PyScaffold + `pip-tools` workflow looks like:

```
$ putup myproj --venv --venv-install pip-tools setuptools_scm && cd myproj
$ source .venv/bin/activate
# ... edit setup.cfg to add dependencies ...
$ echo '-e file:.' > requirements.in
$ echo -e 'tox\nsphinx\nptpython' >> requirements.in # etc
$ pip-compile
$ pip-sync
$ tox
# ... do some debugging/live experimentation running Python in the terminal
$ ptpython
$ git add *requirements.{in,txt}
```

After adding dependencies in `setup.cfg` (or to `requirements.in`), you can run `pip-compile` && `pip-sync` to add them to your virtual environment. If you want to add a dependency to the dev environment only, you can also:

```
$ echo "mydep>=1.2,<=2" >> requirements.in && pip-compile && pip-sync
```

**Warning:** *Experimental Feature* - the methods described here for integrating `pip-tools` and PyScaffold in a single workflow are tested to a certain degree and not considered stable. The usage of relative paths in the compiled `requirements.txt` file is a feature that have being several years in the making and still is under discussion. As everything in Python's packaging ecosystem right now, the implementation, APIs and specs might change in the future so it is up to the user to keep an eye on the official docs and use the logic explained here to achieve the expected results with the most up-to-date API `pip-tools` have to offer.

The issue <https://github.com/jazzband/pip-tools/issues/204> is worth following.

If you find that the procedure here no longer works, please open an issue on <https://github.com/pyscaffold/pyscaffold/issues>.



## MIGRATION TO PYSCAFFOLD

Migrating your existing project to PyScaffold is in most cases quite easy and requires only a few steps. We assume your project resides in the Git repository `my_project` and includes a package directory `my_package` with your Python modules.

Since you surely don't want to lose your Git history, we will just deploy a new scaffold in the same repository and move as well as change some files. But before you start, please make sure that your working tree is not dirty, i.e. all changes are committed and all important files are under version control.

Let's start:

1. Change into the parent folder of `my_project` and type:

```
putup my_project --force --no-skeleton -p my_package
```

in order to deploy the new project structure in your repository.

2. Now change into `my_project` and move your old package folder into `src` (if your existing project does not follow a [src layout](#) yet):

```
git mv my_package/* src/my_package/
```

Use the same technique if your project has a test folder other than `tests` or a documentation folder other than `docs`.

3. Use `git status` to check for untracked files and add them with `git add`.
4. Eventually, use `git difftool` to check all overwritten files for changes that need to be transferred. Most important is that all configuration that you may have done in `setup.py` by passing parameters to `setup(. . .)` need to be moved to `setup.cfg`. You will figure that out quite easily by putting your old `setup.py` and the new `setup.cfg` template side by side. Checkout the [documentation of setuptools](#) for more information about this conversion. In most cases you will not need to make changes to the new `setup.py` file provided by PyScaffold. The only exceptions are if your project uses compiled resources, e.g. Cython.
5. In order to check that everything works, run `pip install .` and `tox -e build` (or `python setup.py sdist`). If those two commands don't work, check `pyproject.toml`, `setup.cfg`, `setup.py` as well as your package under `src` again. Were all modules moved correctly? Is there maybe some `__init__.py` file missing? Be aware that projects containing a `pyproject.toml` file will build in a different, and sometimes non backwards compatible, way. If that is your case, you can try to keep the legacy behaviour by deleting `pyproject.toml` (or avoiding generating it in the first place with the `--no-pyproject` flag) and building the distributions exclusively with `setup.py`. After these basic commands, try also to run `make -C docs html` and `pytest` (or preferably their `tox` equivalents) to check that Sphinx and PyTest run correctly.



## UPDATING FROM PREVIOUS VERSIONS

When updating a project generated with the same major version of PyScaffold<sup>1</sup>, running `putup --update` should be enough to get you going. However updating from previous major versions of PyScaffold will probably require some manual adjustments. The following sections describe how to update from one major version into the following one.

**Warning:** Before updating make sure to commit all the pending changes in your repository. If something does not work exactly how you expected after the update, please revise the changes using a `diff` and perform the necessary corrections.

### 7.1 Updates from PyScaffold 2 to PyScaffold 3

Since the overall structure of a project set up with PyScaffold 2 differs quite much from a project generated with PyScaffold 3 it is not possible to just use the `--update` parameter. Still with some manual efforts an update from a scaffold generated with PyScaffold 2 to PyScaffold 3's scaffold is quite easy. Assume the name of our project is `old_project` with a package called `old_package` and no namespaces then just:

- 1) make sure your worktree is not dirty, i.e. commit all your changes,
- 2) run `putup old_project --force --no-skeleton -p old_package` to generate the new structure inplace and `cd` into your project,
- 3) move with `git mv old_package/* src/old_package/ --force` your old package over to the new `src` directory,
- 4) check `git status` and add untracked files from the new structure,
- 5) use `git difftool` to check all overwritten files, especially `setup.cfg`, and transfer custom configurations from the old structure to the new,
- 6) check if `python setup.py test sdist` works and commit your changes.

---

<sup>1</sup> PyScaffold uses 3 numbers for its version: `MAJOR.MINOR.PATCH` (when the numbers on the right are missing, just assume them as being 0), so PyScaffold 3.1.2 has the same major version as PyScaffold 3.3.1, but not PyScaffold 4.

## 7.2 Updates from PyScaffold 3 to PyScaffold 4

Most of the time, updating from PyScaffold 3 should be completely automatic. However, since in version 4 we have adopted Python's new standards for packaging (PEP 517/PEP 518), you might find the new build process incompatible.

If that is the case, you can use the `--no-pyproject` flag to keep using the legacy behaviour. You will need, though, to manually remove PyScaffold from your build dependencies (`setup_requires` in `setup.cfg`) and add `setuptools_scm`.

---

**Note:** The use of `setup_requires` is discouraged. If you are using `pyproject.toml`, PyScaffold will remove this field automatically and transfer the dependencies to the `pyproject.toml :: build-system.requires` field. However, if you are using legacy builds we will not remove it. You might be interested in doing that yourself and using other tools like `tox` to build your project with the correct dependencies in place. With `tox` you can specify a `build` testenv with the `skip_install` option and the required build time dependencies in `deps`.

---

PyScaffold 4 also adopts the [PEP 420](#) scheme for implicit namespaces and will automatically migrate existing packages. This is incompatible with the previously adopted `pkg_resources` methodology. **Fortunately, this will not affect you if you are not using namespaces**, but in the case you are, installing a new [PEP 420](#)-compliant package in an environment that already contains other packages with the same namespace but that use the `pkg_resources` methodology, will likely result in errors (please check the [official packaging namespace packages guides](#) for more information).

To solve this problem you will need to either migrate the existing packages to [PEP 420](#) or revert some specific configurations in `setup.cfg` after the update. In particular `packages = find_namespace:` should be converted back to `packages = find:` in the `[options]` section (use a `git difftool` to help you with that). If using [Sphinx](#) for the documentation, you can also remove the `--implicit-namespaces` option in the `cmd_line_template` variable in the `docs/conf.py` file.

**Warning:** Existing regular Python files (or other directories containing Python files) that do not belong to the package distribution but are placed inside the `src` folder (such as example files not meant to be packaged), can cause problems when building your package.

Please move these files if necessary to their own separated folders (e.g. the `docs` folder or a new `examples` folder in the root of the repository), or revert back to the `pkg_resources` implementation. Just have in mind that PyScaffold, considers the `src` directory to be exclusively dedicated to store files meant to be distributed, and will rely on that assumption on its future versions and updates.



## EXTENDING PYSCAFFOLD

PyScaffold is carefully designed to cover the essentials of authoring and distributing Python packages. Most of time, tweaking `putup` options is enough to ensure proper configuration of a project. However, for advanced use cases a deeper level of programmability may be required and PyScaffold's extension systems provides this.

PyScaffold can be extended at runtime by other Python packages. Therefore it is possible to change the behaviour of the `putup` command line tool without changing the PyScaffold code itself. In order to explain how this mechanism works, the following sections define a few important concepts and present a comprehensive guide about how to create custom extensions.

Additionally, [Cookiecutter templates](#) can also be used but writing a native PyScaffold extension is the preferred way.

---

**Note:** A perfect start for your own custom extension is the extension [custom\\_extension](#) for PyScaffold. Just install it with `pip install pyscaffoldext-custom-extension` and then create your own extension template with `putup --custom-extension pyscaffoldext-my-own-extension`.

---

### 8.1 Project Structure Representation

Each Python package project is internally represented by PyScaffold as a tree data structure, that directly relates to a directory entry in the file system. This tree is implemented as a simple (and possibly nested) `dict` in which keys indicate the path where files will be generated, while values indicate their content. For instance, the following dict:

```
{
  "folder": {
    "file.txt": "Hello World!",
    "another-folder": {
      "empty-file.txt": ""
    }
  }
}
```

represents a project directory in the file system that contains a single directory named `folder`. In turn, `folder` contains two entries. The first entry is a file named `file.txt` with content `Hello World!` while the second entry is a sub-directory named `another-folder`. Finally, `another-folder` contains an empty file named `empty-file.txt`.

Changed in version 4.0: Prior to version 4.0, the project structure included the top level directory of the project. Now it considers everything **under** the project folder.

Additionally, tuple values are also allowed in order to specify a **file operation** (or simply **file op**) that will be used to produce the file. In this case, the first element of the tuple is the file content, while the second element will be a

function (or more generally a `callable` object) responsible for writing that content to the disk. For example, the dict:

```
from pyscaffold.operations import create

{
    "src": {
        "namespace": {
            "module.py": ('print("Hello World!)", create)
        }
    }
}
```

represents a `src/namespace/module.py` file, under the project directory, with content `print("Hello World!")`, that will be written to the disk. When no operation is specified (i.e. when using a simple string instead of a tuple), PyScaffold will assume `create` by default.

---

**Note:** The `create` function simply creates a text file to the disk using UTF-8 encoding and the default file permissions. This behaviour can be modified by wrapping `create` within other functions/callables, for example:

```
from pyscaffold.operations import create, no_overwrite

{"file": ("content", no_overwrite(create))}
```

will prevent the file from being written if it already exists. See `pyscaffold.operations` for more information on how to write your own file operation and other options.

---

Finally, while it is simple to represent file contents as a string directly, most of the times we want to *customize* them according to the project parameters being created (e.g. package or author's name). So PyScaffold also accepts `string.Template` objects and functions (with a single `dict` argument and a `str` return value) to be used as contents. These templates and functions will be called with *PyScaffold's options* when it's time to create the file to the disk.

---

**Note:** `string.Template` objects will have `safe_substitute` called (not simply `substitute`).

---

This tree representation is often referred to in this document as **project structure** or simply **structure**.

## 8.2 Scaffold Actions

PyScaffold organizes the generation of a project into a series of steps with well-defined purposes. Each step is called **action** and is implemented as a simple function that receives two arguments: a project structure and a dict with options (some of them parsed from command line arguments, others from default values).

An action **MUST** return a tuple also composed by a project structure and a dict with options. The return values, thus, are usually modified versions of the input arguments. Additionally, an action can also have side effects, like creating directories or adding files to version control. The following pseudo-code illustrates a basic action:

```
def action(project_structure, options):
    new_struct, new_opts = modify(project_structure, options)
    some_side_effect()
    return new_struct, new_opts
```

The output of each action is used as the input of the subsequent action, forming a pipeline. Initially the structure argument is just an empty dict. Each action is uniquely identified by a string in the format `<module name>:<function name>`, similarly to the convention used for a [setuptools entry point](#). For example, if an action is defined in the action function of the `extras.py` file that is part of the `pyscaffoldext.contrib` project, the **action identifier** is `pyscaffoldext.contrib.extras:action`.

By default, the sequence of actions taken by PyScaffold is:

1. `pyscaffold.actions:get_default_options`
2. `pyscaffold.actions:verify_options_consistency`
3. `pyscaffold.structure:define_structure`
4. `pyscaffold.actions:verify_project_dir`
5. `pyscaffold.update:version_migration`
6. `pyscaffold.structure:create_structure`
7. `pyscaffold.actions:init_git`
8. `pyscaffold.actions:report_done`

(as given by `pyscaffold.actions.DEFAULT`)

The project structure is usually empty until `define_structure`. This action just loads the in-memory dict representation, that is only written to disk by the `create_structure` action.

Note that, this sequence varies according to the command line options. To retrieve an updated list, please use `putup --list-actions` or `putup --dry-run`.

## 8.3 What are Extensions?

From the standpoint of PyScaffold, an extension is just a class inheriting from `Extension` overriding and implementing certain methods. These methods allow injecting actions at arbitrary positions in the aforementioned list. Furthermore, extensions can also remove actions.

## 8.4 Creating an Extension

In order to create an extension it is necessary to write a class that inherits from `Extension` and implements the method `activate` that receives a list of actions (interpret this argument as a sequence of actions to be executed, or pipeline), registers a custom action that will be called later and returns a modified version of the list of actions:

```
from pyscaffold import actions
from pyscaffold.extensions import Extension

class MyExtension(Extension):
    """Help text on commandline when running putup -h"""

    def activate(self, pipeline):
        """Activate extension

        Args:
            pipeline (list): list of actions to perform
```

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```

Returns:
    list: updated list of actions
    """
    pipeline = actions.register(pipeline, self.action, after="create_structure")
    pipeline = actions.unregister(pipeline, "init_git")
    return actions

def action(self, struct, opts):
    """Perform some actions that modifies the structure and options

    Args:
        struct (dict): project representation as (possibly) nested
            :obj:`dict`.
        opts (dict): given options, see :obj:`create_project` for
            an extensive list.

    Returns:
        new_struct, new_opts: updated project representation and options
    """
    ...
    return new_struct, new_opts

```

**Note:** The `register` and `unregister` methods implemented in the module `pyscaffold.actions` basically create modified copies of the action list by inserting/removing the specified functions, with some awareness about their execution order.

### 8.4.1 Action List Helper Methods

As implied by the previous example, the `pyscaffold.actions` module provides a series of useful functions and makes it easier to manipulate the action list, by using `register` and `unregister`.

Since the action order is relevant, the first function accepts special keyword arguments (`before` and `after`) that should be used to place the extension actions precisely among the default actions. The value of these arguments can be presented in 2 different forms:

```

actions.register(action_sequence, hook1, before="define_structure")
actions.register(action_sequence, hook2, after="pyscaffold.structure:create_structure
↪")

```

The first form uses as a position reference the first action with a matching name, regardless of the module. Accordingly, the second form tries to find an action that matches both the given name and module. When no reference is given, `register` assumes as default position `after="pyscaffold.structure:define_structure"`. This position is special since most extensions are expected to create additional files inside the project. Therefore, it is possible to easily amend the project structure before it is materialized by `create_structure`.

The `unregister` function accepts as second argument a position reference which can similarly present the module name:

```

actions.unregister(action_sequence, "init_git")
actions.unregister(action_sequence, "pyscaffold.api:init_git")

```

**Note:** These functions **DO NOT** modify the actions list, instead they return a new list with the changes applied.

---

**Note:** For convenience, the functions `register` and `unregister` are aliased as instance methods of the `Extension` class.

Therefore, inside the `activate` method, one could simply call `action_sequence = self.register(action_sequence, self.my_action)`.

---

## 8.4.2 Structure Helper Methods

PyScaffold also provides extra facilities to manipulate the project structure. The following functions are accessible through the `structure` module:

- `merge`
- `ensure`
- `reject`
- `modify`

The first function can be used to deep merge a dictionary argument with the current representation of the to-be-generated directory tree, automatically considering any file or present in tuple values. On the other hand, the second and third functions can be used to ensure a single file is present or absent in the current representation of the project structure, automatically handling parent directories. Finally, `modify` can be used to change the contents of an existing file in the project structure and/or the assigned file operation (for example wrapping it with `no_overwrite`, `skip_on_update` or `add_permissions`).

---

**Note:** Similarly to the actions list helpers, these functions also **DO NOT** modify the project structure. Instead they return a new structure with the changes applied.

---

The following example illustrates the implementation of a `AwesomeFiles` extension which defines the `define_awesome_files` action:

```
from pathlib import Path
from string import Template
from textwrap import dedent

from pyscaffold import structure
from pyscaffold.extensions import Extension
from pyscaffold.operations import create, no_overwrite, skip_on_update

def my_awesome_file(opts):
    return dedent(
        """\
        __author__ = "{author}"
        __copyright__ = "{author}"
        __license__ = "{license}"

        def awesome():
            return "Awesome!"
        """
        .format(
            **opts
        )
    )
```

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```

MY_AWESOME_TEST = Template(
    """\
import pytest
from ${qual_pkg}.awesome import awesome

def test_awesome():
    assert awesome() == "Awesome!"
    """
)

class AwesomeFiles(Extension):
    """Adding some additional awesome files"""

    def activate(self, actions):
        return self.register(actions, self.define_awesome_files)

    def define_awesome_files(self, struct, opts):
        struct = structure.merge(
            struct,
            {
                "src": {
                    opts["package"]: {"awesome.py": my_awesome_file},
                },
                "tests": {
                    "awesome_test.py": (MY_AWESOME_TEST, no_overwrite(create)),
                    "other_test.py": ("# not so awesome", no_overwrite(create)),
                },
            },
        )

        struct[".python-version"] = ("3.6.1", no_overwrite(create))

        for filename in ["awesome_file1", "awesome_file2"]:
            struct = structure.ensure(
                struct,
                f"src/{opts['package']}/{filename}",
                content="AWESOME!",
                file_op=skip_on_update(create),
                # The second argument is the file path, represented by a
                # os.PathLike object or string.
                # Alternatively in this example:
                # Path("src", opts["package"], filename),
            )

            # The `reject` can be used to avoid default files being generated.
            struct = structure.reject(struct, Path("src", opts["package"], "skeleton.py"))

            # `modify` can be used to change contents in an existing file
            # and/or change the assigned file operation
            def append_pdb(prev_content, prev_op):
                return prev_content + "\nimport pdb", skip_on_update(prev_op),

            struct = structure.modify(struct, "tests/other_test.py", append_pdb)

