PyQt for Autodesk Maya 2015 64bit
Written by Cyrille Fauvel – Autodesk Developer Network (April 2013)
Updated by Vijaya Prakash – Autodesk Developer Network (April 2014)

Additional Qt instructions available here -

Building SIP, and PyQt for Maya 2015
PyQt [http://www.riverbankcomputing.co.uk] is a python binding to the Qt library. Because Maya uses Qt internally, you can use the PyQt modules in Maya python scripts to create custom UI. PyQt does not have the same licensing as Maya, Qt, or Python. Please consult the PyQt website for information about licensing for PyQt.

Download PyQt: http://www.riverbankcomputing.com/static/Downloads/PyQt4/

Download SIP: http://www.riverbankcomputing.com/software/sip/download

The following are instructions for building a copy of the PyQt modules that have been known to work with Maya.

Maya 2015 uses Qt4.8.5 which is binary compatible with the latest version of PyQt - 4.10.4 / SIP - 4.15.5 (at time of writing, April 2014). However, you do not have to use these versions if you prefer using an older version, all you need is to use a version compatible with Qt4.8.5.

Note that it's important to use the Maya modified version of the Qt source code. A copy of the customized Qt 4.8.5 source is available from Autodesk's Open Source web-site (http://www.autodesk.com/lgplsource) and includes text files describing how to configure, build and install Qt for each platform supported by Maya.

However, be aware that with Maya 2015, there is no more need to build PySide as it is coming by default in Maya, nor you have to rebuild Qt itself as the main Qt tools to build PyQt are now included in the Maya distributions (i.e. qmake, moc, ...)

libxml, openSSL, OpenAL, python2.7, qt-4.8.5, and tbb are also coming by default in the Maya include and lib folder, so unless you have a very specific need, you would not need to rebuild any of those libraries like before. Note as well that there is a 'C:\Program Files\Autodesk\Maya2015\support\opensource' folder now which contains some of the community source.

Download SIP and PyQt source from 'http://www.riverbankcomputing.co.uk' - here I downloaded 'sip-4.15.5' and 'PyQt-win-gpl-4.10.4'. Unzip them in one folder, then you should get something like this:

Mac

/Users/cyrille/Documents/_Maya2015Scripts/sip-4.15.5
/Users/cyrille/Documents/_Maya2015Scripts/PyQt-mac-gpl-4.10.4
'Users/cyrille/Documents/_Maya2015Scripts' being my local folder. Now the instructions, and bash scripts to build that SIP and PyQt.

Follow the instructions from the API docs to setup your environment (Developer Resources > API Guide > Setting up your build environment > Mac OS X environment, in the Maya Documentation)

Untar the /devkit/include/qt-4.8.5-include.tar.gz into /devkit/include/Qt

Copy /Resources/qt.conf into /bin/qt.conf and edit it like this:

```
[Paths]
Prefix=.
Libraries=../MacOS
Binaries=../bin
Headers=../..../devkit/include/Qt
Data=.
Plugins=../qt-plugins
Translations=../qt-translations
```

Untar the qt-4.8.5-mkspecs.tar.gz into $MAYA_LOCATION/Maya.app/Contents/bin/mkspecs. Make sure the qconfig.pri looks like this:

```
qconfig.pri

#configuration
CONFIG += release def_files_disabled exceptions no_mocdepend stl x86_64 qt #qt_framework
QT_ARCH = macosx
QT_EDITION = OpenSource
QT_CONFIG += minimal-config small-config medium-config large-config full-config no-pkg-config dwarf2 phonon phonon-backend accessibility opengl reduce_exports ipv6 getaddrinfo ipv6ifname getifaddrs png no-freetype system-zlib nis cups iconv openssl zlib nis cups iconv openssl1 corewlan concurrent xmlpatterns multimedia audio-backend svg script scripttools declarative release x86_64 qt #qt_framework

#versioning
QT_VERSION = 4.8.5
QT_MAJOR_VERSION = 4
QT_MINOR_VERSION = 8
QT_PATCH_VERSION = 5

#namespaces
QT_LIBINFIX =
QT_NAMESPACE =
QT_NAMESPACE_MAC_CRC =

QT_GCC_MAJOR_VERSION = 4
QT_GCC_MINOR_VERSION = 2
QT_GCC_PATCH_VERSION = 1
```

