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# Pyto

Jul 20, 2022



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Welcome to the Pyto's documentation!

Pyto version: 19.0 (424) Python version: 3.10.0+

Pyto is an open source app to code and run Python code locally on an iPad or iPhone. The app uses the Python C API to run Python code in the same process of the app, due to iOS restrictions. Third party pure Python modules can be installed from PyPI and some libraries with C extensions are bundled in the app. For a list of included libraries, see [Third Party](#).

For questions or sharing anything about Pyto, you can join the [r/PytoIDE](#) subreddit.

The Python 3.10 binary that comes with the app is from the [Python-Apple-support](#) project by beeware. [Toga](#), a cross platform UI library is also included.



## 1.1 Pyto Libraries

Pyto is built with the following modules built specifically for iOS.

### 1.1.1 Objective-C

Pyto has the [Rubicon-ObjC](#) library as its bridge between Python and Objective-C. See the [documentation](#) for more information.

To make the usage of Objective-C classes easier, Pyto has the iOS system frameworks as modules containing a list of classes.

#### Usage

```
from Foundation import NSBundle
bundle_path = str(NSBundle.mainBundle.bundleURL.path)
```

#### Frameworks

These are the frameworks that can be imported directly in Pyto.

- Accounts
- AGXMetalA10
- AudioToolbox
- AuthenticationServices
- AVFAudio
- AVFoundation

- AVKit
- AXSpeechImplementation
- BackgroundTasks
- CallKit
- CFNetwork
- ClassKit
- CloudDocsFileProvider
- CloudKit
- Combine
- Contacts
- ContactsUI
- CoreAudio
- CoreBluetooth
- CoreData
- CoreFoundation
- CoreHaptics
- CoreImage
- CoreLocation
- CoreMedia
- CoreMIDI
- CoreML
- CoreMotion
- CoreServices
- CoreSpotlight
- CoreTelephony
- CoreText
- CryptoTokenKit
- EventKit
- ExposureNotification
- ExternalAccessory
- FileProvider
- FileProviderOverride
- Foundation
- HealthKit
- ImageCaptureCore
- Intents



- IntentsUI
- IOKit
- IOSurface
- JavaScriptCore
- lib
- LinkPresentation
- LocalAuthentication
- MapKit
- MediaPlayer
- MediaToolbox
- MessageUI
- Metal
- MetalKit
- MLCompute
- MPSCore
- MPSImage
- MPSMatrix
- MPSNDArray
- MPSNeuralNetwork
- MPSRayIntersector
- MultipeerConnectivity
- NaturalLanguage
- Network
- NetworkExtension
- NotificationCenter
- OpenGL
- PDFKit
- PencilKit
- Photos
- PushKit
- QuartzCore
- QuickLook
- QuickLookThumbnails
- SafariServices
- Security
- SharedUtils

- SoundAnalysis
- Speech
- StoreKit
- swift
- SwiftUI
- system
- UIKit
- UniformTypeIdentifiers
- UserNotifications
- vecLib
- VideoSubscriberAccount
- VideoToolbox
- Vision
- WatchConnectivity
- WebKit
- WidgetKit

### 1.1.2 pyto\_ui

#### API Reference

##### Classes

This page contains a list of classes used by the `pyto_ui` API.

##### Toga Compatibility

It's possible to embed PytoUI views in a [Toga](#) app with the `TogaWidget` class.

##### Views

A list of UI elements to be displayed on screen.

##### Controls

##### Other classes

A list of classes that don't represent views.

## Functions

This page contains a list of functions defined in the `pyto_ui` module.

## Showing views

## System pickers

## Constants

This page contains a list of constants used by the `pyto_ui` API.

## UI Elements Colors

## Standard Colors

## Fixed Colors

## Keyboard Appearance

## Keyboard Type

## Return Key Type

## Auto Capitalization

## Font Text Style

## Font Size

## Button Type

## Gesture Type

## Gesture State

## Touch Type

## Auto Resizing

## Content Mode

## Horizontal Alignment

## Vertical Alignment

**Text Alignment**

**Line Break Mode**

**Table View Cell Style**

**Accessory Type**

**Table View Style**

**Text Field Border Style**

**Button Item Style**

**System Item**

**Presentation Mode**

**Appearance**

**Getting Started**

Each item presented on the screen is a `View` object. This module contains many `View` subclasses.