```

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```
# It is import to remember the return values
return struct, opts
```

**Note:** The `package` option should be used to provide the correct location of the files relative to the current working directory.

As shown by the previous example, the `operations` module also contains file operation **modifiers** that can be used to change the assigned file op. These modifiers work like standard Python **decorators**: instead of being a file op themselves, they receive a file operation as argument and return a file operation, and therefore can be used to *wrap* the original file operation and modify its behaviour.

**Note:** By default, all the file op modifiers in the `pyscaffold.operations` package don't even need an explicit argument, when called with zero arguments `create` is assumed.

`no_overwrite` avoids an existing file to be overwritten when `putup` is used in update mode. Similarly, `skip_on_update` avoids creating a file from template in update mode, even if it does not exist. On the other hand, `add_permissions` will change the file access permissions if it is created or already exists in the disk.

**Note:** See `pyscaffold.operations` for more information on how to write your own file operation or modifiers.

### 8.4.3 Activating Extensions

PyScaffold extensions are not activated by default. Instead, it is necessary to add a CLI option to do it. This is possible by setting up a `setuptools` entry point under the `pyscaffold.cli` group. This entry point should point to our extension class, e.g. `AwesomeFiles` like defined above. If you for instance use a scaffold generated by PyScaffold to write a PyScaffold extension (we hope you do ;-), you would add the following to the `options.entry_points` section in `setup.cfg`:

```
[options.entry_points]
pyscaffold.cli =
    awesome_files = your_package.your_module:AwesomeFiles
```

**Note:** In order to guarantee consistency and allow PyScaffold to unequivocally find your extension, the name of the entry point should be a “underscore” version of the name of the extension class (e.g. an entry point `awesome_files` for the `AwesomeFiles` class). If you really need to customize that behaviour, please overwrite the `name` property of your class to match the entry point.

By inheriting from `pyscaffold.extensions.Extension`, a default CLI option that already activates the extension will be created, based on the dasherized version of the name in the `setuptools` entry point. In the example above, the automatically generated option will be `--awesome-files`.

For more sophisticated extensions which need to read and parse their own command line arguments it is necessary to override `augment_cli` that receives an `argparse.ArgumentParser` argument. This object can then be modified in order to add custom command line arguments that will later be stored in the `opts` dictionary. Just remember the convention that after the command line arguments parsing, the extension function should be stored under the `extensions` attribute (a list) of the `argparse` generated object. For reference check out the implementation of the `namespace extension` as well as the `pyproject extension` which serves as a blueprint for new extensions. Another

convention is to avoid storing state/parameters inside the extension class, instead store them as you would do regularly with `argparse` (inside the `argparse.Namespace` object).

## 8.4.4 Persisting Extensions for Future Updates

PyScaffold will save the name of your extension in a **pyscaffold** section inside the `setup.cfg` files and automatically activate it again every time the user runs `putup --update`. To prevent it from happening you can set `persist = False` in your extension instances or class.

PyScaffold can also save extension-specific options if the names of those options start with an “underscore” version of your extension’s name (and `setuptools` entry point). For example, the *namespace extension* stores the namespace option in `setup.cfg`.

If the name of your extension class is `AwesomeFiles`, then anything like `opts["awesome_files"]`, `opts["awesome_files1"]`, `opts["awesome_files_SOMETHING"]` would be stored. Please ensure you have in mind the limitations of the `configparser` serialisation mechanism and supported data types to avoid errors (it should be safe to use string values without line breaks).

## 8.5 Examples

Some options for the `putup` command are already implemented as extensions and can be used as reference implementation:

### 8.5.1 Namespace Extension

```
"""
Extension that adjust project file tree to include a namespace package.

This extension adds a namespace option to
:obj:`~pyscaffold.api.create_project` and provides correct values for the
options root_pkg and namespace_pkg to the following functions in the
action list.
"""

import os
from pathlib import Path
from typing import List, cast

from ..actions import Action, ActionParams, ScaffoldOpts, Structure
from ..exceptions import InvalidIdentifier
from ..file_system import chdir, move
from ..identification import is_valid_identifier
from ..log import logger
from ..operations import remove
from . import Extension, store_with

class Namespace(Extension):
    """Add a namespace (container package) to the generated package."""

    def augment_cli(self, parser):
        """Add an option to parser that enables the namespace extension.
```

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```

    Args:
        parser (argparse.ArgumentParser): CLI parser object
    """
    parser.add_argument(
        self.flag,
        dest=self.name,
        default=None,
        action=store_with(self),
        metavar="NS1[.NS2]",
        help="put your project inside a namespace package "
        "(default: use no namespace)",
    )
    return self

def activate(self, actions: List[Action]) -> List[Action]:
    """Register an action responsible for adding namespace to the package.

    Args:
        actions: list of actions to perform

    Returns:
        list: updated list of actions
    """
    actions = self.register(
        actions, enforce_namespace_options, after="get_default_options"
    )

    actions = self.register(actions, add_namespace, before="version_migration")

    return self.register(actions, move_old_package, after="create_structure")

def prepare_namespace(namespace_str: str) -> List[str]:
    """Check the validity of namespace_str and split it up into a list

    Args:
        namespace_str: namespace, e.g. "com.blue_yonder"

    Returns:
        list of namespaces, e.g. ["com", "com.blue_yonder"]

    Raises:
        :obj:`InvalidIdentifier` : raised if namespace is not valid
    """
    namespaces = namespace_str.split(".") if namespace_str else list()
    for namespace in namespaces:
        if not is_valid_identifier(namespace):
            raise InvalidIdentifier(f"{namespace} is not a valid namespace package.")
    return [".".join(namespaces[: i + 1]) for i in range(len(namespaces))]

def enforce_namespace_options(struct: Structure, opts: ScaffoldOpts) -> ActionParams:
    """Make sure options reflect the namespace usage."""
    opts.setdefault("namespace", None)

    if opts["namespace"]:
        opts["ns_list"] = prepare_namespace(opts["namespace"])

```

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```

    opts["root_pkg"] = opts["ns_list"][0]
    opts["qual_pkg"] = ".".join([opts["ns_list"][-1], opts["package"]])

    return struct, opts

def add_namespace(struct: Structure, opts: ScaffoldOpts) -> ActionParams:
    """Prepend the namespace to a given file structure

    Args:
        struct: directory structure as dictionary of dictionaries
        opts: options of the project

    Returns:
        Directory structure as dictionary of dictionaries and input options
    """
    if not opts["namespace"]:
        return struct, opts

    namespace = opts["ns_list"][-1].split(".")
    base_struct = struct
    struct = cast(Structure, base_struct["src"]) # recursive types not supported yet
    pkg_struct = cast(Structure, struct[opts["package"]])
    del struct[opts["package"]]
    for sub_package in namespace:
        struct[sub_package] = {"__init__.py": ("", remove)} # convert to PEP420
        struct = cast(Structure, struct[sub_package])
    struct[opts["package"]] = pkg_struct

    return base_struct, opts

def move_old_package(struct: Structure, opts: ScaffoldOpts) -> ActionParams:
    """Move old package that may be eventually created without namespace

    Args:
        struct (dict): directory structure as dictionary of dictionaries
        opts (dict): options of the project

    Returns:
        tuple(dict, dict):
            directory structure as dictionary of dictionaries and input options
    """
    project_path = Path(opts.get("project_path", "."))
    with chdir(project_path, log=True, **opts):
        old_path = Path("src", opts["package"])
        namespace_path = opts["qual_pkg"].replace(".", os.sep)
        target = Path("src", namespace_path)

        old_exists = opts["pretend"] or old_path.is_dir()
        # ^ When pretending, pretend also an old folder exists
        # to show a worst case scenario log to the user...

        if old_exists and opts["qual_pkg"] != opts["package"]:
            if not opts["pretend"]:
                logger.warning(
                    "\nA folder %r exists in the project directory, and it "

```

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```

        "is likely to have been generated by a PyScaffold "
        "extension or manually by one of the current project "
        "authors.\n"
        "Moving it to %r, since a namespace option was passed.\n"
        "Please make sure to edit all the files that depend on "
        "this package to ensure the correct location.\n",
        opts["package"],
        namespace_path,
    )

    move(old_path, target=target, log=True, pretend=opts["pretend"])

    return struct, opts

```

## 8.5.2 No Skeleton Extension

```

"""
Extension that omits the creation of file `skeleton.py`
"""

from pathlib import PurePath as Path
from typing import List

from .. import structure
from ..actions import Action, ActionParams, ScaffoldOpts, Structure
from . import Extension

class NoSkeleton(Extension):
    """Omit creation of skeleton.py and test_skeleton.py"""

    def activate(self, actions: List[Action]) -> List[Action]:
        """Activate extension, see :obj:`~pyscaffold.extension.Extension.activate`."""
        return self.register(actions, remove_files, after="define_structure")

    def remove_files(struct: Structure, opts: ScaffoldOpts) -> ActionParams:
        """Remove all skeleton files from structure

        Args:
            struct: project representation as (possibly) nested :obj:`dict`.
            opts: given options, see :obj:`create_project` for an extensive list.

        Returns:
            Updated project representation and options
        """
        # Namespace is not yet applied so deleting from package is enough
        src = Path("src")
        struct = structure.reject(struct, src / opts["package"] / "skeleton.py")
        struct = structure.reject(struct, "tests/test_skeleton.py")
        return struct, opts

```

### 8.5.3 Pre Commit Extension

```

"""
Extension that generates configuration files for Yelp `pre-commit`_.

.. _pre-commit: http://pre-commit.com
"""
from functools import partial
from typing import List

from .. import shell, structure
from ..actions import Action, ActionParams, ScaffoldOpts, Structure
from ..exceptions import ShellCommandException
from ..file_system import chdir
from ..log import logger
from ..operations import FileOp, no_overwrite
from ..structure import AbstractContent, ResolvedLeaf
from ..templates import get_template
from . import Extension, venv

EXECUTABLE = "pre-commit"
CMD_OPT = "____command-pre_commit" # we don't want this to be persisted
INSERT_AFTER = ".. _pyscaffold-notes:\n"

UPDATE_MSG = """
It is a good idea to update the hooks to the latest version:

    pre-commit autoupdate

Don't forget to tell your contributors to also install and use pre-commit.
"""

SUCCESS_MSG = "\nA pre-commit hook was installed in your repo." + UPDATE_MSG

ERROR_MSG = """
Impossible to install pre-commit automatically, please open an issue in
https://github.com/pyscaffold/pyscaffold/issues.
"""

INSTALL_MSG = f"""
A `.pre-commit-config.yaml` file was generated inside your project but in
order to make sure the hooks will run, please install `pre-commit`:

    cd {{project_path}}
    # it is a good idea to create and activate a virtualenv here
    pip install pre-commit
{UPDATE_MSG}
"""

README_NOTE = f"""
Making Changes & Contributing
=====

This project uses `pre-commit`_, please make sure to install it before making any
changes::

    $ pip install pre-commit

```

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```

$ cd {{name}}
$ pre-commit install
{UPDATE_MSG.replace(':', '::')}
.. _pre-commit: http://pre-commit.com/
"""

class PreCommit(Extension):
    """Generate pre-commit configuration file"""

    def activate(self, actions: List[Action]) -> List[Action]:
        """Activate extension

        Args:
            actions (list): list of actions to perform

        Returns:
            list: updated list of actions
        """
        actions = self.register(actions, add_files, after="define_structure")
        actions = self.register(actions, find_executable, after="define_structure")
        return self.register(actions, install, before="report_done")

def add_files(struct: Structure, opts: ScaffoldOpts) -> ActionParams:
    """Add .pre-commit-config.yaml file to structure

    Since the default template uses isort, this function also provides an
    initial version of .isort.cfg that can be extended by the user
    (it contains some useful skips, e.g. tox and venv)
    """
    files: Structure = {
        ".pre-commit-config.yaml": (get_template("pre-commit-config"), no_
→overwrite()),
        ".isort.cfg": (get_template("isort_cfg"), no_overwrite()),
    }

    struct = structure.modify(struct, "README.rst", partial(add_instructions, opts))
    return structure.merge(struct, files), opts

def find_executable(struct: Structure, opts: ScaffoldOpts) -> ActionParams:
    """Find the pre-commit executable that should run later in the next action...
    Or take advantage of the venv to install it...
    """
    pre_commit = shell.get_command(EXECUTABLE)
    opts = opts.copy()
    if pre_commit:
        opts.setdefault(CMD_OPT, pre_commit)
    else:
        # We can try to add it for venv to install... it will only work if the user is
        # already creating a venv anyway.
        opts.setdefault("venv_install", []).extend(["pre-commit"])

    return struct, opts

```

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```

def install(struct: Structure, opts: ScaffoldOpts) -> ActionParams:
    """Attempts to install pre-commit in the project"""
    project_path = opts.get("project_path", "PROJECT_DIR")
    pre_commit = opts.get(CMD_OPT) or shell.get_command(EXECUTABLE, venv.get_
->path(opts))
    # ^ try again after venv, maybe it was installed
    if pre_commit:
        try:
            with chdir(opts.get("project_path", "."), **opts):
                pre_commit("install", log=True, pretend=opts.get("pretend"))
            logger.warning(SUCCESS_MSG)
            return struct, opts
        except ShellCommandException:
            logger.error(ERROR_MSG, exc_info=True)

    logger.warning(INSTALL_MSG.format(project_path=project_path))
    return struct, opts

def add_instructions(
    opts: ScaffoldOpts, content: AbstractContent, file_op: FileOp
) -> ResolvedLeaf:
    """Add pre-commit instructions to README"""
    text = structure.reify_content(content, opts)
    if text is not None:
        i = text.find(INSERT_AFTER)
        assert i > 0, f"{INSERT_AFTER!r} not found in README template:\n{text}"
        j = i + len(INSERT_AFTER)
        text = text[:j] + README_NOTE.format(**opts) + text[j:]
    return text, file_op

```

## 8.5.4 NoTox Extension

```

"""
Extension that removes configuration files for the Tox test automation tool.
"""

from typing import List

from .. import structure
from ..actions import Action, ActionParams, ScaffoldOpts, Structure
from . import Extension

class NoTox(Extension):
    """Prevent a tox configuration file from being created"""

    def activate(self, actions: List[Action]) -> List[Action]:
        """Activate extension, see :obj:`~pyscaffold.extension.Extension.activate`."""
        return self.register(actions, remove_files, after="define_structure")

def remove_files(struct: Structure, opts: ScaffoldOpts) -> ActionParams:
    """Remove .tox.ini file to structure"""
    return structure.reject(struct, "tox.ini"), opts

```

### 8.5.5 Travis Extension

```

"""
Extension that generates configuration and script files for Travis CI.
"""

from typing import List

from .. import structure
from ..actions import Action, ActionParams, ScaffoldOpts, Structure
from ..operations import no_overwrite
from ..templates import get_template
from . import Extension

class Travis(Extension):
    """Generate Travis CI configuration files"""

    def activate(self, actions: List[Action]) -> List[Action]:
        """Activate extension, see :obj:`~pyscaffold.extension.Extension.activate`."""
        return self.register(actions, add_files, after="define_structure")

def add_files(struct: Structure, opts: ScaffoldOpts) -> ActionParams:
    """Add some Travis files to structure

    Args:
        struct: project representation as (possibly) nested :obj:`dict`.
        opts: given options, see :obj:`create_project` for an extensive list.

    Returns:
        struct, opts: updated project representation and options
    """
    files: Structure = {
        ".travis.yml": (get_template("travis"), no_overwrite()),
        "tests": {
            "travis_install.sh": (get_template("travis_install"), no_overwrite())
        },
    }

    return structure.merge(struct, files), opts

```

### 8.5.6 GitLab-CI Extension

```

"""
Extension that generates configuration and script files for GitLab CI.
"""

from typing import List

from .. import structure
from ..actions import Action, ActionParams, ScaffoldOpts, Structure
from ..operations import no_overwrite
from ..templates import get_template
from . import Extension

```

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```
class GitLab(Extension):
    """Generate GitLab CI configuration files"""

    def activate(self, actions: List[Action]) -> List[Action]:
        """Activate extension, see :obj:`~pyscaffold.extension.Extension.activate`."""
        return self.register(actions, add_files, after="define_structure")

def add_files(struct: Structure, opts: ScaffoldOpts) -> ActionParams:
    """Add .gitlab-ci.yml file to structure

    Args:
        struct: project representation as (possibly) nested :obj:`dict`.
        opts: given options, see :obj:`create_project` for an extensive list.

