
StreamDeck Package Documentation

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Dean Camera

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This is an open source Python 3 library to control an [Elgato Stream Deck](#) directly, without the official software. This can allow you to create your own custom front-ends, such as a custom control front-end for home automation software.

[PyPi Project Entry](#)

[Online Documentation](#)

CHAPTER 1

Credits:

I've used the reverse engineering notes from [this GitHub](#) repository to implement this library. Thanks Alex Van Camp!

Initial StreamDeck Mini support added by [Aetherdyne](#).

StreamDeck XL support assisted by [Pointshader](#).

CHAPTER 2

Status:

Working - you can enumerate devices, set the brightness of the panel(s), set the images shown on each button, and read the current button states.

Currently the following StreamDeck product variants are supported:

- StreamDeck Original
- StreamDeck Mini
- StreamDeck XL

CHAPTER 3

Dependencies:

The library core has no special dependencies, but does use one of (potentially) several HID backend libraries. You will need to install the dependencies appropriate to your chosen backend.

The included example requires the PIL fork “Pillow”, although it can be swapped out if desired by the user application for any other image manipulation library.

To install all library dependencies at once, run:

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

3.1 HIDAPI Backend

The default backend is the HIDAPI Python library, which should work across the three major (Windows, Mac, Linux) OSes.

CHAPTER 4

Package Installation:

Install the library via pip:

```
pip install streamdeck
```

Alternatively, manually clone the project repository:

```
git clone https://github.com/abcminiuser/python-elgato-streamdeck.git
```


CHAPTER 5

Raspberry Pi Installation:

The following script has been verified working on a Raspberry Pi (Model 2 B) running a stock Debian Stretch image, to install all the required dependencies needed by this project:

```
# Ensure system is up to date, upgrade all out of date packages
sudo apt update && sudo apt dist-upgrade -y

# Install the pip Python package manager
sudo apt install -y python3-pip

# Install system packages needed for the Python hidapi package installation
sudo apt install -y libudev-dev libusb-1.0-0-dev

# Install dependencies
pip3 install hidapi

# Add udev rule to allow all users non-root access to Elgato StreamDeck devices:
sudo tee /etc/udev/rules.d/10-streamdeck.rules << EOF
    SUBSYSTEMS=="usb", ATTRS{idVendor}=="0fd9", GROUP="users"
EOF

# Install the latest version of the StreamDeck library via pip
pip3 install streamdeck

# Alternatively, install git and check out the repository
#sudo apt install -y git
#git clone https://github.com/abcminiuser/python-elgato-streamdeck.git
```

Note that after adding the udev rule, a restart will be required in order for it to take effect and allow access to the StreamDeck device without requiring root privileges.

CHAPTER 6

License:

Released under the MIT license:

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The author disclaims all warranties with regard to this software, including all implied warranties of merchantability and fitness. In no event shall the author be liable for any special, indirect or consequential damages or any damages whatsoever resulting from loss of use, data or profits, whether in an action of contract, negligence or other tortious action, arising out of or in connection with the use or performance of this software.

6.1 Modules: Device Discovery

class StreamDeck.DeviceManager.**DeviceManager** (*transport='hidapi'*)

Central device manager, to enumerate any attached StreamDeck devices. An instance of this class must be created in order to detect and use any StreamDeck devices.

Creates a new StreamDeck DeviceManager, used to detect attached StreamDeck devices.

Parameters **transport** (*str*) – name of the the HID transport backend to use

enumerate ()

Detect attached StreamDeck devices.

Return type list(*StreamDeck*)

Returns list of `StreamDeck` instances, one for each detected device.

6.2 Modules: StreamDeck Devices

class `StreamDeck.Devices.StreamDeck.StreamDeck(device)`

Represents a physically attached original StreamDeck device.

close()

Closes the device for input/output.

See also:

See `open()` for the corresponding open method.

connected()

Indicates if the physical StreamDeck device this instance is attached to is still connected to the host.

Return type `bool`

Returns *True* if the deck is still connected, *False* otherwise.

deck_type()

Retrieves the model of Stream Deck.

Return type `str`

Returns Text corresponding to the specific type of the device.

get_firmware_version()

Gets the firmware version of the attached StreamDeck.

Return type `str`

Returns String containing the firmware version of the attached device.

get_serial_number()

Gets the serial number of the attached StreamDeck.