We can initialize a view like that:

```
import pyto_ui as ui

view = ui.View()
```

You can modify the view's attributes, like `background_color` for example:

```
view.background_color = ui.COLOR_SYSTEM_BACKGROUND
```

Then, call the `show_view()` function to show the view:

```
ui.show_view(view, ui.PRESENTATION_MODE_SHEET)
```

A view will be presented, with the system background color, white or black depending on if the device has dark mode enabled or not. It's important to set our view's background color because it will be transparent if it's not set. That looks great on widgets, but not in app.

NOTE: The thread will be blocked until the view is closed, but you can run code on another thread and modify the UI from there:

```
ui.show_view(view)
print("Closed") # This line will be called after the view is closed.
```

Now we have an empty view, the root view, we can add other views inside it, like a `Button`:

```
button = ui.Button(title="Hello World!")
button.size = (100, 50)
button.center = (view.width/2, view.height/2)
```

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```
button.flex = [
    ui.FLEXIBLE_TOP_MARGIN,
    ui.FLEXIBLE_BOTTOM_MARGIN,
    ui.FLEXIBLE_LEFT_MARGIN,
    ui.FLEXIBLE_RIGHT_MARGIN
]
view.add_subview(button)
```

We are creating a button with title “Hello World!”, with 100 as width and 50 as height. We place it at center, and we set flex to have flexible margins so the button will always stay at center even if the root view will change its size.

To add an action to the button:

```
def button_pressed(sender):
    sender.superview.close()

button.action = button_pressed
```

We define a function that takes the button as parameter and we pass it to the button’s action property. The superview property of the button is the view that contains it. With the close() function, we close it.

So we have this code:

```
import pyto_ui as ui

def button_pressed(sender):
    sender.superview.close()

view = ui.View()
view.background_color = ui.COLOR_SYSTEM_BACKGROUND

button = ui.Button(title="Hello World!")
button.size = (100, 50)
button.center = (view.width/2, view.height/2)
button.flex = [
    ui.FLEXIBLE_TOP_MARGIN,
    ui.FLEXIBLE_BOTTOM_MARGIN,
    ui.FLEXIBLE_LEFT_MARGIN,
    ui.FLEXIBLE_RIGHT_MARGIN
]
button.action = button_pressed
view.add_subview(button)

ui.show_view(view, ui.PRESENTATION_MODE_SHEET)

print("Hello World!")
```

When the button is clicked, the UI will be closed and “Hello World!” will be printed. UIs can be presented on the Today widget if you set the widget script.

## UIKit bridge

(Previous knowledge of iOS development with UIKit is needed to follow this tutorial)

PytoUI can show custom UIKit views with the `UIKitView` class. Presenting `UIViewController` is also possible with `show_view_controller()`.

See [Objective-C](#) for information about using Objective-C classes in Python.

To use classes from UIKit, we can write the following code:

```
from UIKit import *
```

### Using UIView

In this example, we will create a date picker with `UIDatePicker`. Firstly, we will import the needed modules.

```
import pyto_ui as ui
from UIKit import UIDatePicker
from Foundation import NSObject
from rubicon.objc import objc_method, SEL
from datetime import datetime
```

Then we subclass `UIKitView` to implement a date picker by implementing `make_view()` to return an `UIDatePicker` object. `DatePicker.did_change` will be the function called when the selected date changes.

```
class DatePicker(ui.UIKitView):

    did_change = None

    def make_view(self):
        picker = UIDatePicker.alloc().init()
        return picker
```

We will now create an Objective-C subclass of `NSObject` to receive `UIDatePicker` events. `@objc_method` is the equivalent of `@objc` in Swift, it exposes a method to the Objective-C runtime.

The `didChange` method converts the selected date from `NSDate` to `datetime` and calls the callback function (`DatePicker.did_change`) with the date as parameter. `PickerDelegate.picker` will be set to an instance of the previously created class.

```
class PickerDelegate(NSObject):

    picker = None

    @objc_method
    def didChange(self):
        if self.picker.did_change is not None:
            date = self.objc_picker.date
            date = datetime.fromtimestamp(date.timeIntervalSince1970())
            self.picker.did_change(date)
```

In the `DatePicker.make_view` method, we'll set the event handler to the delegate's `didChange` method with `addTarget(_:action:forControlEvents:)`.