    Returns:
        struct, opts: updated project representation and options
    """
    files: ScaffoldOpts = {
        ".gitlab-ci.yml": (get_template("gitlab_ci"), no_overwrite())
    }

    return structure.merge(struct, files), opts
```

## 8.6 Public API

The following methods, functions and constants are considered to be part of the public API of PyScaffold for creating extensions and will not change signature and described overall behaviour (although implementation details might change) in a backwards incompatible way between major releases (semantic versioning):

- `pyscaffold.actions.register`
- `pyscaffold.actions.unregister`
- `pyscaffold.extensions.Extension.__init__`
- `pyscaffold.extensions.Extension.persist`
- `pyscaffold.extensions.Extension.name`
- `pyscaffold.extensions.Extension.augment_cli`
- `pyscaffold.extensions.Extension.activate`
- `pyscaffold.extensions.Extension.register`
- `pyscaffold.extensions.Extension.unregister`
- `pyscaffold.extensions.include`
- `pyscaffold.extensions.store_with`
- `pyscaffold.operations.create`
- `pyscaffold.operations.no_overwrite`
- `pyscaffold.operations.skip_on_update`



- `pyscaffold.structure.ensure`
- `pyscaffold.structure.merge`
- `pyscaffold.structure.modify`
- `pyscaffold.structure.reject`
- `pyscaffold.templates.get_template`

In addition to these, the definition of action (given by `pyscaffold.actions.Action`), project structure (given by `pyscaffold.structure.Structure`), and operation (given by `pyscaffold.operation.FileOp`) are also part of the public API. The remaining functions and methods are no guaranteed to be stable and are subject to incompatible changes even in minor/patch releases.

## 8.7 Conventions for Community Extensions

In order to make it easy to find PyScaffold extensions, community packages should be namespaced as in `pyscaffoldext.${EXT_NAME}` (where `${EXT_NAME}` is the name of the extension being developed). Although this naming convention slightly differs from [PEP423](#), it is close enough and shorter.

Similarly to `sphinxcontrib-*` packages, names registered in PyPI should contain a dash `-`, instead of a dot `..`. This way, third-party extension development can be easily bootstrapped with the command:

```
putup pyscaffoldext-${EXT_NAME} -p ${EXT_NAME} --namespace pyscaffoldext --no-skeleton
```

If you put your extension code in the module `extension.py` then the `options.entry_points` section in `setup.cfg` looks like:

```
[options.entry_points]
pyscaffold.cli =
    awesome_files = pyscaffoldext.${EXT_NAME}.extension:AwesomeFiles
```

In this example, `AwesomeFiles` represents the name of the class that implements the extension and `awesome_files` is the string used to create the flag for the `putup` command (`--awesome-files`).

---

**Note:** If you want to write a PyScaffold extension, please consider using our [custom\\_extension](#) generator.

---

## 8.8 Final Considerations

When writing extensions, it is important to be consistent with the default PyScaffold behavior. In particular, PyScaffold uses a `pretend` option to indicate when the actions should not run but instead just indicate the expected results to the user, that **MUST** be respected.

The `pretend` option is automatically observed for files registered in the project structure representation, but complex actions may require specialized coding. The `log` module provides a special `logger` object useful in these situations. Please refer to [pyscaffoldext-cookiecutter](#) for a practical example.

Other options that should be considered are the `update` and `force` flags. See `pyscaffold.api.create_project` for a list of available options.



## EMBEDDING PYSCAFFOLD

PyScaffold is expected to be used from terminal, via `putup` command line application. It is, however, possible to write an external script or program that embeds PyScaffold and use it to perform some custom actions.

The public Python API for embedding PyScaffold is composed by the main function `pyscaffold.api.create_project` in addition to `pyscaffold.api.NO_CONFIG`, `pyscaffold.log.DEFAULT_LOGGER`, `pyscaffold.log.logger` (partially, see details bellow), and the constructors for the extension classes belonging to the `pyscaffold.extensions` module (the other methods and functions are not considered part of the API). This API, as explicitly listed, follows [semantic versioning](#) and will not change in a backwards incompatible way between releases. The remaining methods and functions are not guaranteed to be stable.

The following example illustrates a typical embedded usage of PyScaffold:

```
import logging

from pyscaffold.api import create_project
from pyscaffold.extensions.travis import Travis
from pyscaffold.extensions.namespace import Namespace
from pyscaffold.log import DEFAULT_LOGGER as LOGGER_NAME

logging.getLogger(LOGGER_NAME).setLevel(logging.INFO)

create_project(
    project_path="my-proj-name",
    author="Your Name",
    namespace="some.namespace",
    license="MIT",
    extensions=[Travis(), Namespace()],
)
```

Note that no built-in extension (e.g. **travis** and **namespace**) is activated by default. The `extensions` option should be manually populated when convenient.

PyScaffold uses the logging infrastructure from Python standard library, and emits notifications during its execution. Therefore, it is possible to control which messages are logged by properly setting the log level (internally, most of the messages are produced under the `INFO` level). By default, a `StreamHandler` is attached to the logger, however it is possible to replace it with a custom handler using `logging.Logger.removeHandler` and `logging.Logger.addHandler`. The logger object is available under the `logger` variable of the `pyscaffold.log` module. The default handler is available under the `handler` property of the `logger` object.



## COOKIECUTTER TEMPLATES WITH PYSCAFFOLD

PyScaffold's [cookiecutter](#) extension can be used to render a cookiecutter template, while still relying on PyScaffold package structure and extensions. Please refer to its documentation for more information.



## CONTRIBUTING

PyScaffold was started by [Blue Yonder](#) developers to help automating and standardizing the process of project setups. Nowadays it is a pure community project and you are very welcome to join in our effort if you would like to contribute.

### 11.1 Issue Reports

If you experience bugs or in general issues with PyScaffold, please file an issue report on our [issue tracker](#).

### 11.2 Code Contributions

#### 11.2.1 Submit an issue

Before you work on any non-trivial code contribution it's best to first create an issue report to start a discussion on the subject. This often provides additional considerations and avoids unnecessary work.

#### 11.2.2 Create an environment

Before you start coding we recommend to install [Miniconda](#) which allows to setup a dedicated development environment named `pyscaffold` with:

```
conda create -n pyscaffold python=3 six virtualenv pytest pytest-cov
```

Then activate the environment `pyscaffold` with:

```
source activate pyscaffold
```

#### 11.2.3 Clone the repository

1. Create a [Github](#) account if you do not already have one.
2. Fork the [project repository](#): click on the *Fork* button near the top of the page. This creates a copy of the code under your account on the GitHub server.
3. Clone this copy to your local disk:

```
git clone git@github.com:YourLogin/pyscaffold.git  
cd pyscaffold
```

4. You should run:

```
pip install -U pip setuptools setuptools_scm
pip install -e .
```

to be able run `putup`.

1. Install `pre-commit`:

```
pip install pre-commit
pre-commit install
```

PyScaffold project comes with a lot of hooks configured to automatically help the developer to check the code being written.

2. Create a branch to hold your changes:

```
git checkout -b my-feature
```

and start making changes. Never work on the master branch!

3. Start your work on this branch. When you're done editing, do:

```
git add modified_files
git commit
```

to record your changes in Git, then push them to GitHub with:

```
git push -u origin my-feature
```

4. Please check that your changes don't break any unit tests with:

```
tox
```

(after having installed `tox` with `pip install tox` or `pipx`). Don't forget to also add unit tests in case your contribution adds an additional feature and is not just a bugfix.

To speed up running the tests, you can try to run them in parallel, using `pytest-xdist`. This plugin is already added to the test dependencies, so everything you need to do is adding `-n auto` or `-n <NUMBER OF PROCESS>` in the CLI. For example:

```
tox -- -n 15
```

Please have in mind that PyScaffold test suite is IO intensive, so using a number of processes slightly bigger than the available number of CPUs is a good idea. For quicker feedback you can also try:

```
tox -e fast
```

5. Use `flake8/black` to checkfix your code style.
6. Add yourself to the list of contributors in `AUTHORS.rst`.
7. Go to the web page of your PyScaffold fork, and click "Create pull request" to send your changes to the maintainers for review. Find more detailed information [creating a PR](#). You might also want to open the PR as a draft first and mark it as ready for review after the feedbacks from the continuous integration (CI) system or any required fixes.
8. If you are submitting a change related to an existing CI system template (e.g. `travis`, `cirrus`, or even `tox` and `pre-commit`), please consider first submitting a companion PR to PyScaffold's `ci-tester`, with the equivalent files changes, so we are sure it works.



If you are proposing a new CI system template, please send us a link of a simple repository generated with your templates (a simple `putup --<YOUR_EXTENSION> ci-tester` will do) and the CI logs for that repository.

This helps us a lot to control breaking changes that might appear in the future.

## 11.3 Release

As a PyScaffold maintainer following steps are needed to release a new version:

1. Make sure all unit tests on [Cirrus-CI](#) are green.
2. Tag the current commit on the master branch with a release tag, e.g. `v1.2.3`.
3. Clean up the `dist` and `build` folders with `rm -rf dist build` to avoid confusion with old builds and Sphinx docs.
4. Run `python setup.py dists` and check that the files in `dist` have the correct version (no `.dirty` or Git hash) according to the Git tag. Also sizes of the distributions should be less than 500KB, otherwise unwanted clutter may have been included.
5. Run `twine upload dist/*` and check that everything was uploaded to [PyPI](#) correctly.

## 11.4 Troubleshooting

I've got a strange error related to versions in `test_update.py` when executing the test suite or about an `entry_point` that cannot be found.

Make sure to fetch all the tags from the upstream repository, the command `git describe --abbrev=0 --tags` should return the version you are expecting. If you are trying to run the CI scripts in a fork repository, make sure to push all the tags. You can also try to remove all the egg files or the complete egg folder, i.e. `.eggs`, as well as the `*.egg-info` folders in the `src` folder or potentially in the root of your project. Afterwards run `python setup.py egg_info --egg-base .` again.

I've got a strange syntax error when running the test suite. It looks like the tests are trying to run with Python 2.7...

Try to create a dedicated venv using Python 3.6+ (or the most recent version supported by PyScaffold) and use a `tox` binary freshly installed in this venv. For example:

```
python3 -m venv .venv
source .venv/bin/activate
.venv/bin/pip install tox
.venv/bin/tox -e all
```

I am trying to debug the automatic test suite, but it is very hard to understand what is happening.

[Pytest can drop you](#) in a interactive session in the case an error occurs. In order to do that you need to pass a `--pdb` option (for example by running `tox -- -k NAME_OF_THE_FALLING_TEST --pdb`). While `pdb` does not have the best user interface in the world, if you feel courageous, it is possible to use an alternate implementation like `ptpdb` and `bpdb` (please notice some of them might require additional options, such as `--pdbcls ptpdb:PtPdb/--pdbcls bpdb:BPdb`). You will need to temporarily add the respective package as a dependency in your `tox.ini` file. You can also setup breakpoints manually instead of using the `--pdb` option.



## FREQUENTLY ASKED QUESTIONS

In case you have a general question that is not answered here, consider submitting a [new issue](#).

### 1. Why would I use PyScaffold instead of Cookiecutter?

PyScaffold is focused on a good out-of-the-box experience for developing distributable Python packages (exclusively). The idea is to standardize the structure of Python packages. Thus, PyScaffold sticks to

“There should be one— and preferably only one —obvious way to do it.”

from the [Zen of Python](#). The long-term goal is that PyScaffold becomes for Python what [Cargo](#) is for [Rust](#). Still, with the help of PyScaffold’s [extension system](#) customizing a project scaffold is possible.

Cookiecutter on the other hand is a really flexible templating tool that allows you to define own templates according to your needs. Although some standard templates are provided that will give you quite similar results as PyScaffold, the overall goal of the project is quite different.

Still, if you so desire, PyScaffold allows users to augment PyScaffold projects with certain types of cookiecutter templates, through its [pyscaffoldext-cookiecutter](#) extension.

### 2. Does my project depend on PyScaffold when I use it to set my project up?

Starting from version 4, your package is completely independent from PyScaffold, we just kick-start your project and take care of the boilerplate. However, we do include some build-time dependencies that make your life easier, such as [setuptools\\_scm](#). But don’t worry, if you distribute your project in the recommended [wheel format](#) those dependencies will not affect the final users, they are just required during development to assembling the package file.

That means if someone clones your repository and tries to build it, the dependencies in `pyproject.toml` will be automatically pulled. This mechanism is described by [PEP 517/PEP 518](#) and definitely beyond the scope of this answer.

### 3. Why does PyScaffold 3 have a `src` folder which holds the actual Python package?

This avoids quite many problems compared to the case when the actual Python package resides in the same folder as `setup.py`. A nice [blog post by Ionel](#) gives a thorough explanation why this is so. In a nutshell, the most severe problem comes from the fact that Python imports a package by first looking at the current working directory and then into the `PYTHONPATH` environment variable. If your current working directory is the root

of your project directory you are thus not testing the installation of your package but the local package directly. Eventually, this always leads to huge confusion (“*But the unit tests ran perfectly on my machine!*”).

Moreover, having a dedicated `src` directory to store the package files, makes it easy to comply with recent standards in the Python community (for example [PEP 420](#)).

Please notice that PyScaffold assumes all the files inside `src` are meant to be part of the package.

#### 4. Can I have other files inside the `src` folder that are not meant for distribution?

PyScaffold considers the `src` directory to be exclusively dedicated to store files meant to be distributed, and relies on this assumption to generate configuration for the several aspects of your project. Therefore it is not recommended to include any file not meant to distribution inside the `src` folder. (Temporary files and directories automatically generated by `setuptools` might appear from times to times though).

#### 5. Where should I put extra files not meant for distribution?

You can use the `docs` folder (if applicable) or create another dedicated folder in the root of your repository (e.g. `examples`). The additional project structure created by the `pyscaffoldext-dsproject` is a good example on how to use extra folders to achieve good project organisation.

#### 6. Can I use PyScaffold 3 to develop a Python package that is Python 2 & 3 compatible?

Python 2 reached *end-of-life* in 2020, which means that no security updates will be available, and therefore any software running on Python 2 is potentially vulnerable. PyScaffold strongly recommends all packages to be ported to the latest supported version of Python.

That being said, Python 3 is actually only needed for the `putup` command and whenever you use `setup.py`. This means that with PyScaffold 3 you have to use Python 3 during the development of your package for practical reasons. If you develop the package using `six` you can still make it Python 2 & 3 compatible by creating a *universal* `bdist_wheel` package. This package can then be installed and run from Python 2 and 3. Just have in mind that no support for Python 2 will be provided.

#### 7. How can I get rid of PyScaffold when my project was set up using it?

First of all, I would really love to understand **why** you want to remove it and **what** you don't like about it. You can create an issue for that or just text me on [Twitter](#). But the good news is that your project is completely independent of PyScaffold, even if you uninstall it, everything will be fine.

If you still want to remove `setuptools_scm` (a build-time dependency we add by default), it's actually really simple: Within `setup.py` just remove the `use_scm_version` argument from the `setup()` call which will deactivate the automatic version discovery. In practice, following things will **no** longer work:

- `python setup.py --version` and the dynamic versioning according to the git tags when creating distributions, just put e.g. `version = 0.1` in the metadata section of `setup.cfg` instead,

That's already everything you gonna lose. Not that much. You will still benefit from:

- the smart project layout,
- the declarative configuration with `setup.cfg` which comes from `setuptools`,
- some sane defaults in Sphinx' `conf.py`,
- `.gitignore` with some nice defaults and other dot files depending on the flags used when running `putup`,
- some sane defaults for `pytest`.

For further cleanups, feel free to remove the dependencies from the `requires` key in `pyproject.toml` as well as the complete `[pyscaffold]` section in `setup.cfg`.

## 8. How can I get rid of the implicit namespaces ( PEP 420 )?

PyScaffold uses `setup.cfg` to ensure `setuptools` will follow [PEP 420](#). If this configuration particularly messes up with your package, or you simply want to follow the old behavior, please replace `packages = find_namespace:` with `packages = find:` in the `[options]` section of that file.

You should also remove the `--implicit-namespaces` option in the `cmd_line_template` variable in the `docs/conf.py` file.

Finally, if want to keep a namespace but use an explicit implementation (old behavior), make sure to have a look on the [packaging namespace packages official guide](#). If there are already other projects with packages registered in the same namespace, chances are you just need to copy from them a sample of the `__init__.py` file for the umbrella folder working as namespace.

## 9. My namespaced package and/or other packages that use the same namespace broke after updating to PyScaffold 4. How can I fix this?

That is likely to be happening because PyScaffold 4 removed support for `pkg_resources` namespaces in favour of [PEP 420](#). Unfortunately these two methodologies for creating namespaces are not compatible, as documented in the [packaging namespace packages official guide](#). To fix this problem you (or other maintainers) will need to either **(a)** update all the existing “subpackages” in the same namespace to be implicit ([PEP 420](#)-style), or **(b)** get rid of the implicit namespace configuration PyScaffold automatically sets up during project creation/update. Please check the answers for [question 8](#) and [question 10](#) and the [Updating from Previous Versions](#) guides for some tips on how to achieve that.

## 10. How can I convert an existing package to use implicit namespaces ( PEP 420 )?

The easiest answer for that question is to **(a)** convert the existing package to a PyScaffold-enabled project (*if it isn't yet*; please check [our guides](#) for instructions) and **(b)** *update* your existing project to the latest version of PyScaffold passing the correct `--namespace` option.

The slightly more difficult answer for that question is to **(a)** make sure your project uses a [src layout](#), **(b)** remove the `__init__.py` file from the umbrella folder that is serving as namespace for your project, **(c)** configure `setup.cfg` to include your namespace – have a look on [setuptools](#), for packages that use the `src-layout` that basically means that you want to have something similar to:

```
[options]
# ...
packages = find_namespace:
package_dir =
    =src
# ...