Return type `str`

Returns String containing the serial number of the attached device.

id()

Retrieves the physical ID of the attached StreamDeck. This can be used to differentiate one StreamDeck from another.

Return type `str`

Returns Identifier for the attached device.

key_count()

Retrieves number of physical buttons on the attached StreamDeck device.

Return type `int`

Returns Number of physical buttons.

key_image_format()

Retrieves the image format accepted by the attached StreamDeck device. Images should be given in this format when setting an image on a button.

See also:

See `set_key_image()` method to update the image displayed on a StreamDeck button.

Return type dict()

Returns Dictionary describing the various image parameters (size, image format, image mirroring and rotation).

key_layout ()

Retrieves the physical button layout on the attached StreamDeck device.

Return type (int, int)

Return (rows, columns) Number of button rows and columns.

key_states ()

Retrieves the current states of the buttons on the StreamDeck.

Return type list(bool)

Returns List describing the current states of each of the buttons on the device (*True* if the button is being pressed, *False* otherwise).

open ()

Opens the device for input/output. This must be called prior to setting or retrieving any device state.

See also:

See [`close\(\)`](#) for the corresponding close method.

reset ()

Resets the StreamDeck, clearing all button images and showing the standby image.

set_brightness (*percent*)

Sets the global screen brightness of the StreamDeck, across all the physical buttons.

Parameters **percent** (*int/float*) – brightness percent, from [0-100] as an *int*, or normalized to [0.0-1.0] as a *float*.

set_key_callback (*callback*)

Sets the callback function called each time a button on the StreamDeck changes state (either pressed, or released).

Note: This callback will be fired from an internal reader thread. Ensure that the given callback function is thread-safe.

Note: Only one callback can be registered at one time.

See also:

See [`set_key_callback_async\(\)`](#) method for a version compatible with Python 3 *asyncio* asynchronous functions.

Parameters **callback** (*function*) – Callback function to fire each time a button state changes.

set_key_callback_async (*async_callback*, *loop=None*)

Sets the asynchronous callback function called each time a button on the StreamDeck changes state (either pressed, or released). The given callback should be compatible with Python 3's *asyncio* routines.

Note: The asynchronous callback will be fired in a thread-safe manner.

Note: This will override the callback (if any) set by `set_key_callback()`.

Parameters

- **async_callback** (*function*) – Asynchronous callback function to fire each time a button state changes.
- **loop** (*function*) – Asyncio loop to dispatch the callback into

set_key_image (*key, image*)

Sets the image of a button on the StreamDeck to the given image. The image being set should be in the correct format for the device, as an enumerable collection of bytes.

See also:

See `get_key_image_format()` method for information on the image format accepted by the device.

Parameters

- **key** (*int*) – Index of the button whose image is to be updated.
- **image** (*enumerable*) – Raw data of the image to set on the button. If *None*, the key will be cleared to a black color.

class StreamDeck.Devices.StreamDeckOriginal.**StreamDeckOriginal** (*device*)

Bases: `StreamDeck.Devices.StreamDeck.StreamDeck`

Represents a physically attached original StreamDeck device.

get_firmware_version ()

Gets the firmware version of the attached StreamDeck.

Return type str

Returns String containing the firmware version of the attached device.

get_serial_number ()

Gets the serial number of the attached StreamDeck.

Return type str

Returns String containing the serial number of the attached device.

reset ()

Resets the StreamDeck, clearing all button images and showing the standby image.

set_brightness (*percent*)

Sets the global screen brightness of the StreamDeck, across all the physical buttons.

Parameters **percent** (*int/float*) – brightness percent, from [0-100] as an *int*.

set_key_image (*key, image*)

Sets the image of a button on the StreamDeck to the given image. The image being set should be in the correct format for the device, as an enumerable collection of bytes.

See also:

See `get_key_image_format()` method for information on the image format accepted by the device.

Parameters

- **key** (*int*) – Index of the button whose image is to be updated.
- **image** (*enumerable*) – Raw data of the image to set on the button. If *None*, the key will be cleared to a black color.

class StreamDeck.Devices.StreamDeckMini.**StreamDeckMini** (*device*)
 Bases: *StreamDeck.Devices.StreamDeck.StreamDeck*

Represents a physically attached StreamDeck Mini device.

get_firmware_version ()
 Gets the firmware version of the attached StreamDeck.

Return type str

Returns String containing the firmware version of the attached device.

get_serial_number ()
 Gets the serial number of the attached StreamDeck.