```
...

    def make_view(self):
        picker = UIDatePicker.alloc().init()

        delegate = PickerDelegate.alloc().init()
        delegate.picker = self
        delegate.objc_picker = picker
```

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```

    # 4096 is the value for UIControlEventValueChanged
    picker.addTarget(delegate, action=SEL("didChange"), forControlEvents=4096)

    return picker

...

```

Then the date picker is usable as any view because `UIKitView` is a subclass of `View`.

```

view = ui.View()
view.background_color = ui.COLOR_SYSTEM_BACKGROUND

def did_change(date):
    view.title = str(date)

date_picker = DatePicker()
date_picker.did_change = did_change

date_picker.flex = [
    ui.FLEXIBLE_BOTTOM_MARGIN,
    ui.FLEXIBLE_TOP_MARGIN,
    ui.FLEXIBLE_LEFT_MARGIN,
    ui.FLEXIBLE_RIGHT_MARGIN
]
date_picker.center = view.center
view.add_subview(date_picker)

ui.show_view(view, ui.PRESENTATION_MODE_SHEET)

```

The whole script:

```

import pyto_ui as ui
from UIKit import UIDatePicker
from Foundation import NSObject
from rubicon.objc import objc_method, SEL
from datetime import datetime

# We subclass ui.UIKitView to implement a date picker
class DatePicker(ui.UIKitView):

    did_change = None

    # Here we return an UIDatePicker object
    def make_view(self):
        picker = UIDatePicker.alloc().init()

        # We create an Objective-C instance that will respond to the date picker_
        ↪value changed event
        delegate = PickerDelegate.alloc().init()
        delegate.picker = self
        delegate.objc_picker = picker

        # 4096 is the value for UIControlEventValueChanged
        picker.addTarget(delegate, action=SEL("didChange"), forControlEvents=4096)
        return picker

```

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```

# An Objective-C class for addTarget(_:action:forControlEvents:)
class PickerDelegate(NSObject):

    picker = None

    @objc_method
    def didChange(self):
        if self.picker.did_change is not None:
            date = self.objc_picker.date
            date = datetime.fromtimestamp(date.timeIntervalSince1970())
            self.picker.did_change(date)

# Then we can use our date picker as any other view

view = ui.View()
view.backgroundColor = ui.COLOR_SYSTEM_BACKGROUND

def did_change(date):
    view.title = str(date)

date_picker = DatePicker()
date_picker.did_change = did_change

date_picker.flex = [
    ui.FLEXIBLE_BOTTOM_MARGIN,
    ui.FLEXIBLE_TOP_MARGIN,
    ui.FLEXIBLE_LEFT_MARGIN,
    ui.FLEXIBLE_RIGHT_MARGIN
]
date_picker.center = view.center
view.add_subview(date_picker)

ui.show_view(view, ui.PRESENTATION_MODE_SHEET)

```

## Using UIViewController

UIKit View controllers can be presented with `show_view_controller()`.

In this example, we will subclass `UIViewController` and use the [LinkPresentation](#) framework to show the preview of a link.

We need to import the required modules.

```

from UIKit import *
from LinkPresentation import *
from Foundation import *
from rubicon.objc import *
from mainthread import mainthread
import pyto_ui as ui

```

Then we can subclass `UIViewController` and implement `viewDidLoad` like any UIKit app does. `send_super()` from `rubicon.objc` is used to call methods from the superclass. `@objc_method` is the equivalent of `@objc` in Swift, it exposes a method to the Objective-C runtime.



```

class MyViewController(UIViewController):

    @objc_method
    def close(self):
        self.dismissViewControllerAnimated(True, completion=None)

    @objc_method
    def dealloc(self):
        self.link_view.release()

    @objc_method
    def viewDidLoad(self):
        send_super(__class__, self, "viewDidLoad")

        self.title = "Link"

        self.view.backgroundColor = UIColor.systemBackgroundColor()

        # 0 is the value for a 'Done' button
        done_button = UIBarButtonItem.alloc().initWithBarButtonSystemItem(0,
→target=self, action=SEL("close"))
        self.navigationItem.rightBarButtonItem = [done_button]

```

We create an `LPLinkView` from the `LinkPresentation` framework and we fetch the metadata. The `fetch_handler()` function is a block passed to an Objective-C method, it has to be fully annotated. Mark parameters as `ObjCInstance` from `rubicon.objc`.

