

Re: Hiding console window

Source: <http://coding.derkeiler.com/Archive/Python/comp.lang.python/2004-03/3138.html>

From: Josef Meile (jmeile_at_hotmail.com)

Date: 03/19/04

Date: Fri, 19 Mar 2004 09:44:25 +0100

If you generate the exe with py2exe, then you could do:

```
python setup.py py2exe -v -w
```

Where setup.py is the setup script where you specify the python imports and your program modules. (see py2exe documentation). The "-w" option was the option I was talking before. I don't know if it produces the same effect of the proposed solution by Otto. With this option, you won't see a DOS console, however, I don't know if it will hide the icon on the task bar. Try to call the script on the "Startup" menu or with the "Scheduled Tasks" of windows or perhaps you will have to do it from the registry.

```
> In response to Peter's question, what I meant when I said hide was to hide
> the console while running the program. Essentially, it would run in the
> background. The application would run, but you wouldn't see any sign of
it.
> In response to Jorgen and Josef, unfortunately it didn't work. Here's the
> code for it. It may be a little messy, but I wasn't aiming for perfection:
>
> import pygame
> import time
>
> def sleep():
> #Sleep for 5 minutes
> time.sleep(300)
> def play():
> #Initialize pygame
> pygame.init()
> #Initialize mixer
> pygame.mixer.init()
> #Load and play sound1
> pygame.mixer.music.load('C:/sound1.mp3')
> pygame.mixer.music.play()
> sleep()
> #Load and play hazards of retreating
```

comp.lang.python: Re: Hiding console window

```
> pygame.mixer.music.load('C:/hazards_of_retreating.mp3')
> pygame.mixer.music.play()
> sleep()
> #Load and play bring it on
> pygame.mixer.music.load('C:/bring_it_on.mp3')
> pygame.mixer.music.play()
> sleep()
> #Load and play freaked by flood
> pygame.mixer.music.load('C:/freaked_by_flood.mp3')
> pygame.mixer.music.play()
> sleep()
> #Load and play grunty thirst
> pygame.mixer.music.load('C:/grunty_thirst.mp3')
> pygame.mixer.music.play()
> sleep()
> #Load and play joe has lost it
> pygame.mixer.music.load('C:/joe_has_lost_it.mp3')
> pygame.mixer.music.play()
> sleep()
> #Load and play the french grunt
> pygame.mixer.music.load('C:/the_french_grunt.mp3')
> pygame.mixer.music.play()
> sleep()
> #Load and play stacker e3 outtake2
> pygame.mixer.music.load('C:/stacker_e3_outtake2.mp3')
> pygame.mixer.music.play()
> sleep()
> #Load and play poor running anatomy
> pygame.mixer.music.load('C:/poor_running_anatomy.mp3')
> pygame.mixer.music.play()
> sleep()
> #Load and play bring it on
> pygame.mixer.music.load('C:/bring_it_on.mp3')
> pygame.mixer.music.play()
> #Quit playing and close pygame
> pygame.mixer.quit()
> pygame.quit()
>
> #Start the program
> play()
>
> You may raise your eyebrows at the filenames, but as I said its a joke I'm
> playing. The sound clips are based off the game Halo. Just fill in your
own
> files instead of mine.
```