Return type str

Returns String containing the serial number of the attached device.

reset ()
 Resets the StreamDeck, clearing all button images and showing the standby image.

set_brightness (*percent*)
 Sets the global screen brightness of the StreamDeck, across all the physical buttons.

Parameters **percent** (*int/float*) – brightness percent, from [0-100] as an *int*, or normalized to [0.0-1.0] as a *float*.

set_key_image (*key, image*)
 Sets the image of a button on the StreamDeck to the given image. The image being set should be in the correct format for the device, as an enumerable collection of bytes.

See also:

See `get_key_image_format ()` method for information on the image format accepted by the device.

Parameters

- **key** (*int*) – Index of the button whose image is to be updated.
- **image** (*enumerable*) – Raw data of the image to set on the button. If *None*, the key will be cleared to a black color.

6.3 Modules: Communication Transports

class StreamDeck.Transport.Transport.**Transport**
 Base transport layer, representing an abstract communication back-end which can be used to discovery attached StreamDeck devices.

class **Device**
 Base connection device, representing an abstract connected device which can be communicated with by an upper layer high level protocol.

close()

Closes the device for input/output.

See also:

See `open()` for the corresponding open method.

connected()

Indicates if the physical device object this instance is attached to is still connected to the host.

Return type bool

Returns *True* if the device is still connected, *False* otherwise.

open()

Opens the device for input/output. This must be called prior to sending or receiving any reports.

See also:

See `close()` for the corresponding close method.

path()

Retrieves the logical path of the attached device within the current system. This can be used to uniquely differentiate one device from another.

Return type str

Returns Logical device path for the attached device.

read(length)

Performs a blocking read of a HID In report from the open HID device.

Parameters **length** (*int*) – Maximum length of the In report to read.

Return type list()

Returns List of bytes containing the read In report. The first byte of the report will be the Report ID of the report that was read.

read_feature(report_id, length)

Reads a HID Feature report from the open HID device.

Parameters

- **report_id** (*int*) – Report ID of the report being read.

- **length** (*int*) – Maximum length of the Feature report to read..

Return type list(byte)

Returns List of bytes containing the read Feature report. The first byte of the report will be the Report ID of the report that was read.

write(payload)

Sends a HID Out report to the open HID device.

Parameters **payload** (*enumerable()*) – Enumerate list of bytes to send to the device, as an Out report. The first byte of the report should be the Report ID of the report being sent.

Return type int

Returns Number of bytes successfully sent to the device.

write_feature(payload)

Sends a HID Feature report to the open HID device.

Parameters **payload** (*enumerable()*) – Enumerate list of bytes to send to the device, as a feature report. The first byte of the report should be the Report ID of the report being sent.

Return type int

Returns Number of bytes successfully sent to the device.

enumerate(vid, pid)

Enumerates all available devices on the system using the current transport back-end.

Parameters

- **vid** (*int*) – USB Vendor ID to filter all devices by, *None* if the device list should not be filtered by vendor.
- **pid** (*int*) – USB Product ID to filter all devices by, *None* if the device list should not be filtered by product.

Return type list(*Transport.Device*)

Returns List of discovered devices that are available through this transport back-end.

class StreamDeck.Transport.HIDAPI.HIDAPI

Bases: *StreamDeck.Transport.Transport.Transport*

USB HID transport layer, using the *hidapi* Python wrapper. This transport can be used to enumerate and communicate with HID devices.

class Device (*device_info*)

Bases: *StreamDeck.Transport.Transport.Device*

Creates a new HIDAPI device instance, used to send and receive HID reports from/to an attached USB HID device.

Parameters **device_info** (*dict()*) – Device information dictionary describing a single unique attached USB HID device.

close()

Closes the HID device for input/output.

See also:

See *open()* for the corresponding open method.

connected()

Indicates if the physical HID device this instance is attached to is still connected to the host.

Return type bool

Returns *True* if the device is still connected, *False* otherwise.

open()

Opens the HID device for input/output. This must be called prior to sending or receiving any HID reports.

See also:

See *close()* for the corresponding close method.

path()

Retrieves the logical path of the attached HID device within the current system. This can be used to differentiate one HID device from another.

Return type str

Returns Logical device path for the attached device.

read (*length*)

Performs a blocking read of a HID In report from the open HID device.

Parameters **length** (*int*) – Maximum length of the In report to read.