You also need to create copy of the Qt lib files as fake .dylib files from the /MacOS directory. The script below will give you the commands to do that.
# Build & Install SIP

```bash
#!/usr/bin/env bash

MAYAQTBUILD="`dirname "$0"`" # Relative
export MAYAQTBUILD="`( cd "$MAYAQTBUILD" && pwd )`" # Absolutized and normalized
cd $MAYAQTBUILD

export SIPDIR=$MAYAQTBUILD/sip-4.15.5
export MAYA_LOCATION=/Applications/Autodesk/maya2015

cd $SIPDIR
$MAYA_LOCATION/Maya.app/Contents/bin/mayapy ./configure.py -- arch=x86_64
make
sudo make install
```

# Build & Install PyQt

```bash
#!/usr/bin/env bash

MAYAQTBUILD="`dirname "$0"`" # Relative
export MAYAQTBUILD="`( cd "$MAYAQTBUILD" && pwd )`" # Absolutized and normalized
cd $MAYAQTBUILD

export MAYA_LOCATION=/Applications/Autodesk/maya2015
export QTDIR=$MAYA_LOCATION/Maya.app/Contents
export QMAKESPEC=$QTDIR/mkspecs/macx-g++
export INCDIR_QT=$MAYA_LOCATION/devkit/include/Qt
export LIBDIR_QT=$QTDIR/MacOS

if [ ! -f $QMAKESPEC/qmake.conf ];
then
  echo "You need to install qt-4.8.5-64-mkspecs.tar.gz in $QTDIR/mkspecs !"
  exit
fi

if [ ! -f $INCDIR_QT/QtCore/qdir.h ];
then
  echo "You need to uncompress $MAYA_LOCATION/devkit/include/qt-4.8.5-include.tar.gz in $INCDIR_QT !"
  exit
fi
# qt.conf -
/Applications/Autodesk/maya2015/Maya.app/Contents/Resources
if [ ! -f $QTDIR/bin/qt.conf ];
then
  echo "You need to copy $QTDIR/Resources/qt.conf in $QTDIR/bin !"
  exit
fi

test=`grep "Data=../.." $QTDIR/bin/qt.conf`
if [ ! -z "$test" ];
then
```
echo "You need to edit $QTDIR/bin/qt.conf to use 'Data=..'
" exit
fi

test='`grep "Headers=../../include" $QTDIR/bin/qt.conf`'
if [ ! -z "$test" ];
then
 echo "You need to edit $QTDIR/bin/qt.conf to use 'Headers=../../include/Qt'
" exit
fi

test='`grep "Libraries=../lib" $QTDIR/bin/qt.conf`'
if [ ! -z "$test" ];
then
 echo "You need to edit $QTDIR/bin/qt.conf to use 'Libraries=../MacOS'
" exit
fi

test='`grep "Plugins = qt-plugins" $QTDIR/bin/qt.conf`'
if [ ! -z "$test" ];
then
 echo "You need to edit $QTDIR/bin/qt.conf to use 'Plugins=../qt-plugins'
" exit
fi

test='`grep "Translations = qt-translations" $QTDIR/bin/qt.conf`'
if [ ! -z "$test" ];
then
 echo "You need to edit $QTDIR/bin/qt.conf to use 'Translations=../qt-translations'
" exit
fi

for mod in Core Declarative Designer DesignerComponents Gui Help Multimedia Network OpenGL Script ScriptTools Sql Svg WebKit Xml XmlPatterns
do
 if [ ! -f $QTDIR/MacOS/libQt${mod}.dylib ];
 then
   echo "You need to copy a fake Qt${mod} dylib - cp
$QTDIR/MacOS/Qt${mod} $QTDIR/MacOS/libQt${mod}.dylib !"
   #cp $QTDIR/MacOS/Qt${mod} $QTDIR/MacOS/libQt${mod}.dylib
   exit
 fi
done

if [ ! -f $QTDIR/MacOS/libphonon.dylib ];
then
 echo "You need to copy a fake phonon dylib - cp
$QTDIR/MacOS/phonon $QTDIR/MacOS/libphonon.dylib !"
   #cp $QTDIR/MacOS/phonon $QTDIR/MacOS/libphonon.dylib
   exit
fi

export DYLD_LIBRARY_PATH=$QTDIR/MacOS
export DYLD_FRAMEWORK_PATH=$QTDIR/Frameworks
export SIPDIR=$MAYAQTBUILD/sip-4.15.5
export PYQTDIR=$MAYAQTBUILD/PyQt-mac-gpl-4.10.4

cd $PYQTDIR
export PATH=$QTDIR/bin:$PATH
$QTDIR/bin/mayapy ./configure.py LIBDIR_QT=$LIBDIR_QT
INCDIR_QT=$INCDIR_QT MOC=$QTDIR/bin/moc
export PATH=$QTDIR/bin:$PATH

sudo make install
make

You're done! go to the testing paragraph at the end of the article.