```

...

    @objc_method
    def viewDidLoad(self):

        ...

        self.url = NSURL.alloc().initWithString("https://apple.com")
        self.link_view = LPLinkView.alloc().initWithURL(self.url)
        self.link_view.frame = CGRectMake(0, 0, 200, 100)
        self.view.addSubview(self.link_view)
        self.fetchMetadata()

    @objc_method
    def fetchMetadata(self):

        @mainthread
        def set_metadata(metadata):
            self.link_view.setMetadata(metadata)
            self.layout()

        def fetch_handler(metadata: ObjCInstance, error: ObjCInstance) -> None:
            set_metadata(metadata)

        provider = LPMetadataProvider.alloc().init().autorelease()
        provider.startFetchingMetadataForURL(self.url, completionHandler=fetch_
→handler)

    @objc_method

```

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```

def layout(self):
    self.link_view.sizeToFit()
    self.link_view.setCenter(self.view.center)

@objc_method
def viewDidLoadSubviews(self):
    self.layout()

```

When our View controller is ready, we can show it with `show_view_controller()`. `mainthread()` is used to call a function in the app's main thread.

```

@mainthread
def show():
    vc = MyViewController.alloc().init().autorelease()
    nav_vc = UINavigationController.alloc().initWithRootViewController(vc).
    ↪autorelease()
    ui.show_view_controller(nav_vc)

show()

```

The whole script:

```

from UIKit import *
from LinkPresentation import *
from Foundation import *
from rubicon.objc import *
from mainthread import mainthread
import pyto_ui as ui

# We subclass UIViewController
class MyViewController(UIViewController):

    @objc_method
    def close(self):
        self.dismissViewControllerAnimated(True, completion=None)

    @objc_method
    def dealloc(self):
        self.link_view.release()

    # Overriding viewDidLoad
    @objc_method
    def viewDidLoad(self):
        send_super(__class__, self, "viewDidLoad")

        self.title = "Link"

        self.view.backgroundColor = UIColor.systemBackgroundColor()

        # 0 is the value for a 'Done' button
        done_button = UIBarButtonItem.alloc().initWithBarButtonSystemItem(0,
    ↪target=self, action=SEL("close"))
        self.navigationItem.rightBarButtonItem = [done_button]

        self.url = NSURL.alloc().initWithString("https://apple.com")
        self.link_view = LPLinkView.alloc().initWithURL(self.url)

```

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```

self.link_view.frame = CGRectMake(0, 0, 200, 000)
self.view.addSubview(self.link_view)
self.fetchMetadata()

@objc_method
def fetchMetadata(self):

    @mainthread
    def set_metadata(metadata):
        self.link_view.setMetadata(metadata)
        self.layout()

    def fetch_handler(metadata: ObjCInstance, error: ObjCInstance) -> None:
        set_metadata(metadata)

    provider = LPMetadataProvider.alloc().init().autorelease()
    provider.startFetchingMetadataForURL(self.url, completionHandler=fetch_
->handler)

    @objc_method
    def layout(self):
        self.link_view.sizeToFit()
        self.link_view.setCenter(self.view.center)

    @objc_method
    def viewDidLoadSubviews(self):
        self.layout()

@mainthread
def show():
    # We initialize our view controller and a navigation controller
    # This must be called from the main thread
    vc = MyViewController.alloc().init().autorelease()
    nav_vc = UINavigationController.alloc().initWithRootViewController(vc).
->autorelease()
    ui.show_view_controller(nav_vc)