Return type list(byte)

Returns List of bytes containing the read In report. The first byte of the report will be the Report ID of the report that was read.

read_feature (*report_id*, *length*)

Reads a HID Feature report from the open HID device.

Parameters

- **report_id** (*int*) – Report ID of the report being read.
- **length** (*int*) – Maximum length of the Feature report to read..

Return type list(byte)

Returns List of bytes containing the read Feature report. The first byte of the report will be the Report ID of the report that was read.

write (*payload*)

Sends a HID Out report to the open HID device.

Parameters **payload** (*enumerable()*) – Enumerate list of bytes to send to the device, as an Out report. The first byte of the report should be the Report ID of the report being sent.

Return type int

Returns Number of bytes successfully sent to the device.

write_feature (*payload*)

Sends a HID Feature report to the open HID device.

Parameters **payload** (*enumerable()*) – Enumerate list of bytes to send to the device, as a feature report. The first byte of the report should be the Report ID of the report being sent.

Return type int

Returns Number of bytes successfully sent to the device.

enumerate (*vid, pid*)

Enumerates all available USB HID devices on the system.

Parameters

- **vid** (*int*) – USB Vendor ID to filter all devices by, *None* if the device list should not be filtered by vendor.
- **pid** (*int*) – USB Product ID to filter all devices by, *None* if the device list should not be filtered by product.

Return type list(*HIDAPI.Device*)

Returns List of discovered USB HID devices.

6.4 Modules: Image Helpers

`StreamDeck.ImageHelpers.PILHelper.create_image(deck, background='black')`

Creates a new PIL Image with the correct image dimensions for the given StreamDeck device's keys.

See also:

See `to_native_format()` method for converting a PIL image instance to the native image format of a given StreamDeck device.

Parameters

- **deck** (*StreamDeck*) – StreamDeck device to generate a compatible image for.
- **background** (*str*) – Background color to use, compatible with *PIL.Image.new()*.

Return type PIL.Image

Returns Created PIL image

`StreamDeck.ImageHelpers.PILHelper.to_native_format(deck, image)`

Converts a given PIL image to the native image format for a StreamDeck, suitable for passing to `set_key_image()`.

See also:

See `create_image()` method for creating a PIL image instance for a given StreamDeck device.

Parameters

- **deck** (`StreamDeck`) – StreamDeck device to generate a compatible native image for.
- **image** (`PIL.Image`) – PIL Image to convert to the native StreamDeck image format

Return type `enumerable()`

Returns Image converted to the given StreamDeck's native format

6.5 Example Script: Device Information

The following is a complete example script to enumerate any available StreamDeck devices and print out all information on the device's location and image format.

```
#!/usr/bin/env python3

#         Python Stream Deck Library
#     Released under the MIT license
#
#   dean [at] fourwalledcubicle [dot] com
#     www.fourwalledcubicle.com
#

# Example script that prints out information about any discovered StreamDeck
# devices to the console.

from StreamDeck.DeviceManager import DeviceManager

# Prints diagnostic information about a given StreamDeck
def print_deck_info(index, deck):
    image_format = deck.key_image_format()

    flip_description = {
        (False, False): "not mirrored",
        (True, False): "mirrored horizontally",
        (False, True): "mirrored vertically",
        (True, True): "mirrored horizontally/vertically",
    }

    print("Deck {} - {}".format(index, deck.deck_type()), flush=True)
    print("\t - ID: {}".format(deck.id()), flush=True)
    print("\t - Serial: '{}'.format(deck.get_serial_number()), flush=True)
    print("\t - Firmware Version: '{}'.format(deck.get_firmware_version()),
    ↪flush=True)
    print("\t - Key Count: {} ({}x{} grid)".format(
        deck.key_count(),
        deck.key_layout()[0],
        deck.key_layout()[1]), flush=True)
```

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```

    print("\t - Key Images: {}x{} pixels, {} format, rotated {} degrees, {}".format(
        image_format['size'][0],
        image_format['size'][1],
        image_format['format'],
        image_format['rotation'],
        flip_description[image_format['flip']]), flush=True)

if __name__ == "__main__":
    streamdecks = DeviceManager().enumerate()

    print("Found {} Stream Deck(s).\n".format(len(streamdecks)))

    for index, deck in enumerate(streamdecks):
        deck.open()
        deck.reset()

        print_deck_info(index, deck)

        deck.close()

```

6.6 Example Script: Basic Usage

The following is a complete example script to connect to attached StreamDeck devices, display custom image/text graphics on the buttons and respond to press events.