Linux

/home/cyrille/Documents/_Maya2015Scripts/sip-4.15.5
/home/cyrille/Documents/_Maya2015Scripts/PyQt-mac-gpl-4.10.4

'/home/cyrille/Documents/_Maya2015Scripts' being my local folder. Now the instructions, and bash scripts to build SIP and PyQt.

Follow the instructions from the API docs to setup your environment (Developer Resources > API Guide > Setting up your build environment > Linux environments (64 bit), in the Maya Documentation).

Edit your qt.conf file (/usr/autodesk/maya2015-x64/bin) like below

[Paths]
Prefix=
Libraries=../lib
Binaries=../bin
Headers=../include/Qt
Data=..
Plugins=../qt-plugins
Translations=../qt-translations

Untar the /include/qt-4.8.5-include.tar.gz into /include/Qt
Untar the /mkspecs/qt-4.8.5-mkspecs.tar.gz into /mkspecs

Make qmake, moc executables from the Maya bin directory

    sudo chmod aog+x /usr/autodesk/maya2015-x64/bin/moc
    sudo chmod aog+x /usr/autodesk/maya2015-x64/bin/qmake

Build & Install SIP

    #!/usr/bin/env bash

    MAYAQTBUILD="`dirname "$0"`" # Relative
    export MAYAQTBUILD="`( cd "$MAYAQTBUILD" && pwd )`" # Absolute and normalized
    cd $MAYAQTBUILD

    export SIPDIR=$MAYAQTBUILD/sip-4.14.5
    export MAYA_LOCATION=/usr/autodesk/maya2015-x64

cd $SIPDIR
%MAYA_LOCATION/bin/mayapy ./configure.py
make
sudo make install

**Build & Install PyQt**

```bash
#!/usr/bin/env bash

MAYAQTBUILD="`dirname "$0"`" # Relative
ex
export MAYAQTBUILD="`( cd "$MAYAQTBUILD" && pwd )`" # Absolutized and normalized

cd $MAYAQTBUILD

export MAYA_LOCATION=/usr/autodesk/maya2015-x64
export QTDIR=$MAYA_LOCATION
export QMAKESPEC=$QTDIR/mkspecs/linux-g++-64
export INCDIR_QT=$MAYA_LOCATION/include/Qt
export LIBDIR_QT=$QTDIR/lib

if [ ! -f $QMAKESPEC/qmake.conf ];
then
  echo "You need to install qt-4.8.5-mkspecs.tar.gz in $QTDIR/mkspecs !"
  exit
fi

if [ ! -f $INCDIR_QT/QtCore/qdir.h ];
then
  echo "You need to uncompress $MAYA_LOCATION/include/qt-4.8.5-
  include.tar.gz in $INCDIR_QT !"
  exit
fi

# qt.conf
/Applications/Autodesk/maya2015/Maya.app/Contents/Resources
if [ ! -f $QTDIR/bin/qt.conf ];
then
  echo "You need to copy $QTDIR/Resources/qt.conf in $QTDIR/bin !"
  exit
fi

test=`grep "Headers=../include/Qt" $QTDIR/bin/qt.conf`
if [ -z "$test" ];
then
  echo "You need to edit $QTDIR/bin/qt.conf to use
  'Headers=../include/Qt'"
  exit
fi

export SIPDIR=$MAYAQTBUILD/sip-4.15.5
export PYQTDIR=$MAYAQTBUILD/PyQt-x11-gpl-4.10.4

cd $PYQTDIR
export PATH=$QTDIR/bin:$PATH
$QTDIR/bin/mayapy ./configure.py LIBDIR_QT=$LIBDIR_QT
INCDIR_QT=$INCDIR_QT MOC=$QTDIR/bin/moc -w --no-designer-plugin -g
make -j 8
sudo make install
```
You're done! go to the testing paragraph at the end of the article.

**Windows**

D:\_sdkext\_Maya2015 Scripts\sip-4.15.5 D:\_sdkext\_Maya2015 Scripts\PyQt-win-gpl-4.10.4

'D:\_sdkext\_Maya2015 Scripts' being my local folder. Now the instructions and scripts to build SIP and PyQt.