show()

```

### 1.1.3 widgets

#### API Reference

#### UI

This page contains a list of classes used by the widgets API to make an UI.

#### Widget Configuration

#### UI Elements

#### Data Types

### Constants

This page contains a list of constants used by the `widgets` API.

This page contains a list of constants used by the `widgets` API.

### UI Elements Colors

#### Standard Colors

#### Fixed Colors

#### Font Text Style

#### Font Size

#### Padding

#### Date Style

### Functions

This page contains a list of functions defined in the `widgets` module.

### Showing a native UI

### Showing a PytoUI view

### Types of widgets

There are two types of widgets:

**Run Script:** A script running in background to update the widget content automatically. The scripts runs with a very limited amount of RAM and cannot import most of the bundled libraries. Scripts can access resources or import other modules and packages installed with PyPI are also available but libraries with C extensions like Numpy (except PIL) cannot be imported.

**In App:** A script executed manually in foreground that will provide an UI for a widget. The scripts can do everything a script running in foreground can. This is very powerful with Shortcuts automations or with `request_background_fetch()`.

Since Pyto 14.0, 'Run Script' widgets can be executed in app by calling the "Start Handling Widgets In App" Shortcut. After running the shortcut, the app will run in background and will be notified when a widget is about to be reloaded so it runs without RAM limit and it can import libraries with C extensions like Numpy. That's basically handling widgets in app but without having to care about reloading the widget in a while loop, the app will take care and run the scripts when required. You should run the "Start Handling Widgets In App" shortcut from Shortcuts automation, for example once a day to make sure the app is running in background, having it in the app switcher isn't enough.

## Getting Started

As an example, we will code a widget that shows the current date and week day.

Firstly, we will import the required libraries:

```
import widgets as wd
from datetime import datetime, timedelta
```

We will start by defining the text foreground color and the background color for the widget's UI.

```
BACKGROUND = wd.Color.rgb(255/255, 250/255, 227/255)
FOREGROUND = wd.Color.rgb(75/255, 72/255, 55/255)
```

Then we'll declare a function that returns the weekday of a 'datetime' object as a string.

```
def weekday(date):
    day = date.weekday()
    if day == 0:
        return "Monday"
    elif day == 1:
        return "Tuesday"
    elif day == 2:
        return "Wednesday"
    elif day == 3:
        return "Thursday"
    elif day == 4:
        return "Friday"
    elif day == 5:
        return "Saturday"
    elif day == 6:
        return "Sunday"
```

To provide the widgets, we need to declare a subclass of TimelineProvider.

```
class DateProvider(wd.TimelineProvider):
```

Two methods must be implemented: `timeline()` and `widget()`.

Let's start by `timeline()`. This method returns a list of dates for which the script has data. As we are creating a calendar widget, we need to update it everyday at midnight. We will cache the next 30 days.

```
def timeline(self):
    today = datetime.today()
    today = datetime.combine(today, datetime.min.time())

    dates = []
    for i in range(30):
        date = today + timedelta(days=i)
        dates.append(date)

    return dates
```

The method above returns the next 30 days dates at midnight. Then we need to provide a widget for each date.

We will code the UI. Each widget has 3 layouts: small, medium and large. So we need to provide a different layout for each size. A layout is composed of rows, each row containing horizontally aligned UI elements. The small layout is a small square, the medium layout is a rectangle and the large one is a big square.

A `Widget` instance has 3 properties that can be used to modify the layout of each widget size. `small_layout`, `medium_layout`, `large_layout`

The `Widget` object must be returned from the `widget()`. The `date` parameter is a `datetime` object corresponding to the date when the widget will be displayed. For this example, we will use the medium layout only.

```
def widget(self, date):
    widget = wd.Widget()
    layout = widget.medium_layout
```

Firstly, we will create a `Text` showing the week day corresponding to the given date.

```
day = wd.Text(
    text=weekday(date),
    font=wd.Font("AmericanTypewriter-Bold", 50),
    color=FOREGROUND)
```

To show the current formatted date, we can use `DynamicDate`:

```
date_text = wd.DynamicDate(
    date=date,
    font=wd.Font("AmericanTypewriter", 18),
    color=FOREGROUND,
    padding=wd.PADDING_ALL)
```

Then we place the the week day at center and the date at the bottom. `add_vertical_layout()` adds an invisible space that takes as much as vertical space as it can. The `set_link()` method sets a parameter that will be passed to the script when the widget is pressed, the `link` property can be set for individual UI elements.

See [UI Elements](#) for a list of UI elements and their documentation.

```
layout.add_vertical_spacer()
layout.add_row([day])
layout.add_row([date_text])
layout.set_background_color(BACKGROUND)
layout.set_link(date.ctime())

return widget
```

Call the `provide_timeline()` function to show the widget:

```
wd.provide_timeline(DateProvider())
```

And we can check for the `link` variable to use the passed parameter.