```

#!/usr/bin/env python3

#         Python Stream Deck Library
#     Released under the MIT license
#
#   dean [at] fourwalledcubicle [dot] com
#       www.fourwalledcubicle.com
#

# Example script showing basic library usage - updating key images with new
# tiles generated at runtime, and responding to button state change events.

import os
import threading
from PIL import Image, ImageDraw, ImageFont
from StreamDeck.DeviceManager import DeviceManager
from StreamDeck.ImageHelpers import PILHelper

# Folder location of image assets used by this example
ASSETS_PATH = os.path.join(os.path.dirname(__file__), "Assets")

# Generates a custom tile with run-time generated text and custom image via the
# PIL module.
def render_key_image(deck, icon_filename, font_filename, label_text):
    # Create new key image of the correct dimensions, black background
    image = PILHelper.create_image(deck)

```

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```

draw = ImageDraw.Draw(image)

# Add image overlay, rescaling the image asset if it is too large to fit
# the requested dimensions via a high quality Lanczos scaling algorithm
icon = Image.open(icon_filename).convert("RGBA")
icon.thumbnail((image.width, image.height - 20), Image.LANCZOS)
icon_pos = ((image.width - icon.width) // 2, 0)
image.paste(icon, icon_pos, icon)

# Load a custom TrueType font and use it to overlay the key index, draw key
# label onto the image
font = ImageFont.truetype(font_filename, 14)
label_w, label_h = draw.textsize(label_text, font=font)
label_pos = ((image.width - label_w) // 2, image.height - 20)
draw.text(label_pos, text=label_text, font=font, fill="white")

return PILHelper.to_native_format(deck, image)

# Returns styling information for a key based on its position and state.
def get_key_style(deck, key, state):
    # Last button in the example application is the exit button
    exit_key_index = deck.key_count() - 1

    if key == exit_key_index:
        name = "exit"
        icon = "{}.png".format("Exit")
        font = "Roboto-Regular.ttf"
        label = "Bye" if state else "Exit"
    else:
        name = "emoji"
        icon = "{}.png".format("Pressed" if state else "Released")
        font = "Roboto-Regular.ttf"
        label = "Pressed!" if state else "Key {}".format(key)

    return {
        "name": name,
        "icon": os.path.join(ASSETS_PATH, icon),
        "font": os.path.join(ASSETS_PATH, font),
        "label": label
    }

# Creates a new key image based on the key index, style and current key state
# and updates the image on the StreamDeck.
def update_key_image(deck, key, state):
    # Determine what icon and label to use on the generated key
    key_style = get_key_style(deck, key, state)

    # Generate the custom key with the requested image and label
    image = render_key_image(deck, key_style["icon"], key_style["font"], key_style[
↪ "label"])

    # Update requested key with the generated image
    deck.set_key_image(key, image)

```

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```

# Prints key state change information, updates the key image and performs any
# associated actions when a key is pressed.
def key_change_callback(deck, key, state):
    # Print new key state
    print("Deck {} Key {} = {}".format(deck.id(), key, state), flush=True)

    # Update the key image based on the new key state
    update_key_image(deck, key, state)

    # Check if the key is changing to the pressed state
    if state:
        key_style = get_key_style(deck, key, state)

        # When an exit button is pressed, close the application
        if key_style["name"] == "exit":
            # Reset deck, clearing all button images
            deck.reset()

            # Close deck handle, terminating internal worker threads
            deck.close()

if __name__ == "__main__":
    streamdecks = DeviceManager().enumerate()

    print("Found {} Stream Deck(s).\n".format(len(streamdecks)))

    for index, deck in enumerate(streamdecks):
        deck.open()
        deck.reset()

        print("Opened '{}' device (serial number: '{}')\n".format(deck.deck_type(),
↪deck.get_serial_number()))

        # Set initial screen brightness to 30%
        deck.set_brightness(30)

        # Set initial key images
        for key in range(deck.key_count()):
            update_key_image(deck, key, False)

        # Register callback function for when a key state changes
        deck.set_key_callback(key_change_callback)

        # Wait until all application threads have terminated (for this example,
        # this is when all deck handles are closed)
        for t in threading.enumerate():
            if t is threading.currentThread():
                continue

            if t.is_alive():
                t.join()

```

6.7 Example Script: Tiled Image

The following is a complete example script to display a larger image across a StreamDeck, by sectioning up the image into key-sized tiles, and displaying them individually onto each key.