[options.packages.find]
where = src
```

in your `setup.cfg` – and finally, **(d)** configure your documentation to include the implicit namespace (for [Sphinx](#) users, in general that will mean that you want to run `sphinx-apidoc` with the `--implicit-namespaces` flag after extending the `PYTHONPATH` with the `src` folder).

The previous steps assume your existing package uses [setuptools](#) and you are willing to have a [src layout](#), if that is not the case refer to the documentation of your package creator (or the software you use to package up your Python projects) and the [PEP 420](#) for more information.

### 11. Can I modify `requires` despite the warning in `pyproject.toml` to avoid doing that?

You can definitely modify `pyproject.toml`, but it is good to understand how PyScaffold uses it. If you are just adding a new build dependency (e.g. [Cython](#)), there is nothing to worry. However, if you are trying to remove or change the version of a dependency PyScaffold included there, PyScaffold will overwrite that change if you ever run `putup --update` in the same project (in those cases `git diff` is your friend, and you should be able to manually reconcile the dependencies).

### 12. What should I do if I am not using `pyproject.toml` ?

If you prefer to have legacy builds, you can remove the `pyproject.toml` file and run `python setup.py bdist_wheel`, but we advise to install the build requirements (as the ones specified in the `requires` field of `pyproject.toml`) in an [isolated environment](#) and use it to run the `setup.py` commands (`tox` can be really useful for that). Alternatively you can use the `setup_requires` field in `setup.cfg`, however, this method is discouraged and might be invalid in the future. To skip the generation of the `pyproject.toml` file you can run `putup` with the `--no-pyproject` flag.

**LICENSE**

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## 15.1 Development version

### 15.1.1 Version 4.0

- Cookiecutter and Django extracted to their own repositories, issue #175
- Support for Python 3.4 and 3.5 dropped, issue #226
- Dropped deprecated `requirements.txt` file, issue #182
- Added support for global configuration (avoid retyping common `putup`'s options), issue #236
- PyScaffold is no longer a build-time dependency, it just generates the project structure
- Removed `contrib` subpackage, vendored packages are now runtime dependencies, PR #290
- `setuptools_scm` is included by default in `setup.cfg`, `setup.py` and `pyproject.toml`
- API changed to use `pyscaffold.operations` instead of integer flags, "issue" #271
- Allow `string.Template` and `callable` as file contents in project structure, "proposal" #295
- Extract file system functions from `utils.py` into `file_system.py`
- Extract identification/naming functions from `utils.py` into `identification.py`
- Extract action related functions from `api/__init__.py` to `actions.py`
- `helpers.{modify,ensure,reject}` moved to `structure.py`
- `helpers.{register,unregister}` moved to `actions.py`
- New extension for automatically creating virtual environments (`--venv`)
- Added instructions to use `pip-tools` to docs
- `pre-commit` extension now attempts to install hooks automatically
- A nice message is now displayed when PyScaffold finishes running (`actions.report_done`)
- Removed mutually exclusive `argparse` groups for extensions, PR #315
- Progressive type annotations adopted in the code base together with `mypy` linting
- Simplified `isort` config
- `pyproject.toml` and isolated builds adopted by default, issue #256
- Added comment to `setup.cfg` template instructing about extra links, issue #268
- Generate `tox.ini` by default, issue #296

- Replace `pkg_resources` with `importlib.{metadata, resources}` and `packaging`, issue #309
- Adopt PEP 420 for namespaces, issue #218
- Adopt SPDX identifiers for the license field in `setup.cfg`, issue #319
- Removed deprecated `log.configure_logger`

### 15.1.2 Version 3.3

- Code base changed to Black's standards
- New docs about version numbers and git integration
- Updated pre-commit hooks
- Updated `docs/Makefile` to use Sphinx "make mode"
- *deprecated* `setuptools.extensions.commands.python setup.py test/docs/doctests`, issue #245
- New tox test environments for generating docs and running doctests
- New built-in extension for Cirrus CI, issue #251
- *experimental* `get_template` is now part of the public API and can be used by extensions, issue #252
- Updated `setuptools_scm` to version 4.1.2 in contrib
- Updated `configupdater` to version 1.1.2 in contrib
- *deprecated* `log.configure_logger`, use `log.logger.reconfigure` instead

---

**Note:** PyScaffold 3.3 is the last release to support Python 3.5

---

## 15.2 Current versions

### 15.2.1 Version 3.2.3, 2019-10-12

- Updated `configupdater` to version 1.0.1
- Changed Travis to Cirrus CI
- Fix some problems with Windows

## 15.3 Older versions

### 15.3.1 Version 3.2.2, 2019-09-12

- Write files as UTF-8, fixes `codec can't encode characters` error

### 15.3.2 Version 3.2.1, 2019-07-11

- Updated pre-commit configuration and set max-line-length to 88 (Black's default)
- Change build folder of Sphinx's Makefile
- Fix creation of empty files which were just ignored before

### 15.3.3 Version 3.2, 2019-06-30

- *deprecated* use of lists with `helpers.{modify,ensure,reject}`, issue #211
- Add support for `os.PathLike` objects in `helpers.{modify,ensure,reject}`, issue #211
- Remove release alias in `setup.cfg`, use `twine` instead
- Set `project-urls` and `long-description-content-type` in `setup.cfg`, issue #216
- Added additional command line argument `very-verbose`
- Assure clean workspace when updating existing project, issue #190
- Show stacktrace on errors if `--very-verbose` is used
- Updated `configupdater` to version 1.0
- Use `pkg_resources.resource_string` instead of `pkgutil.get_data` for templates
- Update `setuptools_scm` to version 3.3.3
- Updated `pytest-runner` to version 5.1
- Some fixes regarding the order of executing extensions
- Consider `GIT_AUTHOR_NAME` and `GIT_AUTHOR_EMAIL` environment variables
- Updated `tox.ini`
- Switch to using `tox` in `.travis.yml` template
- Reworked all official extensions `--pyproject`, `--custom-extension` and `--markdown`

### 15.3.4 Version 3.1, 2018-09-05

- Officially dropped Python 2 support, issue #177
- Moved `entry_points` and `setup_requires` to `setup.cfg`, issue #176
- Updated `travis.yml` template, issue #181
- Set `install_requires` to `setuptools>=31`
- Better isolation of unit tests, issue #119
- Updated `tox` template, issues #160 & #161
- Use `pkg_resources.parse_version` instead of old `LooseVersion` for parsing
- Use `ConfigUpdater` instead of `ConfigParser`
- Lots of internal cleanups and improvements
- Updated `pytest-runner` to version 4.2
- Updated `setuptools_scm` to version 3.1

- Fix Django extension problem with src-layout, issue #196
- *experimental* extension for Markdown usage in README, issue #163
- *experimental* support for Pipenv, issue #140
- *deprecated* built-in Cookiecutter and Django extensions (to be moved to separated packages), issue #175

### 15.3.5 Version 2.5.11, 2018-04-14

- Updated pbr to version 4.0.2
- Fixes Sphinx version 1.6 regression, issue #152

### 15.3.6 Version 3.0.3, 2018-04-14

- Set install\_requires to setuptools>=30.3.0

### 15.3.7 Version 3.0.2, 2018-03-21

- Updated setuptools\_scm to version 1.17.0
- Fix wrong docstring in skeleton.py about entry\_points, issue #147
- Fix error with setuptools version 39.0 and above, issue #148
- Fixes in documentation, thanks Vicky

### 15.3.8 Version 2.5.10, 2018-03-21

- Updated setuptools\_scm to version 1.17.0

### 15.3.9 Version 2.5.9, 2018-03-20

- Updated setuptools\_scm to version 1.16.1
- Fix error with setuptools version 39.0 and above, issue #148

### 15.3.10 Version 3.0.1, 2018-02-13

- Fix confusing error message when `python setup.py docs` and Sphinx is not installed, issue #142
- Fix 'unknown' version in case project name differs from the package name, issue #141
- Fix missing `file:` attribute in long-description of setup.cfg
- Fix `sphinx-apidoc` invocation problem with Sphinx 1.7

### 15.3.11 Version 3.0, 2018-01-07

- Improved Python API thanks to an extension system
- Dropped pbr in favor of setuptools >= 30.3.0
- Updated setuptools\_scm to v1.15.6
- Changed `my_project/my_package` to recommended `my_project/src/my_package` structure
- Renamed `CHANGES.rst` to more standard `CHANGELOG.rst`
- Added `platforms` parameter in `setup.cfg`
- Call Sphinx api-doc from `conf.py`, issue #98
- Included six 1.11.0 as contrib sub-package
- Added `CONTRIBUTING.rst`
- Removed `test-requirements.txt` from template
- Added support for GitLab
- License change from New BSD to MIT
- FIX: Support of git submodules, issue #98
- Support of Cython extensions, issue #48
- Removed redundant `--with-` from most command line flags
- Prefix `n` was removed from the `local_version` string of dirty versions
- Added a `--pretend` flag for easier development of extensions
- Added a `--verbose` flag for more output what PyScaffold is doing
- Use pytest-runner 4.4 as contrib package
- Added a `--no-skeleton` flag to omit the creation of `skeleton.py`
- Save parameters used to create project scaffold in `setup.cfg` for later updating

A special thanks goes to Anderson Bravalheri for his awesome support and [inovex](#) for sponsoring this release.

### 15.3.12 Version 2.5.8, 2017-09-10

- Use `sphinx.ext.imgmath` instead of `sphinx.ext.mathjax`
- Added `--with-gitlab-ci` flag for GitLab CI support
- Fix Travis install template dirties git repo, issue #107
- Updated setuptools\_scm to version 1.15.6
- Updated pbr to version 3.1.1

### 15.3.13 Version 2.5.7, 2016-10-11

- Added encoding to `__init__.py`
- Few doc corrections in `setup.cfg`
- `[tool:pytest]` instead of `[pytest]` in `setup.cfg`
- Updated skeleton
- Switch to Google Sphinx style
- Updated `setuptools_scm` to version 1.13.1
- Updated `pbr` to version 1.10.0

### 15.3.14 Version 2.5.6, 2016-05-01

- Prefix error message with `ERROR:`
- Suffix of untagged commits changed from `{version}-{hash}` to `{version}-n{hash}`
- Check if package identifier is valid
- Added log level command line flags to the skeleton
- Updated `pbr` to version 1.9.1
- Updated `setuptools_scm` to version 1.11.0

### 15.3.15 Version 2.5.5, 2016-02-26

- Updated `pbr` to master at 2016-01-20
- Fix `sdist` installation bug when no `git` is installed, issue #90

### 15.3.16 Version 2.5.4, 2016-02-10

- Fix problem with `fibonacci` terminal example
- Update `setuptools_scm` to v1.10.1

### 15.3.17 Version 2.5.3, 2016-01-16

- Fix classifier metadata (`classifiers` to `classifier` in `setup.cfg`)

### 15.3.18 Version 2.5.2, 2016-01-02

- Fix `is_git_installed`



### 15.3.19 Version 2.5.1, 2016-01-01

- Fix: Do some sanity checks first before gathering default options
- Updated `setuptools_scm` to version 1.10.0

### 15.3.20 Version 2.5, 2015-12-09

- Usage of `test-requirements.txt` instead of `tests_require` in `setup.py`, issue #71
- Removed `--with-numpydoc` flag since this is now included by default with `sphinx.ext.napoleon` in Sphinx 1.3 and above
- Added small template for unittest
- Fix for the example skeleton file when using namespace packages
- Fix typo in `devpi:upload` section, issue #82
- Include `pbr` and `setuptools_scm` in PyScaffold to avoid dependency problems, issue #71 and #72
- Cool logo was designed by Eva Schmücker, issue #66

### 15.3.21 Version 2.4.4, 2015-10-29

- Fix problem with bad upload of version 2.4.3 to PyPI, issue #80

### 15.3.22 Version 2.4.3, 2015-10-27

- Fix problem with version numbering if `setup.py` is not in the root directory, issue #76

### 15.3.23 Version 2.4.2, 2015-09-16

- Fix version conflicts due to too tight pinning, issue #69

### 15.3.24 Version 2.4.1, 2015-09-09

- Fix installation with additional requirements `pyscaffold[ALL]`
- Updated `pbr` version to 1.7

### 15.3.25 Version 2.4, 2015-09-02

- Allow different `py.test` options when invoking with `py.test` or `python setup.py test`
- Check if Sphinx is needed and add it to `setup_requires`
- Updated pre-commit plugins
- Replaced `pytest-runner` by an improved version
- Let `pbr` do `sphinx-apidoc`, removed from `conf.py`, issue #65

---

**Note:** Due to the switch to a modified `pytest-runner` version it is necessary to update `setup.cfg`. Please check the *example*.

---

### 15.3.26 Version 2.3, 2015-08-26

- Format of `setup.cfg` changed due to usage of `pbr`, issue #59
- Much cleaner `setup.py` due to usage of `pbr`, issue #59
- PyScaffold can be easily called from another script, issue #58
- Internally dictionaries instead of namespace objects are used for options, issue #57
- Added a section for `devpi` in `setup.cfg`, issue #62

---

**Note:** Due to the switch to `pbr`, it is necessary to update `setup.cfg` according to the new syntax.

---

### 15.3.27 Version 2.2.1, 2015-06-18

- FIX: Removed `putup` console script in `setup.cfg` template

### 15.3.28 Version 2.2, 2015-06-01

- Allow recursive inclusion of data files in `setup.cfg`, issue #49
- Replaced hand-written PyTest runner by `pytest-runner`, issue #47
- Improved default `README.rst`, issue #51
- Use `tests/conftest.py` instead of `tests/__init__.py`, issue #52
- Use `setuptools_scm` for versioning, issue #43
- Require `setuptools>=9.0`, issue #56
- Do not create `skeleton.py` during an update, issue #55

---

**Note:** Due to the switch to `setuptools_scm` the following changes apply:

- use `python setup.py --version` instead of `python setup.py version`
  - `git archive` can no longer be used for packaging (and was never meant for it anyway)
  - initial tag `v0.0` is no longer necessary and thus not created in new projects
  - tags do no longer need to start with `v`
-

### 15.3.29 Version 2.1, 2015-04-16

- Use alabaster as default Sphinx theme
- Parameter `data_files` is now a section in `setup.cfg`
- Allow definition of `extras_require` in `setup.cfg`
- Added a `CHANGES.rst` file for logging changes
- Added support for cookiecutter
- FIX: Handle an empty Git repository if necessary

### 15.3.30 Version 2.0.4, 2015-03-17

- Typo and wrong Sphinx usage in the RTD documentation

### 15.3.31 Version 2.0.3, 2015-03-17

- FIX: Removed misleading `include_package_data` option in `setup.cfg`
- Allow selection of a proprietary license
- Updated some documentations
- Added `-U` as short parameter for `--update`

### 15.3.32 Version 2.0.2, 2015-03-04

- FIX: Version retrieval with `setup.py install`
- `argparse` example for version retrieval in `skeleton.py`
- FIX: `import my_package` should be quiet (`verbose=False`)

### 15.3.33 Version 2.0.1, 2015-02-27

- FIX: Installation bug under Windows 7

### 15.3.34 Version 2.0, 2015-02-25

- Split configuration and logic into `setup.cfg` and `setup.py`
- Removed `.pre` from version string (newer PEP 440)
- FIX: Sphinx now works if package name does not equal project name
- Allow namespace packages with `--with-namespace`
- Added a `skeleton.py` as a `console_script` template
- Set `v0.0` as initial tag to support PEP440 version inference
- Integration of the Versioneer functionality into `setup.py`
- Usage of `data_files` configuration instead of `MANIFEST.in`
- Allow configuration of `package_data` in `setup.cfg`

- Link from Sphinx docs to AUTHORS.rst

### 15.3.35 Version 1.4, 2014-12-16

- Added numpydoc flag `--with-numpydoc`
- Fix: Add django to requirements if `--with-django`
- Fix: Don't overwrite index.rst during update

### 15.3.36 Version 1.3.2, 2014-12-02

- Fix: path of Travis install script

### 15.3.37 Version 1.3.1, 2014-11-24

- Fix: `--with-tox` tuple bug #28

### 15.3.38 Version 1.3, 2014-11-17

- Support for Tox (<https://tox.readthedocs.org/>)
- flake8: exclude some files
- Usage of UTF8 as file encoding
- Fix: create non-existent files during update
- Fix: unit tests on MacOS
- Fix: unit tests on Windows
- Fix: Correct version when doing setup.py install

### 15.3.39 Version 1.2, 2014-10-13

- Support pre-commit hooks (<http://pre-commit.com/>)

### 15.3.40 Version 1.1, 2014-09-29

- Changed COPYING to LICENSE
- Support for all licenses from <http://choosealicense.com/>
- Fix: Allow update of license again
- Update to Versioneer 0.12

### 15.3.41 Version 1.0, 2014-09-05

- Fix when overwritten project has a git repository
- Documentation updates
- License section in Sphinx
- Django project support with `--with-django` flag
- Travis project support with `--with-travis` flag
- Replaced `sh` with own implementation
- Fix: new *git describe* version to PEP440 conversion
- `conf.py` improvements
- Added source code documentation
- Fix: Some Python 2/3 compatibility issues
- Support for Windows
- Dropped Python 2.6 support
- Some classifier updates

### 15.3.42 Version 0.9, 2014-07-27

- Documentation updates due to RTD
- Added a `--force` flag
- Some cleanups in `setup.py`

### 15.3.43 Version 0.8, 2014-07-25

- Update to Versioneer 0.10
- Moved `sphinx-apidoc` from `setup.py` to `conf.py`
- Better support for *make html*

### 15.3.44 Version 0.7, 2014-06-05

- Added Python 3.4 tests and support
- Flag `--update` updates only some files now
- Usage of `setup_requires` instead of `six` code

### 15.3.45 Version 0.6.1, 2014-05-15

- Fix: Removed six dependency in setup.py

### 15.3.46 Version 0.6, 2014-05-14

- Better usage of six
- Return non-zero exit status when doctests fail
- Updated README
- Fixes in Sphinx Makefile

### 15.3.47 Version 0.5, 2014-05-02

- Simplified some Travis tests
- Nicer output in case of errors
- Updated PyScaffold's own setup.py
- Added `--junit_xml` and `--coverage_xml/html` option
- Updated `.gitignore` file

### 15.3.48 Version 0.4.1, 2014-04-27

- Problem fixed with `pytest-cov` installation

### 15.3.49 Version 0.4, 2014-04-23

- PEP8 and PyFlakes fixes
- Added `--version` flag
- Small fixes and cleanups

### 15.3.50 Version 0.3, 2014-04-18

- PEP8 fixes
- More documentation
- Added update feature
- Fixes in setup.py

### **15.3.51 Version 0.2, 2014-04-15**

- Checks when creating the project
- Fixes in COPYING
- Usage of sh instead of GitPython
- PEP8 fixes
- Python 3 compatibility
- Coverage with Coverall.io
- Some more unittests

### **15.3.52 Version 0.1.2, 2014-04-10**

- Bugfix in Manifest.in
- Python 2.6 problems fixed

### **15.3.53 Version 0.1.1, 2014-04-10**

- Unittesting with Travis
- Switch to string.Template
- Minor bugfixes

### **15.3.54 Version 0.1, 2014-04-03**

- First release





## 16.1 pyscaffold package

### 16.1.1 Subpackages

#### pyscaffold.extensions package

#### Submodules

#### pyscaffold.extensions.cirrus module

Extension that generates configuration for Cirrus CI.

**class** `pyscaffold.extensions.cirrus.Cirrus` (*name=None*)

Bases: `pyscaffold.extensions.Extension`

Add configuration file for Cirrus CI (includes `-pre-commit`)

**activate** (*actions*)

Activate extension, see `activate`.

**augment\_cli** (*parser*)

Augments the command-line interface parser. See `augment_cli`.

`pyscaffold.extensions.cirrus.add_files` (*struct, opts*)

Add `.cirrus.yml` to the file structure

#### Parameters

- **struct** – project representation as (possibly) nested `dict`.
- **opts** – given options, see `create_project` for an extensive list.

**Returns** updated project representation and options

**Return type** `struct, opts`

`pyscaffold.extensions.cirrus.cirrus_descriptor` (*\_opts*)

Returns the rendered template

## pyscaffold.extensions.config module

CLI options for using/saving preferences as PyScaffold config files.

**class** `pyscaffold.extensions.config.Config` (*name=None*)  
Bases: `pyscaffold.extensions.Extension`

Add a few useful options for creating/using PyScaffold config files.

**activate** (*actions*)

Activates the extension by registering its functionality

**Parameters** `actions` (*List[Action]*) – list of action to perform

**Returns** updated list of actions

**Return type** `List[Action]`

**augment\_cli** (*parser*)

Augments the command-line interface parser.

A command line argument `--FLAG` where `FLAG=self.name` is added which appends `self.activate` to the list of extensions. As help text the docstring of the extension class is used. In most cases this method does not need to be overwritten.

**Parameters** `parser` – current parser object

**persist = False**

`pyscaffold.extensions.config.save` (*struct, opts*)  
Save the given opts as preferences in a PyScaffold's config file.

## pyscaffold.extensions.gitlab\_ci module

Extension that generates configuration and script files for GitLab CI.

**class** `pyscaffold.extensions.gitlab_ci.GitLab` (*name=None*)  
Bases: `pyscaffold.extensions.Extension`

Generate GitLab CI configuration files

**activate** (*actions*)

Activate extension, see `activate`.

`pyscaffold.extensions.gitlab_ci.add_files` (*struct, opts*)  
Add `.gitlab-ci.yml` file to structure

**Parameters**

- **struct** – project representation as (possibly) nested `dict`.
- **opts** – given options, see `create_project` for an extensive list.

**Returns** updated project representation and options

**Return type** `struct, opts`

## pyscaffold.extensions.namespace module

Extension that adjust project file tree to include a namespace package.

This extension adds a **namespace** option to `create_project` and provides correct values for the options **root\_pkg** and **namespace\_pkg** to the following functions in the action list.

**class** `pyscaffold.extensions.namespace.Namespace` (*name=None*)

Bases: `pyscaffold.extensions.Extension`

Add a namespace (container package) to the generated package.

**activate** (*actions*)

Register an action responsible for adding namespace to the package.

**Parameters** **actions** – list of actions to perform

**Returns** updated list of actions

**Return type** `list`

**augment\_cli** (*parser*)

Add an option to parser that enables the namespace extension.

**Parameters** **parser** (`argparse.ArgumentParser`) – CLI parser object

`pyscaffold.extensions.namespace.add_namespace` (*struct, opts*)

Prepend the namespace to a given file structure

**Parameters**

- **struct** – directory structure as dictionary of dictionaries
- **opts** – options of the project

**Returns** Directory structure as dictionary of dictionaries and input options

`pyscaffold.extensions.namespace.enforce_namespace_options` (*struct, opts*)

Make sure options reflect the namespace usage.

`pyscaffold.extensions.namespace.move_old_package` (*struct, opts*)

Move old package that may be eventually created without namespace

**Parameters**

- **struct** (*dict*) – directory structure as dictionary of dictionaries
- **opts** (*dict*) – options of the project

**Returns** directory structure as dictionary of dictionaries and input options

**Return type** `tuple(dict, dict)`

`pyscaffold.extensions.namespace.prepare_namespace` (*namespace\_str*)

Check the validity of `namespace_str` and split it up into a list

**Parameters** **namespace\_str** – namespace, e.g. “com.blue\_yonder”

**Returns** list of namespaces, e.g. [“com”, “com.blue\_yonder”]

**Raises** `InvalidIdentifier` – raised if namespace is not valid

### pyscaffold.extensions.no\_pyproject module

Extension that omits the creation of file *pyproject.toml*.

Since the isolated builds with PEP517/PEP518 are not completely backward compatible, this extension provides an escape hatch for people that want to maintain the legacy behaviour.

This extension might be excluded once support for isolated builds stabilises and the community moves towards using it more exclusively.

**class** `pyscaffold.extensions.no_pyproject.NoPyProject` (*name=None*)  
Bases: `pyscaffold.extensions.Extension`

Do not include a *pyproject.toml* file in the project root, and thus avoid isolated builds as defined in PEP517/518.

**activate** (*actions*)

Activates the extension by registering its functionality

**Parameters** **actions** (*List[Action]*) – list of action to perform

**Returns** updated list of actions

**Return type** `List[Action]`

**name** = `'no_pyproject'`

`pyscaffold.extensions.no_pyproject.ensure_option` (*struct, opts*)

Make option available in non-CLI calls (used by other parts of PyScaffold)

`pyscaffold.extensions.no_pyproject.remove_files` (*struct, opts*)

### pyscaffold.extensions.no\_skeleton module

Extension that omits the creation of file *skeleton.py*

**class** `pyscaffold.extensions.no_skeleton.NoSkeleton` (*name=None*)  
Bases: `pyscaffold.extensions.Extension`

Omit creation of *skeleton.py* and *test\_skeleton.py*

**activate** (*actions*)

Activate extension, see `activate`.

`pyscaffold.extensions.no_skeleton.remove_files` (*struct, opts*)

Remove all skeleton files from structure

**Parameters**

- **struct** – project representation as (possibly) nested `dict`.
- **opts** – given options, see `create_project` for an extensive list.

**Returns** Updated project representation and options

### pyscaffold.extensions.no\_tox module

Extension that removes configuration files for the Tox test automation tool.

**class** `pyscaffold.extensions.no_tox.NoTox` (*name=None*)  
Bases: `pyscaffold.extensions.Extension`

Prevent a tox configuration file from being created

**activate** (*actions*)

Activate extension, see `activate`.

`pyscaffold.extensions.no_tox.remove_files` (*struct, opts*)  
Remove `.tox.ini` file to structure

### pyscaffold.extensions.pre\_commit module

Extension that generates configuration files for Yelp `pre-commit`.

**class** `pyscaffold.extensions.pre_commit.PreCommit` (*name=None*)  
Bases: `pyscaffold.extensions.Extension`

Generate pre-commit configuration file

**activate** (*actions*)

Activate extension

**Parameters** `actions` (*list*) – list of actions to perform

**Returns** updated list of actions

**Return type** `list`

`pyscaffold.extensions.pre_commit.add_files` (*struct, opts*)  
Add `.pre-commit-config.yaml` file to structure

Since the default template uses `isort`, this function also provides an initial version of `.isort.cfg` that can be extended by the user (it contains some useful skips, e.g. `tox` and `venv`)

`pyscaffold.extensions.pre_commit.add_instructions` (*opts, content, file\_op*)  
Add pre-commit instructions to README

`pyscaffold.extensions.pre_commit.find_executable` (*struct, opts*)

Find the pre-commit executable that should run later in the next action... Or take advantage of the `venv` to install it...

`pyscaffold.extensions.pre_commit.install` (*struct, opts*)  
Attempts to install pre-commit in the project

### pyscaffold.extensions.travis module

Extension that generates configuration and script files for Travis CI.

**class** `pyscaffold.extensions.travis.Travis` (*name=None*)  
Bases: `pyscaffold.extensions.Extension`

Generate Travis CI configuration files

**activate** (*actions*)

Activate extension, see `activate`.

`pyscaffold.extensions.travis.add_files` (*struct*, *opts*)

Add some Travis files to structure

**Parameters**

- **struct** – project representation as (possibly) nested `dict`.
- **opts** – given options, see `create_project` for an extensive list.

**Returns** updated project representation and options

**Return type** `struct`, `opts`

## `pyscaffold.extensions.venv` module

Create a virtual environment for the project

`pyscaffold.extensions.venv.DEFAULT: Union[str, os.PathLike] = '.venv'`

Default directory name for collocated virtual environment that will be created

**exception** `pyscaffold.extensions.venv.NotInstalled` (*msg=None*)

Bases: `ImportError`

Neither virtualenv or venv are installed in the computer. Please check the following alternatives:

- `virtualenv` can be installed via `pip`
- `venv` is supposed to be installed by default with Python3, however some OS or distributions (such as Ubuntu) break the standard library in a series of packages that need to be manually installed via OS package manager. You can try to search for a `python-venv`, `python3-venv` or similar in the official repositories.

**class** `pyscaffold.extensions.venv.Venv` (*name=None*)

Bases: `pyscaffold.extensions.Extension`

Create a virtual environment for the project (using `virtualenv` or `stdlib`'s `venv`). Default location: “{DEFAULT}”.

If `virtualenv` is available, it will be used, since it has some advantages over `stdlib`'s `venv` (such as being faster, see <https://virtualenv.pypa.io/en/stable/>).

Notice that even if part of Python's `stdlib`, `venv` is not guaranteed to be installed, some OS/distributions (such as Ubuntu) require an explicit installation. If you have problems, try installing `virtualenv` with `pip` and run the command again.

**activate** (*actions*)

Activate extension, see `activate`.

**augment\_cli** (*parser*)

Augments the command-line interface parser. See `augment_cli`.

**persist = False**

`pyscaffold.extensions.venv.create_with_stdlib` (*path*, *pretend=False*)

`pyscaffold.extensions.venv.create_with_virtualenv` (*path*, *pretend=False*)

`pyscaffold.extensions.venv.get_path` (*opts*, *default='.venv'*)

Get the path to the venv that will be created.

`pyscaffold.extensions.venv.install_packages` (*struct*, *opts*)

Install the specified packages inside the created venv.

`pyscaffold.extensions.venv.instruct_user` (*struct*, *opts*)

Simply display a message reminding the user to activate the venv.

`pyscaffold.extensions.venv.run` (*struct, opts*)  
Action that will create a virtualenv for the project

## Module contents

Built-in extensions for PyScaffold.

**class** `pyscaffold.extensions.Extension` (*name=None*)  
Bases: `object`

Base class for PyScaffold's extensions

**Parameters** `name` (*str*) – How the extension should be named. Default: name of class By default, this value is used to create the activation flag in PyScaffold cli.

See our docs on how to create extensions in: <https://pyscaffold.org/en/latest/extensions.html>

Also check *actions*, *Structure* and *ScaffoldOpts* for more details.

---

**Note:** Please name your class using a CamelCase version of the name you use in the `setuptools` entrypoint (alternatively you will need to overwrite the `name` property to match the entrypoint name).

---

**activate** (*actions*)

Activates the extension by registering its functionality

**Parameters** `actions` (*List[Action]*) – list of action to perform

**Returns** updated list of actions

**Return type** `List[Action]`

**augment\_cli** (*parser*)

Augments the command-line interface parser.

A command line argument `--FLAG` where `FLAG="self.name"` is added which appends `self.activate` to the list of extensions. As help text the docstring of the extension class is used. In most cases this method does not need to be overwritten.

**Parameters** `parser` – current parser object

**property** `flag`

**property** `help_text`

**property** `name`

**persist** = `True`

When `True` PyScaffold will store the extension in the PyScaffold's section of `setup.cfg`. Useful for updates. Set to `False` if the extension should not be re-invoked on updates.

**static register** (*actions, action, before=None, after=None*)

Shortcut for `pyscaffold.actions.register`

**static unregister** (*actions, reference*)

Shortcut for `pyscaffold.actions.unregister`

`pyscaffold.extensions.include` (*\*extensions*)

Create a custom `argparse.Action` that saves multiple extensions for activation.

**Parameters** `*extensions` – extension objects to be saved

`pyscaffold.extensions.iterate_entry_points` (*group*='pyscaffold.cli')

Produces a generator yielding an `EntryPoint` object for each extension registered via `setuptools` [entry point mechanism](#).

This method can be used in conjunction with `load_from_entry_point` to filter the extensions before actually loading them.

`pyscaffold.extensions.list_from_entry_points` (*group*='pyscaffold.cli', *filtering*=<function <lambda>>)

Produces a list of extension objects for each extension registered via `setuptools` [entry point mechanism](#).

**Parameters**

- **group** – name of the `setuptools`' `entry_point` group where extensions is being registered
- **filtering** – function returning a boolean deciding if the entry point should be loaded and included (or not) in the final list. A `True` return means the extension should be included.

`pyscaffold.extensions.load_from_entry_point` (*entry\_point*)

Carefully load the extension, raising a meaningful message in case of errors

`pyscaffold.extensions.store_with` (*\*extensions*)

Create a custom `argparse.Action` that stores the value of the given option in addition to saving the extension for activation.

**Parameters** *\*extensions* – extension objects to be saved for activation

## `pyscaffold.templates` package

### Module contents

Templates for all files of a project's scaffold

`pyscaffold.templates.add_pyscaffold` (*config*, *opts*)

Add `PyScaffold` section to a `setup.cfg`-like file + `PyScaffold`'s version + extensions and their associated options.

`pyscaffold.templates.get_template` (*name*, *relative\_to*='pyscaffold.templates')

Retrieve the template by name

**Parameters**

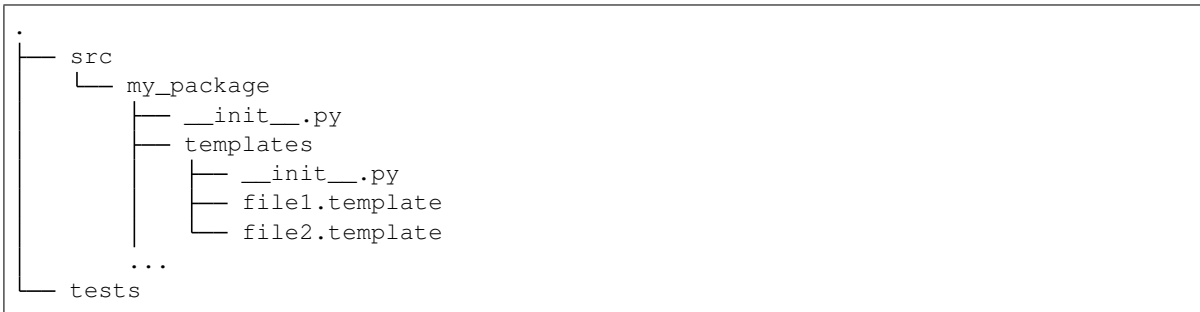
- **name** – name of template (the `.template` extension will be automatically added to this name)
- **relative\_to** – module/package object or name to which the resource file is relative (in the standard module format, e.g. `foo.bar.baz`). Notice that `relative_to` should not represent directly a shared namespace package, since this kind of package is spread in different folders in the file system.

Default value: `pyscaffold.templates` (**please assign accordingly when using in custom extensions**).



## Examples

Consider the following package organization:



Inside the file `src/my_package/__init__.py`, one can easily obtain the contents of `file1.template` by doing:

```

from pyscaffold.templates import get_template
from . import templates as my_templates

tpl1 = get_template("file1", relative_to=my_templates)
# OR
# tpl1 = get_template('file1', relative_to=my_templates.__name__)

```

Please notice you can also use `relative_to=__name__` or a combination of `from .. import __name__ as parent` and `relative_to=parent` to deal with relative imports.

**Returns** template

**Return type** `string.Template`

Changed in version 3.3: New parameter **relative\_to**.

`pyscaffold.templates.init` (*opts*)

Template of `__init__.py`

**Parameters** **opts** – mapping parameters as dictionary

**Returns** file content as string

**Return type** `str`

`pyscaffold.templates.license` (*opts*)

Template of `LICENSE.txt`

**Parameters** **opts** – mapping parameters as dictionary

**Returns** file content as string

**Return type** `str`

`pyscaffold.templates.licenses` = `{'AGPL-3.0-only': 'license_affero_3.0', 'AGPL-3.0-or-later': ...}`

All available licences (identifiers based on SPDX <https://spdx.org/licenses/>)

`pyscaffold.templates.parse_extensions` (*extensions*)

Given a string value for the field `pyscaffold.extensions` in a `setup.cfg`-like file, return a set of extension names.

`pyscaffold.templates.pyproject_toml` (*opts*)

`pyscaffold.templates.setup_cfg` (*opts*)

Template of `setup.cfg`

**Parameters** `opts` – mapping parameters as dictionary

**Returns** file content as string

**Return type** `str`

## 16.1.2 Submodules

### 16.1.3 `pyscaffold.actions` module

Default PyScaffold’s actions and functions to manipulate them.

When generating a project, PyScaffold uses a pipeline of functions (each function will receive as arguments the values returned by the previous function). These functions have an specific purpose and are called **actions**. Please follow the *Action* signature when developing your own action.

---

**Note:** Some actions are more complex and are placed in dedicated modules together with other auxiliary functions, see *pyscaffold.structure*, *pyscaffold.update*.

---

#### `pyscaffold.actions.Action`

Signature of a PyScaffold action, both arguments should be treated as immutable, but a copy of the arguments, modified by the extension might be returned:

```
Callable[[Structure, ScaffoldOpts], Tuple[Structure, ScaffoldOpts]]
```

alias of `Callable[[Dict[str, Union[str, None, Callable[[Dict[str, Any]], Optional[str]], string.Template, Tuple[Union[str, None, Callable[[Dict[str, Any]], Optional[str]], string.Template], Callable[[pathlib.Path, Optional[str], Dict[str, Any]], Optional[pathlib.Path]]], dict]], Dict[str, Any], Tuple[Dict[str, Union[str, None, Callable[[Dict[str, Any]], Optional[str]], string.Template, Tuple[Union[str, None, Callable[[Dict[str, Any]], Optional[str]], string.Template], Callable[[pathlib.Path, Optional[str], Dict[str, Any]], Optional[pathlib.Path]]], dict]], Dict[str, Any]]]`

#### `pyscaffold.actions.ActionParams`

Both argument and return type of an action (`struct`, `opts`), so a sequence of actions work in pipeline:

```
Tuple[Structure, ScaffoldOpts]
```

When actions run, they can return an updated copy of `Structure` and *ScaffoldOpts*.

alias of `Tuple[Dict[str, Union[str, None, Callable[[Dict[str, Any]], Optional[str]], string.Template, Tuple[Union[str, None, Callable[[Dict[str, Any]], Optional[str]], string.Template], Callable[[pathlib.Path, Optional[str], Dict[str, Any]], Optional[pathlib.Path]]], dict]], Dict[str, Any]]]`

#### `pyscaffold.actions.DEFAULT: List[Callable[[Dict[str, Union[str, None, Callable[[Dict[str, Any], Optional[str]], string.Template, Tuple[Union[str, None, Callable[[Dict[str, Any]], Optional[str]], string.Template], Callable[[pathlib.Path, Optional[str], Dict[str, Any]], Optional[pathlib.Path]]], dict]], Dict[str, Any]]]]]`

Default list of actions forming the main pipeline executed by PyScaffold

#### `pyscaffold.actions.ScaffoldOpts`

Dictionary with PyScaffold’s options, see *pyscaffold.api.create\_project*.

alias of `Dict[str, Any]`

#### `pyscaffold.actions.discover` (*extensions*)

Retrieve the action list.

This is done by concatenating the default list with the one generated after activating the extensions.

**Parameters** `extensions` – list of functions responsible for activating the extensions.

`pyscaffold.actions.get_default_options` (*struct*, *opts*)

Compute all the options that can be automatically derived.

This function uses all the available information to generate sensible defaults. Several options that can be derived are computed when possible.

#### Parameters

- **struct** – project representation as (possibly) nested `dict`.
- **opts** – given options, see `create_project` for an extensive list.

**Returns** project representation and options with default values set

**Return type** `ActionParams`

#### Raises

- **DirectoryDoesNotExist** – when PyScaffold is told to update a nonexistent directory
- **GitNotInstalled** – when git command is not available
- **GitNotConfigured** – when git does not know user information

---

**Note:** This function uses git to determine some options, such as author name and email.

---

`pyscaffold.actions.init_git` (*struct*, *opts*)

Add revision control to the generated files.

#### Parameters

- **struct** – project representation as (possibly) nested `dict`.
- **opts** – given options, see `create_project` for an extensive list.

**Returns** Updated project representation and options

`pyscaffold.actions.invoke` (*struct\_and\_opts*, *action*)

Invoke action with proper logging.

#### Parameters

- **struct\_and\_opts** – PyScaffold's arguments for actions
- **action** – to be invoked

**Returns** updated project representation and options

**Return type** `ActionParams`

`pyscaffold.actions.register` (*actions*, *action*, *before=None*, *after=None*)

Register a new action to be performed during scaffold.

#### Parameters

- **actions** (`List[Action]`) – previous action list.
- **action** (`Action`) – function with two arguments: the first one is a (nested) dict representing the file structure of the project and the second is a dict with scaffold options. This function **MUST** return a tuple with two elements similar to its arguments. Example:

```
def do_nothing(struct, opts):
    return (struct, opts)
```

- **\*\*kwargs** (*dict*) – keyword arguments make it possible to choose a specific order when executing actions: when `before` or `after` keywords are provided, the argument value is used as a reference position for the new action. Example:

```
register(actions, do_nothing,
        after='create_structure')
    # Look for the first action with a name
    # `create_structure` and inserts `do_nothing` after it.
    # If more than one registered action is named
    # `create_structure`, the first one is selected.

register(
    actions, do_nothing,
    before='pyscaffold.structure:create_structure')
    # Similar to the previous example, but the probability
    # of name conflict is decreased by including the module
    # name.
```

When no keyword argument is provided, the default execution order specifies that the action will be performed after the project structure is defined, but before it is written to the disk. Example:

```
register(actions, do_nothing)
    # The action will take place after
    # `pyscaffold.structure:define_structure`
```

**Returns** modified action list.

**Return type** List[Action]

`pyscaffold.actions.report_done` (*struct, opts*)  
Just inform the user PyScaffold is done

`pyscaffold.actions.unregister` (*actions, reference*)  
Prevent a specific action to be executed during scaffold.

**Parameters**

- **actions** (*List[Action]*) – previous action list.
- **reference** (*str*) – action identifier. Similarly to the keyword arguments of `register` it can assume two formats:
  - the name of the function alone,
  - the name of the module followed by `:` and the name of the function

**Returns** modified action list.

**Return type** List[Action]

`pyscaffold.actions.verify_options_consistency` (*struct, opts*)  
Perform some sanity checks about the given options.

**Parameters**

- **struct** – project representation as (possibly) nested `dict`.
- **opts** – given options, see `create_project` for an extensive list.

**Returns** Updated project representation and options

`pyscaffold.actions.verify_project_dir` (*struct, opts*)  
Check if PyScaffold can materialize the project dir structure.

**Parameters**

- **struct** – project representation as (possibly) nested `dict`.
- **opts** – given options, see `create_project` for an extensive list.

**Returns** Updated project representation and options

## 16.1.4 pyscaffold.api module

External API for accessing PyScaffold programmatically via Python.

`pyscaffold.api.DEFAULT_OPTIONS = {'config_files': [], 'description': 'Add a short description'}`  
 Default values for PyScaffold's options.

Options that can be derived from the values of other options (e.g. `package` can be derived from `project_path` when not explicitly passed) are computed in `pyscaffold.actions.get_default_options`.

When `config_files` is empty, a default value is computed dynamically by `pyscaffold.info.config_file` before the start of PyScaffold's action pipeline.

**Warning:** Default values might be dynamically overwritten by `config_files` or, during updates, existing `setup.cfg`.

`pyscaffold.api.NO_CONFIG = <ConfigFiles.NO_CONFIG: 1>`

This constant is used to tell PyScaffold to not load any extra configuration file, not even the default ones Usage:

```
create_project(opts, config_files=NO_CONFIG)
```

Please notice that the `setup.cfg` file inside an project being updated will still be considered.

`pyscaffold.api.bootstrap_options` (*opts=None, \*\*kwargs*)

Internal API: augment the given options with minimal defaults and existing configurations saved in files (e.g. `setup.cfg`)

See list of arguments in `create_project`. Returns a dictionary of options.

**Warning:** This function is not part of the public Python API of PyScaffold, and therefore might change even in minor/patch releases (not bounded to semantic versioning).

---

**Note:** This function does not replace the `pyscaffold.actions.get_default_options` action. Instead it is needed to ensure that action works correctly.

---

`pyscaffold.api.create_project` (*opts=None, \*\*kwargs*)

Create the project's directory structure

**Parameters**

- **opts** (*dict*) – options of the project
- **\*\*kwargs** – extra options, passed as keyword arguments

**Returns** a tuple of *struct* and *opts* dictionary

**Return type** tuple

Valid options include:

### Project Information

- **project\_path** (`os.PathLike` or `str`)

### Naming

- **name** (`str`): as in `pip install` or in PyPI
- **package** (`str`): Python identifier as in `import` (without namespace)

### Package Information

- **author** (`str`)
- **email** (`str`)
- **release\_date** (`str`)
- **year** (`str`)
- **title** (`str`)
- **description** (`str`)
- **url** (`str`)
- **classifiers** (`str`)
- **requirements** (`list`)

### PyScaffold Control

- **update** (`bool`)
- **force** (`bool`)
- **pretend** (`bool`)
- **extensions** (`list`)
- **config\_files** (`list` or `NO_CONFIG`)

Some of these options are equivalent to the command line options, others are used for creating the basic python package meta information, but the ones in the “PyScaffold Control” group affects how the “scaffolding” behaves.

When the **force** flag is `True`, existing files will be overwritten. When the **update** flag is `True`, PyScaffold will consider that some files can be updated (usually the packaging boilerplate), but will keep others intact. When the **pretend** flag is `True`, the project will not be created/updated, but the expected outcome will be logged.

The **extensions** list may contain any object that follows the [extension API](#). Note that some PyScaffold features, such as `travis`, `tox` and pre-commit support, are implemented as built-in extensions. In order to use these features it is necessary to include the respective objects in the extension list. All built-in extensions are accessible via `pyscaffold.extensions` submodule.

Finally, when `setup.cfg`-like files are added to the **config\_files** list, PyScaffold will read it’s options from there in addition to the ones already passed. If the list is empty, the default configuration file is used. To avoid reading any existing configuration, please pass `config_file=NO_CONFIG`. See <https://pyscaffold.org/en/latest/configuration.html> for more details.

Note that extensions may define extra options. For example, the `cookiecutter` extension define a `cookiecutter` option that should be the address to the git repository used as template and the `namespace` extension define a `namespace` option with the name of a PEP 420 compatible (and possibly nested) namespace.

## 16.1.5 pyscaffold.cli module

Command-Line-Interface of PyScaffold

`pyscaffold.cli.add_default_args(parser)`

Add the default options and arguments to the CLI parser.

`pyscaffold.cli.list_actions(opts)`

Do not create a project, just list actions considering extensions

**Parameters** `opts` (*dict*) – command line options as dictionary

`pyscaffold.cli.main(args)`

Main entry point for external applications

**Parameters** `args` – command line arguments

`pyscaffold.cli.parse_args(args)`

Parse command line parameters respecting extensions

**Parameters** `args` – command line parameters as list of strings

**Returns** command line parameters

**Return type** `dict`

`pyscaffold.cli.run(args=None)`

Entry point for console script

`pyscaffold.cli.run_scaffold(opts)`

Actually scaffold the project, calling the python API

**Parameters** `opts` (*dict*) – command line options as dictionary

## 16.1.6 pyscaffold.dependencies module

Internal library for manipulating package dependencies and requirements.

`pyscaffold.dependencies.BUILD = ('setuptools_scm>=4.1.2', 'wheel')`

Dependencies that will be required to build the created project

`pyscaffold.dependencies.ISOLATED = ('setuptools>=46.1.0', 'setuptools_scm[toml]>=4.1.2', 'v')`

Dependencies for isolated builds (PEP517/518). - setuptools min version might be slightly higher then the version required at runtime. - setuptools\_scm requires an optional dependency to work with pyproject.toml

`pyscaffold.dependencies.REQ_SPLITTER = re.compile(';(?:!\\s*(python|platform|implementation`

Regex to split requirements that considers both `setup.cfg specs` and `PEP 508` (in a *good enough* simplified fashion).

`pyscaffold.dependencies.RUNTIME = ('importlib-metadata; python_version<"3.8"',)`

Dependencies that will be required at runtime by the created project

`pyscaffold.dependencies.add(requirements, to_add=('setuptools_scm>=4.1.2', 'wheel'))`

Given a sequence of individual requirement strings, add `to_add` to it. By default adds `BUILD` if `to_add` is not given.

`pyscaffold.dependencies.check_setuptools_version()`

Check minimum required version of setuptools

Check that setuptools has all necessary capabilities for `setuptools_scm` as well as support for configuration with the help of `setup.cfg`.

**Raises** `OldSetuptools` – raised if necessary capabilities are not met

`pyscaffold.dependencies.deduplicate` (*requirements*)

Given a sequence of individual requirement strings, e.g. ["appdirs>=1.4.4", "packaging>20.0"], remove the duplicated packages. If a package is duplicated, the last occurrence stays.

`pyscaffold.dependencies.remove` (*requirements, to\_remove*)

Given a list of individual requirement strings, e.g. ["appdirs>=1.4.4", "packaging>20.0"], remove the requirements in `to_remove`.

`pyscaffold.dependencies.split` (*requirements*)

Split a combined requirement string (such as the values for `setup_requires` and `install_requires` in `setup.cfg`) into a list of individual requirement strings, that can be used in `is_included`, `get_requirements_str`, `remove`, etc...

## 16.1.7 pyscaffold.exceptions module

Functions for exception manipulation + custom exceptions used by PyScaffold to identify common deviations from the expected behavior.

**exception** `pyscaffold.exceptions.ActionNotFound` (*name, \*args, \*\*kwargs*)

Bases: `KeyError`

Impossible to find the required action.

**exception** `pyscaffold.exceptions.DirectoryAlreadyExists`

Bases: `RuntimeError`

The project directory already exists, but no update or force option was used.

**exception** `pyscaffold.exceptions.DirectoryDoesNotExist`

Bases: `RuntimeError`

No directory was found to be updated.

**exception** `pyscaffold.exceptions.ErrorLoadingExtension` (*extension="*, *en-*  
*try\_point=None*)

Bases: `RuntimeError`

There was an error loading '{extension}'. Please make sure you have installed a version of the extension that is compatible with PyScaffold {version}. You can also try unininstalling it.

**exception** `pyscaffold.exceptions.GitDirtyWorkspace` (*message="Your working tree is*  
*dirty. Commit your changes first or*  
*use '--force'."*, *\*args, \*\*kwargs*)

Bases: `RuntimeError`

Workspace of git is empty.

**DEFAULT\_MESSAGE** = "Your working tree is dirty. Commit your changes first or use '--for"

**exception** `pyscaffold.exceptions.GitNotConfigured` (*message='Make sure git is config-*  
*ured. Run:\n git config --global*  
*user.email "you@example.com"\n*  
*git config --global user.name "Your*  
*Name"\nto set your account's default*  
*identity.'*, *\*args, \*\*kwargs*)

Bases: `RuntimeError`

PyScaffold tries to read user.name and user.email from git config.

**DEFAULT\_MESSAGE** = 'Make sure git is configured. Run:\n git config --global user.email



**exception** `pyscaffold.exceptions.GitNotInstalled` (*message='Make sure git is installed and working.'*, *\*args*, *\*\*kwargs*)

Bases: `RuntimeError`

PyScaffold requires git to run.

**DEFAULT\_MESSAGE** = 'Make sure git is installed and working.'

**exception** `pyscaffold.exceptions.ImpossibleToFindConfigDir` (*message=None*, *\*args*, *\*\*kwargs*)

Bases: `RuntimeError`

An expected error occurred when trying to find the config dir.

This might be related to not being able to read the \$HOME env var in Unix systems, or %USERPROFILE% in Windows, or even the username.

**exception** `pyscaffold.exceptions.InvalidIdentifier`

Bases: `RuntimeError`

Python requires a specific format for its identifiers.

[https://docs.python.org/3.6/reference/lexical\\_analysis.html#identifiers](https://docs.python.org/3.6/reference/lexical_analysis.html#identifiers)

**exception** `pyscaffold.exceptions.NoPyScaffoldProject` (*message='Could not update project. Was it generated with PyScaffold?'*, *\*args*, *\*\*kwargs*)

Bases: `RuntimeError`

PyScaffold cannot update a project that it hasn't generated

**DEFAULT\_MESSAGE** = 'Could not update project. Was it generated with PyScaffold?'

**exception** `pyscaffold.exceptions.OldSetuptools` (*message='Your setuptools version is too old (<38.3). Use `pip install -U setuptools` to upgrade.\nIf you have the deprecated `distribute` package installed remove it or update to version 0.7.3.'*, *\*args*, *\*\*kwargs*)

Bases: `RuntimeError`

PyScaffold requires a recent version of setuptools.

**DEFAULT\_MESSAGE** = 'Your setuptools version is too old (<38.3). Use `pip install -U setuptools` to upgrade.'

**exception** `pyscaffold.exceptions.PyScaffoldTooOld` (*message='setup.cfg has no section [pyscaffold]! Are you trying to update a pre 3.0 version?'*, *\*args*, *\*\*kwargs*)

Bases: `RuntimeError`

PyScaffold cannot update a pre 3.0 version

**DEFAULT\_MESSAGE** = 'setup.cfg has no section [pyscaffold]! Are you trying to update a pre 3.0 version?'

**exception** `pyscaffold.exceptions.ShellCommandException`

Bases: `RuntimeError`

Outputs proper logging when a ShellCommand fails

`pyscaffold.exceptions.exceptions2exit` (*exception\_list*)

Decorator to convert given exceptions to exit messages

This avoids displaying nasty stack traces to end-users

**Parameters** [**Exception**] (*exception\_list*) – list of exceptions to convert

### 16.1.8 pyscaffold.file\_system module

Internal library that encapsulate file system manipulation. Examples include: creating/removing files and directories, changing permissions, etc.

Functions in this library usually extend the behaviour of Python's standard lib by providing proper error handling or adequate logging/control flow in the context of PyScaffold (an example of adequate control flow logic is dealing with the `pretend` flag).

`pyscaffold.file_system.ERROR_INVALID_NAME = 123`

Windows-specific error code indicating an invalid pathname.

`pyscaffold.file_system.chdir(path, **kwargs)`

Contextmanager to change into a directory

**Parameters** `path` – path to change current working directory to

#### Keyword Arguments

- `log` (*bool*) – log activity when true. Default: `False`.
- `pretend` (*bool*) – skip execution (but log) when pretending. Default `False`.

`pyscaffold.file_system.chmod(path, mode, pretend=False)`

Change the permissions of file in the given path.

This function reports the operation in the logs.

#### Parameters

- `path` – path in the file system whose permissions will be changed
- `mode` – new permissions, should be a combination of `:obj`stat.S_* <stat.S_IXUSR>`` (see `os.chmod`).
- `pretend` (*bool*) – false by default. File is not changed when pretending, but operation is logged.

`pyscaffold.file_system.create_directory(path, update=False, pretend=False)`

Create a directory in the given path.

This function reports the operation in the logs.

#### Parameters

- `path` – path in the file system where contents will be written.
- `update` (*bool*) – false by default. A `OSError` can be raised when update is false and the directory already exists.
- `pretend` (*bool*) – false by default. Directory is not created when pretending, but operation is logged.

`pyscaffold.file_system.create_file(path, content, pretend=False, encoding='utf-8')`

Create a file in the given path.

This function reports the operation in the logs.

#### Parameters

- `path` – path in the file system where contents will be written.
- `content` – what will be written.
- `pretend` (*bool*) – false by default. File is not written when pretending, but operation is logged.

**Returns** given path

**Return type** Path

`pyscaffold.file_system.is_pathname_valid(pathname)`

Check if a pathname is valid

Code by Cecil Curry from StackOverflow

**Parameters** `pathname` (*str*) – string to validate

**Returns** *True* if the passed pathname is a valid pathname for the current OS; *False* otherwise.

`pyscaffold.file_system.localize_path(path_string)`

Localize path for Windows, Unix, i.e. / or

**Parameters** `path_string` (*str*) – path using /

**Returns** path depending on OS

**Return type** *str*

`pyscaffold.file_system.move(*src, target, **kwargs)`

Move files or directories to (into) a new location

**Parameters** `*src` (*PathLike*) – one or more files/directories to be moved

**Keyword Arguments**

- **target** (*PathLike*) – if target is a directory, `src` will be moved inside it. Otherwise, it will be the new path (note that it may be overwritten)
- **log** (*bool*) – log activity when true. Default: *False*.
- **pretend** (*bool*) – skip execution (but log) when pretending. Default *False*.

`pyscaffold.file_system.on_ro_error(func, path, exc_info)`

Error handler for `shutil.rmtree`.

If the error is due to an access error (read only file) it attempts to add write permission and then retries.

If the error is for another reason it re-raises the error.

Usage: `shutil.rmtree(path, onerror=onerror)`

**Parameters**

- **func** (*callable*) – function which raised the exception
- **path** (*str*) – path passed to `func`
- **exc\_info** (*tuple of str*) – exception info returned by `sys.exc_info()`

`pyscaffold.file_system.rm_rf(path, pretend=False)`

Remove path by all means like `rm -rf` in Linux

## 16.1.9 pyscaffold.identification module

Internal library for manipulating, creating and dealing with names, or more generally identifiers.

`pyscaffold.identification.dasherize` (*word*)

Replace underscores with dashes in the string.

Example:

```
>>> dasherize("foo_bar")
"foo-bar"
```

**Parameters** `word` (*str*) – input word

**Returns** input word with underscores replaced by dashes

`pyscaffold.identification.deterministic_name` (*obj*)

Private API that returns a string that can be used to deterministically deduplicate and sort sequences of objects.

`pyscaffold.identification.deterministic_sort` (*sequence*)

Private API that order a sequence of objects lexicographically (by *deterministic\_name*), removing duplicates, which is needed for determinism.

The main purpose of this function is to deterministically sort a sequence of PyScaffold extensions (it will also sort internal extensions before external: “pyscaffold.\*” < “pyscaffoldext.\*”).

`pyscaffold.identification.get_id` (*function*)

Given a function, calculate its identifier.

A identifier is a string in the format <module name>:<function name>, similarly to the convention used for `setuptools` entry points.

---

**Note:** This function does not return a Python 3 `__qualname__` equivalent. If the function is nested inside another function or class, the parent name is ignored.

---

**Parameters** `function` (*callable*) – function object

`pyscaffold.identification.is_valid_identifier` (*string*)

Check if string is a valid package name

**Parameters** `string` – package name

**Returns** True if string is valid package name else False

`pyscaffold.identification.levenshtein` (*s1*, *s2*)

Calculate the Levenshtein distance between two strings

**Parameters**

- `s1` – first string
- `s2` – second string

**Returns** Distance between `s1` and `s2`

`pyscaffold.identification.make_valid_identifier` (*string*)

Try to make a valid package name identifier from a string

**Parameters** `string` – invalid package name

**Returns** Valid package name as string or `RuntimeError`

Raises *InvalidIdentifier* – raised if identifier can not be converted

`pyscaffold.identification.underscore` (*word*)  
Convert CamelCasedStrings or dasherized-strings into underscore\_strings.

Example:

```
>>> underscore("FooBar-foo")
"foo_bar_foo"
```

### 16.1.10 pyscaffold.info module

Provide general information about the system, user and the package itself.

`pyscaffold.info.CONFIG_FILE` = 'default.cfg'  
PyScaffold's own config file name

**class** `pyscaffold.info.GitEnv` (*value*)  
Bases: `enum.Enum`

An enumeration.

`author_date` = 'GIT\_AUTHOR\_DATE'  
`author_email` = 'GIT\_AUTHOR\_EMAIL'  
`author_name` = 'GIT\_AUTHOR\_NAME'  
`committer_date` = 'GIT\_COMMITTER\_DATE'  
`committer_email` = 'GIT\_COMMITTER\_EMAIL'  
`committer_name` = 'GIT\_COMMITTER\_NAME'

`pyscaffold.info.RAISE_EXCEPTION` = <default.RAISE\_EXCEPTION: 1>  
When no default value is passed, an exception should be raised

`pyscaffold.info.best_fit_license` (*txt*)  
Finds proper license name for the license defined in txt

`pyscaffold.info.check_git` ()  
Checks for git and raises appropriate exception if not

#### Raises

- **GitNotInstalled** – when git command is not available
- **GitNotConfigured** – when git does not know user information

`pyscaffold.info.config_dir` (*prog='pyscaffold', org=None, default=<default.RAISE\_EXCEPTION: 1>*)

Finds the correct place where to read/write configurations for the given app.

#### Parameters

- **prog** – program name (defaults to `pyscaffold`)
- **org** – organisation/author name (defaults to the same as `prog`)
- **default** – default value to return if an exception was raise while trying to find the config dir. If no default value is passed, an *ImpossibleToFindConfigDir* execution is raised.

Please notice even if the directory doesn't exist, if its path is possible to calculate, this function will return a Path object (that can be used to create the directory)

**Returns** Location somewhere in the user's home directory where to put the configs.

`pyscaffold.info.config_file` (*name='default.cfg', prog='pyscaffold', org=None, de-  
fault=<default.RAISE\_EXCEPTION: 1>*)

Finds a file inside `config_dir`.

**Parameters** `name` – file you are looking for

The other args are the same as in `config_dir` and have the same meaning.

**Returns** Location of the config file or default if an error happened.

`pyscaffold.info.email` ()

Retrieve the user's email

`pyscaffold.info.get_curr_version` (*project\_path*)

Retrieves the PyScaffold version that put up the scaffold

**Parameters** `project_path` – path to project

**Returns** version specifier

**Return type** Version

`pyscaffold.info.is_git_configured` ()

Check if `user.name` and `user.email` is set globally in git

Check first git environment variables, then config settings. This will also return false if git is not available at all.

**Returns** True if it is set globally, False otherwise

`pyscaffold.info.is_git_installed` ()

Check if git is installed

`pyscaffold.info.is_git_workspace_clean` (*path*)

Checks if git workspace is clean

**Parameters** `path` – path to git repository

**Raises:** `GitNotInstalled`: when git command is not available `GitNotConfigured`: when git does not know user information

`pyscaffold.info.project` (*opts, config\_path=None, config\_file=None*)

Update user options with the options of an existing config file

**Parameters**

- `opts` – options of the project
- `config_path` – path where config file can be found (default: `opts["project_path"]`)
- `config_file` – if `config_path` is a directory, name of the config file, relative to it (default: `setup.cfg`)

**Returns** Options with updated values

**Raises**

- `PyScaffoldTooOld` – when PyScaffold is too old to update from
- `NoPyScaffoldProject` – when project was not generated with PyScaffold

`pyscaffold.info.read_pyproject` (*path, filename='pyproject.toml'*)

Reads-in a configuration file that follows a `pyproject.toml` format.

**Parameters**

- **path** – path where to find the config file
- **filename** – if `path` is a directory, name will be considered a file relative to `path` to read (default: `setup.cfg`)

**Returns** Object that can be used to read/edit configuration parameters.

`pyscaffold.info.read_setupcfg(path, filename='setup.cfg')`

Reads-in a configuration file that follows a `setup.cfg` format. Useful for retrieving stored information (e.g. during updates)

#### Parameters

- **path** – path where to find the config file
- **filename** – if `path` is a directory, name will be considered a file relative to `path` to read (default: `setup.cfg`)

**Returns** Object that can be used to read/edit configuration parameters.

`pyscaffold.info.username()`

Retrieve the user's name

### 16.1.11 pyscaffold.log module

Custom logging infrastructure to provide execution information for the user.

**class** `pyscaffold.log.ColoredReportFormatter` (*fmt=None, datefmt=None, style='%'*, *validate=True*)

Bases: `pyscaffold.log.ReportFormatter`

Format logs with ANSI colors.

**ACTIVITY\_STYLES**: `DefaultDict[str, Sequence[str]] = {'create': ('green', 'bold'), 'del`

**CONTEXT\_PREFIX** = `'\x1b[35m\x1b[1mfrom\x1b[0m'`

**LOG\_STYLES**: `DefaultDict[str, Sequence[str]] = {'critical': ('red', 'bold'), 'debug':`

**SUBJECT\_STYLES**: `DefaultDict[str, Sequence[str]] = {'invoke': ('blue',)}`

**TARGET\_PREFIX** = `'\x1b[35m\x1b[1mto\x1b[0m'`

**format\_activity** (*activity*)

Format the activity keyword.

**format\_default** (*record*)

Format default log messages.

**format\_subject** (*subject, activity=None*)

Format the subject of the activity.

`pyscaffold.log.DEFAULT_LOGGER = 'pyscaffold.log'`

Name of PyScaffold's default logger (it can be used with `logging.getLogger`)

**class** `pyscaffold.log.ReportFormatter` (*fmt=None, datefmt=None, style='%'*, *validate=True*)

Bases: `logging.Formatter`

Formatter that understands custom fields in the log record.

**ACTIVITY\_MAXLEN** = 12

**CONTEXT\_PREFIX** = `'from'`

**SPACING** = `' '`

**TARGET\_PREFIX** = 'to'

**create\_padding** (*activity*)

Create the appropriate padding in order to align activities.

**format** (*record*)

Compose message when a record with report information is given.

**format\_activity** (*activity*)

Format the activity keyword.

**format\_context** (*context*, *\_activity=None*)

Format extra information about the activity context.

**format\_default** (*record*)

Format default log messages.

**format\_path** (*path*)

Simplify paths to avoid wasting space in terminal.

**format\_report** (*record*)

Compose message when a custom record is given.

**format\_subject** (*subject*, *\_activity=None*)

Format the subject of the activity.

**format\_target** (*target*, *\_activity=None*)

Format extra information about the activity target.

**class** pyscaffold.log.**ReportLogger** (*logger=None*, *handler=None*, *formatter=None*, *extra=None*, *propagate=False*)

Bases: `logging.LoggerAdapter`

Suitable wrapper for PyScaffold CLI interactive execution reports.

#### Parameters

- **logger** (*logging.Logger*) – custom logger to be used. Optional: the default logger will be used.
- **handlers** (*logging.Handler*) – custom logging handler to be used. Optional: a `logging.StreamHandler` is used by default.
- **formatter** (*logging.Formatter*) – custom formatter to be used. Optional: by default a `ReportFormatter` is created and used.
- **extra** (*dict*) – extra attributes to be merged into the log record. Options, empty by default.
- **propagate** (*bool*) – whether or not to propagate messages in the logging hierarchy, False by default. See `logging.Logger.propagate`.

**nesting**

current nesting level of the report.

**Type** `int`

**copy** ()

Produce a copy of the wrapped logger.

Sometimes, it is better to make a copy of th report logger to keep indentation consistent.

**property** **formatter**

Formatter configured in the default handler



**property handler**

Stream handler configured for providing user feedback in PyScaffold CLI

**indent** (*count=1*)

Temporarily adjust padding while executing a context.

**Example**

```
from pyscaffold.log import logger

logger.report("invoke", "custom_action")
with logger.indent():
    logger.report("create", "some/file/path")

# Expected logs:
# -----
#     invoke  custom_action
#     create   some/file/path
# -----
# Note how the spacing between activity and subject in the
# second entry is greater than the equivalent in the first one.
```

---

**Note:** This method is not thread-safe and should be used with care.

---

**property level**

Effective level of the logger

**process** (*msg, kwargs*)

Method overridden to augment LogRecord with the *nesting* attribute

**property propagate**

Whether or not to propagate messages in the logging hierarchy, See `logging.Logger.propagate`.

**reconfigure** (*opts=None, \*\*kwargs*)

Reconfigure some aspects of the logger object.

**Parameters** *opts* (*dict*) – dict with the same elements as the keyword arguments bellow

**Keyword Arguments**

- **log\_level** – One of the log levels specified in the `logging` module.
- **use\_colors** – automatically set a colored formatter to the logger if ANSI codes support is detected. (Defaults to *True*).

Additional keyword arguments will be ignored.

**report** (*activity, subject, context=None, target=None, nesting=None, level=20*)

Log that an activity has occurred during scaffold.

**Parameters**

- **activity** (*str*) – usually a verb or command, e.g. `create`, `invoke`, `run`, `chdir`...
- **subject** (*str* or *os.PathLike*) – usually a path in the file system or an action identifier.
- **context** (*str* or *os.PathLike*) – path where the activity take place.
- **target** (*str* or *os.PathLike*) – path affected by the activity

- **nesting** (*int*) – optional nesting level. By default it is calculated from the activity name.
- **level** (*int*) – log level. Defaults to `logging.INFO`. See `logging` for more information.

## Notes

This method creates a custom log record, with additional fields: **activity**, **subject**, **context**, **target** and **nesting**, but an empty **msg** field. The `ReportFormatter` creates the log message from the other fields.

Often **target** and **context** complement the logs when **subject** does not hold all the necessary information. For example:

```
logger.report('copy', 'my/file', target='my/awesome/path')
logger.report('run', 'command', context='current/working/dir')
```

### property wrapped

Underlying logger object

```
pyscaffold.log.logger = <ReportLogger pyscaffold.log (WARNING)>
Default logger configured for PyScaffold.
```

## 16.1.12 pyscaffold.operations module

Collection of functions responsible for the “reification” of the file representation in the project structure into a file written to the disk.

A function that “reifies” a file (manifests the programmatic representation of the file in the project structure dictionary to the disk) is called here a **file operation** or simply a **file op**. Actually file ops don’t even need to be functions strictly speaking, they can be any `callable` object. The only restriction is that file ops **MUST** respect the `FileOp` signature. The `create` function is a good example of how to write a new file op.

A function (or callable) that modifies the behaviour of an existing file op, by wrapping it with another function/callable is called here **modifier**. Modifiers work similarly to Python `decorators` and allow extending/refining the existing file ops. A modifier should receive a file op as argument and return another file op. `no_overwrite` and `skip_on_update` are good examples on how to write new file op modifiers.

While modifiers don’t have a specific signature (the number of parameters might vary, but they always return a single file op value), the following conventions **SHOULD** be observed when creating new modifiers:

- Modifiers should accept at least one argument: the **file op** they modify (you don’t have to be very creative, go ahead and name this parameter `file_op`, it is a good convention). This parameter should be made **optional** (the default value of `create` usually works, unless there is a better default value for the main use case of the modifier).
- Modifiers can accept arguments other than the file op they modify. These arguments should **precede** the file op in the list of arguments (the file op should be the last argument, which interoperates well with `partial`).
- When writing a modifier that happens to be a function (instead of a callable class), please name the inner function with the same name of the modifier but preceded by an `_` (underscore) char. This allows better inspection/debugging.

Changed in version 4.0: Previously, file operations were simply indicated as a numeric flag (the members of `pyscaffold.structure.FileOp`) in the project structure. Starting from PyScaffold 4, file operations are functions with signature given by `FileOp`.

`pyscaffold.operations.FileContents`

When the file content is `None`, the file should not be written to disk (empty files are represented by an empty string `" "` as content).

alias of `Optional[str]`

`pyscaffold.operations.FileOp`

Signature of functions considered file operations:

```
Callable[[Path, FileContents, ScaffoldOpts], Union[Path, None]]
```

**Parameters**

- **path** (`pathlib.Path`) – file path potentially to be written to/changed in the disk.
- **contents** (`FileContents`) – usually a string that represents a text content of the file. `None` indicates the file should not be written.
- **opts** (`ScaffoldOpts`) – a dict with PyScaffold’s options.

**Returns** If the file is written (or more generally changed, such as new access permissions), by convention they should return the `file path`. If no file was touched, `None` should be returned. Please notice a **FileOp** might return `None` if a pre-existing file in the disk is not modified.

---

**Note:** A **FileOp** usually has side effects (e.g. write a file to the disk), see `FileFileContents` and `ScaffoldOpts` for other conventions.

---

alias of `Callable[[pathlib.Path, Optional[str], Dict[str, Any]], Optional[pathlib.Path]]`

`pyscaffold.operations.ScaffoldOpts`

Dictionary with PyScaffold’s options, see `pyscaffold.api.create_project`. Should be treated as immutable (if required, copy before changing).

Please notice some behaviours given by the options **SHOULD** be observed. For example, files should be overwritten when the **force** option is `True`. Similarly when **pretend** is `True`, no operation should be really performed, but any action should be logged as if realized.

alias of `Dict[str, Any]`

`pyscaffold.operations.add_permissions` (`permissions, file_op=<function create>`)

File op modifier. Returns a `FileOp` that will **add** access permissions to the file (on top of the ones given by default by the OS).

**Parameters**

- **permissions** (`int`) – permissions to be added to file:

```
updated file mode = old mode | permissions (bitwise OR)
```

Preferably the values should be a combination of `stat.S_*` values (see `os.chmod`).

- **file\_op** – a `FileOp` that will be “decorated”. If the file exists in disk after `file_op` is called (either created or pre-existing), permissions will be added to it. Default: `create`.

**Warning:** This is an **experimental** file op and might be subject to incompatible changes (or complete removal) even in minor/patch releases.

---

**Note:** `File access permissions` work in a completely different way depending on the operating system. This file op is straightforward on POSIX systems, but a bit tricky on Windows. It should be safe for desirable but not required effects (e.g. making a file with a `shebang` executable, but that can also run via `python FILE`), or ensuring files are readable/writable.

---

`pyscaffold.operations.create` (*path, contents, opts*)

Default `FileOp`: always create/write the file even during (forced) updates.

`pyscaffold.operations.no_overwrite` (*file\_op=<function create>*)

File op modifier. Returns a `FileOp` that does not overwrite an existing file during update (still created if not exists).

**Parameters** `file_op` – a `FileOp` that will be “decorated”, i.e. will be called if the `no_overwrite` conditions are met. Default: `create`.

`pyscaffold.operations.remove` (*path, \_content, opts*)

Remove the file if it exists in the disk

`pyscaffold.operations.skip_on_update` (*file\_op=<function create>*)

File op modifier. Returns a `FileOp` that will skip the file during a project update (the file will just be created for brand new projects).

**Parameters** `file_op` – a `FileOp` that will be “decorated”, i.e. will be called if the `skip_on_update` conditions are met. Default: `create`.

### 16.1.13 pyscaffold.repo module

Functionality for working with a git repository

`pyscaffold.repo.add_tag` (*project, tag\_name, message=None, \*\*kwargs*)

Add an (annotated) tag to the git repository.

**Parameters**

- **project** – path to the project
- **tag\_name** – name of the tag
- **message** – optional tag message

Additional keyword arguments are passed to the `git` callable object.

`pyscaffold.repo.get_git_root` (*default=None*)

Return the path to the top-level of the git repository or *default*.

**Parameters** `default` – if no git root is found, default is returned

**Returns** top-level path or *default*

**Return type** `str`

`pyscaffold.repo.git_tree_add` (*struct, prefix="", \*\*kwargs*)

Adds recursively a directory structure to git

**Parameters**

- **struct** – directory structure as dictionary of dictionaries
- **prefix** – prefix for the given directory structure

Additional keyword arguments are passed to the `git` callable object.

`pyscaffold.repo.init_commit_repo` (*project*, *struct*, *\*\*kwargs*)  
Initialize a git repository

#### Parameters

- **project** – path to the project
- **struct** – directory structure as dictionary of dictionaries

Additional keyword arguments are passed to the *git* callable object.

`pyscaffold.repo.is_git_repo` (*folder*)  
Check if a folder is a git repository

### 16.1.14 pyscaffold.shell module

Shell commands like git, django-admin etc.

**class** `pyscaffold.shell.ShellCommand` (*command*, *shell=True*, *cwd=None*)  
Bases: `object`

Shell command that can be called with flags like git('add', 'file')

#### Parameters

- **command** – command to handle
- **shell** – run the command in the shell
- **cwd** – current working dir to run the command

The produced command can be called with the following keyword arguments:

- **log** (*bool*): log activity when true. `False` by default.
- **pretend** (*bool*): skip execution (but log) when pretending. `False` by default.

The positional arguments are passed to the underlying shell command.

`pyscaffold.shell.command_exists` (*cmd*)  
Check if command exists

**Parameters** *cmd* – executable name

`pyscaffold.shell.get_command` (*name*, *prefix='/home/docs/checkouts/readthedocs.org/user\_builds/pyscaffold/envs/v4.0.x'*,  
*include\_path=True*, *\*\*kwargs*)

Similar to *get\_executable* but return an instance of *ShellCommand* if it is there to be found. Additional *kwargs* will be passed to the *ShellCommand* constructor.

`pyscaffold.shell.get_executable` (*name*, *prefix='/home/docs/checkouts/readthedocs.org/user\_builds/pyscaffold/envs/v4.0.x'*,  
*include\_path=True*)

Find an executable in the system, if available.

#### Parameters

- **name** – name of the executable
- **prefix** – look on this directory, exclusively or in addition to \$PATH depending on the value of *include\_path*. Defaults to `sys.prefix`.
- **include\_path** – when `True` the function tries to look in the entire \$PATH.

`pyscaffold.shell.get_git_cmd` (*\*\*args*)  
Retrieve the git shell command depending on the current platform

**Parameters** *\*\*args* – additional keyword arguments to *ShellCommand*

`pyscaffold.shell.git` = `<pyscaffold.shell.ShellCommand object>`  
Command for git

`pyscaffold.shell.shell_command_error2exit_decorator` (*func*)  
Decorator to convert given `ShellCommandException` to an exit message  
This avoids displaying nasty stack traces to end-users

### 16.1.15 `pyscaffold.structure` module

Functionality to generate and work with the directory structure of a project.

Changed in version 4.0: `Callable[[dict], str]` and `string.Template` objects can also be used as file contents. They will be called with PyScaffold's `opts` (`string.Template` via `safe_substitute`)

`pyscaffold.structure.AbstractContent`  
*Recipe* for obtaining file contents

```
Union[FileContents, Callable[[ScaffoldOpts], FileContents], Template]
```

alias of `Union[str, None, Callable[[Dict[str, Any]], Optional[str]], string.Template]`

`pyscaffold.structure.ActionParams`  
See `pyscaffold.actions.ActionParams`

alias of `Tuple[Dict[str, Union[str, None, Callable[[Dict[str, Any]], Optional[str]], string.Template], Tuple[Union[str, None, Callable[[Dict[str, Any]], Optional[str]], string.Template], Callable[[pathlib.Path, Optional[str], Dict[str, Any]], Optional[str], Dict[str, Any]], Optional[pathlib.Path]]], dict], Dict[str, Any]]`

`pyscaffold.structure.Leaf`  
Just the content of the file OR a tuple of content + file operation

```
Union[AbstractContent, ResolvedLeaf]
```

alias of `Union[str, None, Callable[[Dict[str, Any]], Optional[str]], string.Template, Tuple[Union[str, None, Callable[[Dict[str, Any]], Optional[str]], string.Template], Callable[[pathlib.Path, Optional[str], Dict[str, Any]], Optional[pathlib.Path]]]`

`pyscaffold.structure.Node`  
Representation of a *file system node* in the project structure (e.g. files, directories:

```
Union[Leaf, Structure]
```

alias of `Union[str, None, Callable[[Dict[str, Any]], Optional[str]], string.Template, Tuple[Union[str, None, Callable[[Dict[str, Any]], Optional[str]], string.Template], Callable[[pathlib.Path, Optional[str], Dict[str, Any]], Optional[pathlib.Path]], dict]`

`pyscaffold.structure.ResolvedLeaf`  
Complete *recipe* for manipulating a file in disk (not only its contents but also the file operation:

```
Tuple[AbstractContent, FileOp]
```

alias of `Tuple[Union[str, None, Callable[[Dict[str, Any]], Optional[str]], string.Template], Callable[[pathlib.Path, Optional[str], Dict[str, Any]], Optional[pathlib.Path]]]`

`pyscaffold.structure.Structure`  
The directory tree represented as a (possibly nested) dictionary:

```
Structure = Dict[str, Node]
Node = Union[Leaf, Structure]
```

The keys indicate the path where a file will be written, while the value indicates the content.

A nested dictionary represent a nested directory, while `str`, `string.Template` and `callable` values represent a file to be created. `tuple` values are also allowed, and in that case, the first element of the tuple represents the file content while the second element is a `pyscaffold.operations` (which can be seen as a recipe on how to create a file with the given content). `Callable` file contents are transformed into strings by calling them with PyScaffold's option `dict` as argument. Similarly, `string.Template.safe_substitute` are called with PyScaffold's `opts`.

The top level keys in the dict are file/dir names relative to the project root, while keys in nested dicts are relative to the parent's key/location.

For example:

```
from pyscaffold.operations import no_overwrite
struct: Structure = {
    'namespace': {
        'module.py': ('print("Hello World!)", no_overwrite())
    }
}
```

represents a `namespace/module.py` file inside the project folder with content `print("Hello World!")`, that will be created only if not present.

---

**Note:** `None` file contents are ignored and not created in disk.

---

alias of `Dict[str, Union[str, None, Callable[[Dict[str, Any]], Optional[str]], string.Template, Tuple[Union[str, None, Callable[[Dict[str, Any]], Optional[str]], string.Template], Callable[[pathlib.Path, Optional[str]], Dict[str, Any]], Optional[pathlib.Path]]], dict]`

`pyscaffold.structure.create_structure(struct, opts, prefix=None)`

Manifests/reifies a directory structure in the filesystem

#### Parameters

- **struct** – directory structure as dictionary of dictionaries
- **opts** – options of the project
- **prefix** – prefix path for the structure

**Returns** Directory structure as dictionary of dictionaries (similar to input, but only containing the files that actually changed) and input options

**Raises** `TypeError` – raised if content type in struct is unknown

Changed in version 4.0: Also accepts `string.Template` and `callable` objects as file contents.

`pyscaffold.structure.define_structure(struct, opts)`

Creates the project structure as dictionary of dictionaries

#### Parameters

- **struct** – previous directory structure (usually and empty dict)
- **opts** – options of the project

**Returns** Project structure and PyScaffold's options

Changed in version 4.0: `string.Template` and functions added directly to the file structure.

`pyscaffold.structure.ensure` (*struct, path, content=None, file\_op=<function create>*)

Ensure a file exists in the representation of the project tree with the provided content. All the parent directories are automatically created.

### Parameters

- **struct** – project representation as (possibly) nested.
- **path** – path-like string or object relative to the structure root. See `modify`.  
Changed in version 4.0: The function no longer accepts a list of strings of path parts.
- **content** – file text contents, `None` by default. The old content is preserved if `None`.
- **file\_op** – see `pyscaffold.operations.create`` by default.

Changed in version 4.0: Instead of a `update_rule` flag, the function now accepts a `file_op`.

**Returns** Updated project tree representation

---

**Note:** Use an empty string as content to ensure a file is created empty.

---

`pyscaffold.structure.merge` (*old, new*)

Merge two dict representations for the directory structure.

Basically a deep dictionary merge, except from the leaf update method.

### Parameters

- **old** – directory descriptor that takes low precedence during the merge.
- **new** – directory descriptor that takes high precedence during the merge.

Changed in version 4.0: Project structure now considers everything **under** the top level project folder.

**Returns** Resulting merged directory representation

---

**Note:** Use an empty string as content to ensure a file is created empty. (`None` contents will not be created).

---

`pyscaffold.structure.modify` (*struct, path, modifier*)

Modify the contents of a file in the representation of the project tree.

If the given path does not exist, the parent directories are automatically created.

### Parameters

- **struct** – project representation as (possibly) nested dict. See `merge`.
- **path** – path-like string or object relative to the structure root. The following examples are equivalent:

```
from pathlib import Path

'docs/api/index.html'
Path('docs', 'api', 'index.html')
```

Changed in version 4.0: The function no longer accepts a list of strings of path parts.



- **modifier** – function (or callable object) that receives the old content and the old file operation as arguments and returns a tuple with the new content and new file operation. Note that, if the file does not exist in `struct`, `None` will be passed as argument. Example:

```
modifier = lambda old, op: ((old or '') + 'APPENDED CONTENT!', op)
modifier = lambda old, op: ('PREPENDED CONTENT!' + (old or ''), op)
```

Changed in version 4.0: `modifier` requires 2 arguments and now is a mandatory argument.

Changed in version 4.0: `update_rule` is no longer an argument. Instead the arity `modifier` was changed to accept 2 arguments instead of only 1. This is more suitable to handling the new `pyscaffold.operations` API.

**Returns** Updated project tree representation

---

**Note:** Use an empty string as content to ensure a file is created empty (None contents will not be created).

---

`pyscaffold.structure.reify_content` (*content*, *opts*)  
 Make content string (via `__call__` or `safe_substitute` with *opts* if necessary)

`pyscaffold.structure.reject` (*struct*, *path*)  
 Remove a file from the project tree representation if existent.

#### Parameters

- **struct** – project representation as (possibly) nested.
- **path** – path-like string or object relative to the structure root. See `modify`.

Changed in version 4.0: The function no longer accepts a list of strings of path parts.

**Returns** Modified project tree representation

`pyscaffold.structure.resolve_leaf` (*contents*)  
 Normalize project structure leaf to be a `Tuple[AbstractContent, FileOp]`

## 16.1.16 pyscaffold.termui module

Basic support for ANSI code formatting.

`pyscaffold.termui.STYLES = {'black': 30, 'blue': 34, 'bold': 1, 'clear': 0, 'cyan': 3}`  
 Possible styles for `decorate`

`pyscaffold.termui.SYSTEM_SUPPORTS_COLOR = True`  
 Handy indicator of the system capabilities (relies on `colorama` if available)

`pyscaffold.termui.curses_available()`  
 Check if the `curses` package from `stdlib` is available.

Usually not available for windows, but its presence indicates that the terminal is capable of displaying some UI.

**Returns** result of check

**Return type** `bool`

`pyscaffold.termui.decorate` (*msg*, *\*styles*)  
 Use ANSI codes to format the message.

#### Parameters

- **msg** (*str*) – string to be formatted
- **\*styles** (*list*) – the remaining arguments should be strings that represent the 8 basic ANSI colors. `clear` and `bold` are also supported. For background colors use `on_<color>`.

**Returns** styled and formatted message

**Return type** `str`

`pyscaffold.termui.init_colorama()`  
Initialize colorama if it is available.

**Returns** result of check

**Return type** `bool`

`pyscaffold.termui.isatty(stream=None)`  
Detect if the given stream/stdout is part of an interactive terminal.

**Parameters** **stream** – optionally the stream to check

**Returns** result of check

**Return type** `bool`

`pyscaffold.termui.supports_color(stream=None)`  
Check if the stream is supposed to handle coloring.

**Returns** result of check

**Return type** `bool`

### 16.1.17 pyscaffold.toml module

Thin wrapper around the dependency so we can maintain some stability while being able to swap implementations (e.g. replace `tomlkit` with `toml`).

Despite being used in [pep517](#), `toml` offers limited support for comments, so we prefer `tomlkit`.

`pyscaffold.toml.TOMLMapping`  
Abstraction on the value returned by `loads`.

This kind of object ideally should present a dict-like interface and be able to preserve the formatting and comments of the original TOML file.

alias of `MutableMapping[str, Any]`

`pyscaffold.toml.dumps(obj)`  
Serialize a dict-like object into a TOML str, If the object was generated via `loads`, then the style will be preserved.

`pyscaffold.toml.loads(text)`  
Parse a string containing TOML into a dict-like object, preserving style somehow.

`pyscaffold.toml.setdefault(obj, key, value)`  
`tomlkit` seems to be tricky to use together with `setdefault`, this function is a workaround for that.

When `key` is string containing `' . '`, it will perform a nested `setdefault`.

### 16.1.18 pyscaffold.update module

Functionality to update one PyScaffold version to another

`pyscaffold.update.ALWAYS = <VersionUpdate.ALWAYS: 1>`

Perform the update action regardless of the version

`pyscaffold.update.add_dependencies (setupcfg, opts)`

Add dependencies

`pyscaffold.update.add_entrypoints (setupcfg, opts)`

Add [options.entry\_points] to setup.cfg

`pyscaffold.update.handover_setup_requires (setupcfg, opts)`

When paired with `update_pyproject_toml`, this will transfer `setup.cfg :: options.setup_requires` to `pyproject.toml :: build-system.requires`

`pyscaffold.update.replace_find_with_find_namespace (setupcfg, opts)`

`pyscaffold.update.update_pyproject_toml (struct, opts)`

Update old `pyproject.toml` generated by `pyscaffoldext-pyproject` and import `setup_requires` from `update_setup_cfg` into `build-system.requires`.

`pyscaffold.update.update_setup_cfg (setupcfg, opts)`

Update `pyscaffold` in `setupcfg` and ensure some values are there as expected

`pyscaffold.update.version_migration (struct, opts)`

Update projects that were generated with old versions of PyScaffold

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