

Re: Can anyone tell me if pygame and Tkinter can work together?

## Re: Can anyone tell me if pygame and Tkinter can work together?

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*Source:* <http://coding.derkeiler.com/Archive/Python/comp.lang.python/2005-11/msg01983.html>

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- *From:* "Nathan Pinno" <[falcon3166@xxxxxxxxxxxxx](mailto:falcon3166@xxxxxxxxxxxxx)>
  - *Date:* Wed, 16 Nov 2005 12:38:05 -0700
- 

It's a warning that says:

Can only use \* in top level or something like that.

It's kind of annoying, but the program still ran after I made the import \* lines top level, and removed the def's.

Nathan Pinno.

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For great sites go to: <http://www.the-web-surfers-store.com>

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"Simon Brunning" <[simon.brunning@xxxxxxxxxx](mailto:simon.brunning@xxxxxxxxxx)> wrote in message [news:mailman.736.1132140506.18701.python-list@xxxxxxxxxxxxxx](mailto:news:mailman.736.1132140506.18701.python-list@xxxxxxxxxxxxxx)

On 16/11/05, Nathan Pinno <[falcon3166@xxxxxxxxxxxxx](mailto:falcon3166@xxxxxxxxxxxxx)> wrote:

> It worked, but unfortunately I can't use this line as it brings up errors:

>

> from Tkinter (or pygame) import \*

>

> Anyway around this little bug?

What's the error?

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Cheers,

Simon B,

[simon@xxxxxxxxxxxxxxxxxxxxxx](mailto:simon@xxxxxxxxxxxxxxxxxxxxxx),

<http://www.brunningonline.net/simon/blog/>

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◇ From: Fredrik Lundh

• **References:**

- ◆ **[RE: Can anyone tell me if pygame and Tkinter can work together?](#)**  
◇ From: Nathan Pinno
- ◆ **[Re: Can anyone tell me if pygame and Tkinter can work together?](#)**  
◇ From: Nathan Pinno
- ◆ **[Re: Can anyone tell me if pygame and Tkinter can work together?](#)**  
◇ From: Simon Brunning

- Prev by Date: **[Re: newbie – How do I import automatically?](#)**
- Next by Date: **[Re: Python, Linux, Desktop Environment](#)**
- Previous by thread: **[Re: Can anyone tell me if pygame and Tkinter can work together?](#)**
- Next by thread: **[Re: Can anyone tell me if pygame and Tkinter can work together?](#)**
- Index(es):
  - ◆ **[Date](#)**
  - ◆ **[Thread](#)**