```
#!/usr/bin/env python3

#         Python Stream Deck Library
#     Released under the MIT license
#
#   dean [at] fourwalledcubicle [dot] com
#       www.fourwalledcubicle.com
#

# Example script showing how to tile a larger image across multiple buttons, by
# first generating an image suitable for the entire deck, then cropping out and
# applying key-sized tiles to individual keys of a StreamDeck..

import os
import threading
from PIL import Image
from StreamDeck.DeviceManager import DeviceManager
from StreamDeck.ImageHelpers import PILHelper

# Folder location of image assets used by this example
ASSETS_PATH = os.path.join(os.path.dirname(__file__), "Assets")

# Generates an image that is correctly sized to fit across all keys of a given
# StreamDeck.
def create_full_deck_sized_image(deck, image_filename):
    key_width, key_height = deck.key_image_format()['size']
    key_rows, key_cols = deck.key_layout()

    full_deck_image_size = (key_width * key_cols, key_height * key_rows)

    # Resize the image to suit the StreamDeck's full image size (note: will not
    # preserve the correct aspect ratio).
    image = Image.open(os.path.join(ASSETS_PATH, image_filename)).convert("RGBA")
    return image.resize(full_deck_image_size, Image.LANCZOS)

# Crops out a key-sized image from a larger deck-sized image, at the location
# occupied by the given key index.
def crop_key_image_from_deck_sized_image(deck, image, key):
    key_width, key_height = deck.key_image_format()['size']
    key_rows, key_cols = deck.key_layout()

    # Determine which row and column the requested key is located on
    row = key // key_cols
    col = key % key_cols

    # Compute the region of the larger deck image that is occupied by the given
    # key.
    region = (col * key_width, row * key_height, (col + 1) * key_width, (row + 1) *
key_height)
```

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```

segment = image.crop(region)

# Create a new key-sized image, and paste in the cropped section of the
# larger image.
key_image = PILHelper.create_image(deck)
key_image.paste(segment)

return PILHelper.to_native_format(deck, key_image)

# Prints key state change information and closes the StreamDeck device.
def key_change_callback(deck, key, state):
    # Print new key state
    print("Deck {} Key {} = {}".format(deck.id(), key, state), flush=True)

    # Reset deck, clearing all button images
    deck.reset()

    # Close deck handle, terminating internal worker threads
    deck.close()

if __name__ == "__main__":
    streamdecks = DeviceManager().enumerate()

    print("Found {} Stream Deck(s).\n".format(len(streamdecks)))

    for index, deck in enumerate(streamdecks):
        deck.open()
        deck.reset()

        print("Opened '{}' device (serial number: '{}')\n".format(deck.deck_type(),
↪deck.get_serial_number()))

        # Set initial screen brightness to 30%
        deck.set_brightness(30)

        # Load and resize a source image so that it will fill the given
        # StreamDeck.
        image = create_full_deck_sized_image(deck, "Harold.jpg")

        for k in range(deck.key_count()):
            # Extract out the section of the image that is occupied by the
            # current key.
            key_image = crop_key_image_from_deck_sized_image(deck, image, k)

            # Show the section of the main image onto the key.
            deck.set_key_image(k, key_image)

        # Register callback function for when a key state changes
        deck.set_key_callback(key_change_callback)

        # Wait until all application threads have terminated (for this example,
        # this is when all deck handles are closed)
        for t in threading.enumerate():
            if t is threading.currentThread():
                continue

```

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```

if t.is_alive():
    t.join()

```

6.8 Example Script: Animated Images

The following is a complete example script to connect to attached StreamDeck devices, and display animated graphics on the keys.

```

#!/usr/bin/env python3

#         Python Stream Deck Library
#         Released under the MIT license
#
#   dean [at] fourwalledcubicle [dot] com
#   www.fourwalledcubicle.com
#

# Example script showing one way to display animated images using the
# library, by pre-rendering all the animation frames into the StreamDeck
# device's native image format, and displaying them with a periodic
# timer.

import os
import itertools
import threading
from PIL import Image
from StreamDeck.DeviceManager import DeviceManager
from StreamDeck.ImageHelpers import PILHelper