```
if wd.link is not None:
    print(wd.link)
else:
    wd.provide_timeline(DateProvider())
```

The script looks like that:

```
import widgets as wd
from datetime import datetime, timedelta

BACKGROUND = wd.Color.rgb(255/255, 250/255, 227/255)
FOREGROUND = wd.Color.rgb(75/255, 72/255, 55/255)
```

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```

def weekday(date):
    day = date.weekday()
    if day == 0:
        return "Monday"
    elif day == 1:
        return "Tuesday"
    elif day == 2:
        return "Wednesday"
    elif day == 3:
        return "Thursday"
    elif day == 4:
        return "Friday"
    elif day == 5:
        return "Saturday"
    elif day == 6:
        return "Sunday"

class DateProvider(wd.TimelineProvider):

    def timeline(self):
        today = datetime.today()
        today = datetime.combine(today, datetime.min.time())

        dates = []
        for i in range(30):
            date = today + timedelta(days=i)
            dates.append(date)

        return dates

    def widget(self, date):
        widget = wd.Widget()
        layout = widget.medium_layout

        day = wd.Text(
            text=weekday(date),
            font=wd.Font("AmericanTypewriter-Bold", 50),
            color=FOREGROUND)

        date_text = wd.DynamicDate(
            date=date,
            font=wd.Font("AmericanTypewriter", 18),
            color=FOREGROUND,
            padding=wd.PADDING_ALL)

        layout.add_vertical_spacer()
        layout.add_row([day])
        layout.add_row([date_text])
        layout.set_background_color(BACKGROUND)
        layout.set_link(date.ctime())

        return widget

if wd.link is not None:
    print(wd.link)
else:
    wd.provide_timeline(DateProvider())

```

After running the script, it will be selectable in the “Run Script” widget.

If your widget doesn’t have any data for the future, instead of providing a timeline you can provide a single widget and request a refresh after a certain delay. See `show_widget()` and `schedule_next_reload()`.

```
import widgets as wd
from datetime import timedelta

widget = wd.Widget()

...

wd.schedule_next_reload(timedelta(hours=1))
wd.show_widget(widget)
```

## 1.1.4 watch

### API Reference

#### watch

#### Complications

#### User Interface

#### Building Complications

watchOS complications are kinds of tiny widgets displayed in an Apple Watch. It’s possible to code these complications with Pyto, but the Apple Watch must be paired to the iPhone to update. If the iPhone isn’t near the Apple Watch, the refresh will be performed later.

Let’s start by importing the required libraries:

```
import watch as wt
import widgets as wd
import datetime as dt
```

We import `widgets` because it’s the API we use to create the UI of the complication.

To provide complications, we need to subclass `ComplicationsProvider`.

```
class MinutesProvider(wt.ComplicationsProvider):

    def name(self):
        return "Minutes"
```

The `name()` method returns the name of the complication that will appear in the Watch face customizer.

The `timeline()` method returns a list of `datetime.datetime` objects corresponding to the time when the script has data for. You should return timestamps after the `after_date` parameter and no more than the given `limit`.

In this example, we return a timestamp for each next minute.

```
def timeline(self, after_date, limit):
    dates = []
```

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```

for i in range(limit):
    delta = dt.timedelta(minutes=i*1)
    date = after_date + delta
    date = date.replace(second=0)
    dates.append(date)

return dates

```

Then we just have to implement `complication()` to create a complication for the given timestamp. A `Complication` object must be returned. The API is the same as the `widgets` module.

```

def complication(self, date):

    min = date.time().minute
    text = wd.Text(str(min), font=wd.Font.bold_system_font_of_size(20))

    complication = wt.Complication()
    complication.circular.add_row([text])

    return complication

```

Finally, an instance of the previously created class must be passed to `add_complications_provider()`.