Follow the instructions from the API docs to setup your environment (Developer Resources > API Guide
> Setting up your build environment > Windows environment (64-bit), in the Maya Documentation)

Edit your qt.conf file (C:\Program Files\Autodesk\Maya2015\bin) like below

```
[Paths]
Prefix=
Libraries=../lib
Binaries=../bin
Headers=../include/Qt
Data=../
Plugins=../qt-plugins
Translations=../qt-translations
```

Unzip the /include/qt-4.8.5-include.tar.gz into /include/Qt

Unzip the /mkspecs/qt-4.8.5-mkspecs.tar.gz into /mkspecs

**Build & Install SIP**

```
@echo off

set MAYAQTBUILD=%~dp0
set MAYAQTBUILD=%MAYAQTBUILD:~0,-1%
if exist v:\nul subst v: /d
subst v: "%MAYAQTBUILD%"

set SIPDIR=v:\sip-4.15.5
set MSVC_DIR=C:\Program Files (x86)\Microsoft Visual Studio 11.0
if [%LIBPATH%]==[] call "%MSVC_DIR%\VC\vcvarsall" amd64

set MAYA_LOCATION=C:\Program Files\Autodesk\Maya2015
set INCLUDE=%INCLUDE%;%MAYA_LOCATION%\include\python2.7;%MAYA_LOCATION%\Python\include
set LIB=%LIB%;%MAYA_LOCATION%\lib

cd %SIPDIR%
"%MAYA_LOCATION%\bin\mayapy" configure.py
nmake
nmake install
```

**Build & Install PyQt**

```
@echo off
```
set MAYAQTBUILD=%~dp0
set MAYAQTBUILD=%MAYAQTBUILD:~0,-1%
if exist v:\nul subst v: /d
subst v: "%MAYAQTBUILD%" v:

set MAYA_LOCATION=C:\Program Files\Autodesk\Maya2015
if exist m:\nul subst m: /d
subst m: "%MAYA_LOCATION%"
set MAYA_LOCATION=m:

set QTDIR=%MAYA_LOCATION%
set MSVC_VERSION=2012
set QMAKESPEC=%QTDIR%\mkspecs\win32-msvc%MSVC_VERSION%
if not exist "%QMAKESPEC%\qmak.conf"
    echo "You need to uncompress %MAYA_LOCATION%\mkspecs\qt-4.8.5-64-mkspecs.tar.gz !"
    goto :end
if not exist "%MAYA_LOCATION%\include\Qt\QtCore\qdir.h"
    echo "You need to uncompress %MAYA_LOCATION%\include\qt-4.8.5-64\include.tar.gz in %MAYA_LOCATION%\include\Qt !"
    goto :end
findstr /L /C:"Headers=../include/Qt" %MAYA_LOCATION%\bin\qt.conf >nul 2>&1
if ERRORLEVEL 1 (
    echo "You need to edit %MAYA_LOCATION%\bin\qt.conf to use 'Headers=../include/Qt'"
    goto :end
)
set SIPDIR=v:\sip-4.15.5
set PYQTDIR=v:\PyQt-win-gpl-4.10.4

set MSVC_DIR=C:\Program Files (x86)\Microsoft Visual Studio 11.0
if [%LIBPATH%]==[] call "%MSVC_DIR%\VC\vcvarsall.exe" amd64

set INCLUDE=%INCLUDE%;%MAYA_LOCATION%\include\python2.7;%MAYA_LOCATION%\Python\include
set LIB=%LIB%;%MAYA_LOCATION%\lib

cd %PYQTDIR%
set PATH=%QTDIR%\bin;%PATH%
"%MAYA_LOCATION%\bin\mayapy" configure.py LIBDIR QT=%QTDIR%\lib
INCDIR QT=%QTDIR%\include\Qt MOC=%QTDIR%\bin\moc.exe -w --no-designer-plugin
nmake
nmake install
:end
pause

You're done! go to the testing paragraph at the end of the article.
Testing
Copy and paste this example in the Maya Script Editor (in a Python tab), and execute the code:

```python
import sys
from PyQt4 import QtGui

class Example(QtGui.QWidget):

def __init__(self):
    super(Example, self).__init__()

    self.initUI()

def initUI(self):
    self.btn = QtGui.QPushButton('Dialog', self)
    self.btn.move(20, 20)
    self.btn.clicked.connect(self.showDialog)

    self.le = QtGui.QLineEdit(self)
    self.le.move(130, 22)

    self.setGeometry(300, 300, 290, 150)
    self.setWindowTitle('Input dialog')
    self.show()

def showDialog(self):
    text, ok = QtGui.QInputDialog.getText(self, 'Input Dialog', 'Enter your name: ')

    if ok:
        self.le.setText(str(text))

ex = Example()

If you see the dialog is showing, you are all set.
```