# Folder location of image assets used by this example
ASSETS_PATH = os.path.join(os.path.dirname(__file__), "Assets")

# Animation frames per second to attempt to display on the StreamDeck devices
FRAMES_PER_SECOND = 30

# Loads in a source image, extracts out the individual animation frames (if
# any) and returns an infinite generator that returns the next animation frame,
# in the StreamDeck device's native image format.
def create_animation_frames(deck, image_filename):
    icon_frames = list()

    # Open the source image asset
    icon = Image.open(os.path.join(ASSETS_PATH, image_filename))

    # Create a blank key image in the host image format, which we can
    # duplicate quickly for each animation frame to save time
    blank_image = PILHelper.create_image(deck)

    try:
        # Extract out each animation frame, resizing and converting to the
        # native device image format

```

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```

while True:
    image = blank_image.copy()

    # Resize the animation frame and paste it into the new image buffer
    icon_frame = icon.convert("RGBA")
    icon_frame.thumbnail(image.size, Image.LANCZOS)
    icon_frame_pos = ((image.width - icon_frame.width) // 2, (image.height -
→icon_frame.height) // 2)
    image.paste(icon_frame, icon_frame_pos, icon_frame)

    # Store the rendered animation frame in the device's native image
    # format for later use, so we don't need to keep converting it
    icon_frames.append(PILHelper.to_native_format(deck, image))

    # Move to next animation frame in the source image
    icon.seek(icon.tell() + 1)
except EOFError:
    # End of file, all image frames have been extracted
    pass

# Return an infinite cycle generator that returns the next animation frame
# each time it is called
return itertools.cycle(icon_frames)

# Prints key state change information and closes the StreamDeck device.
def key_change_callback(deck, key, state):
    # Print new key state
    print("Deck {} Key {} = {}".format(deck.id(), key, state), flush=True)

    # Reset deck, clearing all button images
    deck.reset()

    # Close deck handle, terminating internal worker threads
    deck.close()

if __name__ == "__main__":
    streamdecks = DeviceManager().enumerate()

    print("Found {} Stream Deck(s).\n".format(len(streamdecks)))

    for index, deck in enumerate(streamdecks):
        deck.open()
        deck.reset()

        # Set initial screen brightness to 30%
        deck.set_brightness(30)

        # Pre-render a list of animation frames for each source image, in the
        # native display format so that they can be quickly sent to the device
        print("Loading animations...")
        animations = [
            create_animation_frames(deck, "Elephant_Walking_animated.gif"),
            create_animation_frames(deck, "RGB_color_space_animated_view.gif"),
            create_animation_frames(deck, "Simple_CV_Joint_animated.gif"),
        ]

```

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```

print("Ready.")

# Create a mapping of StreamDeck keys to animation image sets that will
# be displayed
key_images = dict()
for k in range(deck.key_count()):
    key_images[k] = animations[k % len(animations)]

# Helper function that is run periodically, to update the images on
# each key.
def update_frames():
    try:
        # Update the key images with the next animation frame
        for key, frames in key_images.items():
            deck.set_key_image(key, next(frames))

        # Schedule the next periodic animation frame update
        threading.Timer(1.0 / FRAMES_PER_SECOND, update_frames).start()
    except (IOError, ValueError):
        # Something went wrong (deck closed?) - don't re-schedule the
        # next animation frame
        pass

# Kick off the first animation update, which will also schedule the
# next animation frame
update_frames()

# Register callback function for when a key state changes
deck.set_key_callback(key_change_callback)

# Wait until all application threads have terminated (for this example,
# this is when all deck handles are closed)
for t in threading.enumerate():
    if t is threading.currentThread():
        continue

    if t.is_alive():
        t.join()

```

6.9 Library Changelog

Version 0.5.0:

- Fixed StreamDeck devices occasionally showing partial old frames on initial connection.
- Removed support for RAW pixel images, StreamDeck Mini and Original take BMP images.
- Removed "width" and "height" information from Deck key image dict, now returned as "size" tuple entry.

Version 0.4.0:

- Added StreamDeck XL support.

Version 0.3.2:

- Fixed StreamDeck Mini key images not updating under some circumstances.

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Version 0.3.1:

- Added animated image example script.

Version 0.3:

- Remapped StreamDeck key indexes so that key 0 **is** located on the physical top-left of **all** supported devices.

Version 0.2.4:

- Added new StreamDeck.get_serial_number() function.
- Added new StreamDeck.get_firmware_version() function.

Version 0.2.3:

- Added new StreamDeck.ImageHelpers modules **for** easier key image generation.

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