```
wt.add_complications_provider(MinutesProvider())
```

The script looks like this:

```

import watch as wt
import widgets as wd
import datetime as dt

class MinutesProvider(wt.ComplicationsProvider):

    def name(self):
        return "Minutes"

    def timeline(self, after_date, limit):
        dates = []
        for i in range(limit):
            delta = dt.timedelta(minutes=i*1)
            date = after_date + delta
            date = date.replace(second=0)
            dates.append(date)

        return dates

    def complication(self, date):

        min = date.time().minute
        text = wd.Text(str(min), font=wd.Font.bold_system_font_of_size(20))

        complication = wt.Complication()
        complication.circular.add_row([text])

        return complication

wt.add_complications_provider(MinutesProvider())

```

## Setup

To setup the complication, run the script that calls `add_complications_provider()`. Once executed, go to the main screen, then the menu icon > Settings > Apple Watch and select the script. If the Apple Watch is paired to the iPhone, a complication with the name returned by the `name()` method will appear in the Watch Face customizer.

Note that multiple complications can be added with `add_complications_provider()`, it just have to be in the same script. Also, you can put top level code that will be executed when opening the Apple Watch app.

## 1.1.5 sound

### Playing sounds

**class** `sound.AudioPlayer` (*path: str*)

A wrapper of the `AVAudioPlayer` class of the `AVFoundation` framework. Use this class for playing long sounds with the ability to pause, to stop and to set the time.

**current\_time**

The current time of the sound in seconds.

**Return type** float

**pause()**

Pauses the audio.

**play()**

Plays the audio asynchronously.

**playing**

A boolean indicating whether the sound is playing. (read only)

**Return type** bool

**stop()**

Stops the audio.

**volume**

The volume of the sound. (From 0 to 1)

**Return type** float

`sound.play_file` (*path: str*)

Plays a file at given path.

**Warning:** Only use this function for sounds under 30 seconds. Use `AudioPlayer` for longer sounds.

**Parameters** `path` – The relative path of the file to play.

### Playing system sounds

`sound.play_system_sound` (*id: int*)

Plays a system sound with given ID.

For a list of sounds: [github.com/TUNER88/iOSSystemSoundsLibrary](https://github.com/TUNER88/iOSSystemSoundsLibrary).

**Parameters** `id` – The ID of the system sound to play.

```
sound.play_beep()
```

Plays a beep sound.

## Frameworks

```
sound.AVFoundation
```

The AVFoundation system framework.

```
sound.AudioToolbox
```

The AudioToolbox system framework.

### 1.1.6 sf\_symbols

#### SF Symbols

SF Symbols were introduced in iOS 13. They are system images that can be used in any app. This library contains the name of every SF Symbol.

**Warning:** This library requires iOS 14+

## Usage

### *pyto\_ui*

```
import pyto_ui as ui
import sy_symbols as sf

image = ui.ImageView(symbol_name=sf.PERSON_CIRCLE)
```

### *widgets*

```
import widgets as wg
import sy_symbols as sf

image = wg.SystemSymbol(sf.PERSON_CIRCLE)
```

```
sf_symbols.A =
```

‘a’ symbol

```
sf_symbols.ABC =
```

‘abc’ symbol

```
sf_symbols.AIRPLANE =
```

‘airplane’ symbol

```
sf_symbols.AIRPLANE_CIRCLE =
```

‘airplane.circle’ symbol

```
sf_symbols.AIRPLANE_CIRCLE_FILL =
```

‘airplane.circle.fill’ symbol

```
sf_symbols.AIRPLAYAUDIO =
```

‘airplayaudio’ symbol

```
sf_symbols.AIRPLAYVIDEO =  
    'airplayvideo' symbol  
sf_symbols.AIRPODS =  
    'airpods' symbol  
sf_symbols.AIRPODSPRO =  
    'airpodsprom' symbol  
sf_symbols.AIRPORT_EXPRESS =  
    'airport.express' symbol  
sf_symbols.AIRPORT_EXTREME =  
    'airport.extreme' symbol  
sf_symbols.AIRPORT_EXTREME_TOWER =  
    'airport.extreme.tower' symbol  
sf_symbols.ALARM =  
    'alarm' symbol  
sf_symbols.ALARM_FILL =  
    'alarm.fill' symbol  
sf_symbols.ALT =  
    'alt' symbol  
sf_symbols.AMPLIFIER =  
    'amplifier' symbol  
sf_symbols.ANT =  
    'ant' symbol  
sf_symbols.ANTENNA_RADIOWAVES_LEFT_AND_RIGHT =  
    'antenna.radiowaves.left.and.right' symbol  
sf_symbols.ANT_CIRCLE =  
    'ant.circle' symbol  
sf_symbols.ANT_CIRCLE_FILL =  
    'ant.circle.fill' symbol  
sf_symbols.ANT_FILL =  
    'ant.fill' symbol  
sf_symbols.APP =  
    'app' symbol  
sf_symbols.APPLELOGO =  
    'applelogo' symbol  
sf_symbols.APPLESCRIPT =  
    'applescript' symbol  
sf_symbols.APPLESCRIPT_FILL =  
    'applescript.fill' symbol  
sf_symbols.APPLETV =  
    'appletv' symbol  
sf_symbols.APPLETV_FILL =  
    'appletv.fill' symbol
```

```
sf_symbols.APPLEWATCH =  
    'applewatch' symbol  
  
sf_symbols.APPLEWATCH_RADIOWAVES_LEFT_AND_RIGHT =  
    'applewatch.radiowaves.left.and.right' symbol  
  
sf_symbols.APPLEWATCH_SLASH =  
    'applewatch.slash' symbol  
  
sf_symbols.APPLEWATCH_WATCHFACE =  
    'applewatch.watchface' symbol  
  
sf_symbols.APPS_IPAD =  
    'apps.ipad' symbol  
  
sf_symbols.APPS_IPAD_LANDSCAPE =  
    'apps.ipad.landscape' symbol  
  
sf_symbols.APPS_IPHONE =  
    'apps.iphone' symbol  
  
sf_symbols.APPS_IPHONE_BADGE_PLUS =  
    'apps.iphone.badge.plus' symbol  
  
sf_symbols.APPS_IPHONE_LANDSCAPE =  
    'apps.iphone.landscape' symbol  
  
sf_symbols.APP_BADGE =  
    'app.badge' symbol  
  
sf_symbols.APP_BADGE_FILL =  
    'app.badge.fill' symbol  
  
sf_symbols.APP_FILL =  
    'app.fill' symbol  
  
sf_symbols.APP_GIFT =  
    'app.gift' symbol  
  
sf_symbols.APP_GIFT_FILL =  
    'app.gift.fill' symbol  
  
sf_symbols.ARCHIVEBOX =  
    'archivebox' symbol  
  
sf_symbols.ARCHIVEBOX_CIRCLE =  
    'archivebox.circle' symbol  
  
sf_symbols.ARCHIVEBOX_CIRCLE_FILL =  
    'archivebox.circle.fill' symbol  
  
sf_symbols.ARCHIVEBOX_FILL =  
    'archivebox.fill' symbol  
  
sf_symbols.ARKIT =  
    'arkit' symbol  
  
sf_symbols.ARROWSHAPE_BOUNCE_RIGHT =  
    'arrowshape.bounce.right' symbol  
  
sf_symbols.ARROWSHAPE_BOUNCE_RIGHT_FILL =  
    'arrowshape.bounce.right.fill' symbol
```

```
sf_symbols.ARROWSHAPE_TURN_UP_LEFT =  
    'arrowshape.turn.up.left' symbol  
sf_symbols.ARROWSHAPE_TURN_UP_LEFT_2 =  
    'arrowshape.turn.up.left.2' symbol  
sf_symbols.ARROWSHAPE_TURN_UP_LEFT_2_CIRCLE =  
    'arrowshape.turn.up.left.2.circle' symbol  
sf_symbols.ARROWSHAPE_TURN_UP_LEFT_2_CIRCLE_FILL =  
    'arrowshape.turn.up.left.2.circle.fill' symbol  
sf_symbols.ARROWSHAPE_TURN_UP_LEFT_2_FILL =  
    'arrowshape.turn.up.left.2.fill' symbol  
sf_symbols.ARROWSHAPE_TURN_UP_LEFT_CIRCLE =  
    'arrowshape.turn.up.left.circle' symbol  
sf_symbols.ARROWSHAPE_TURN_UP_LEFT_CIRCLE_FILL =  
    'arrowshape.turn.up.left.circle.fill' symbol  
sf_symbols.ARROWSHAPE_TURN_UP_LEFT_FILL =  
    'arrowshape.turn.up.left.fill' symbol  
sf_symbols.ARROWSHAPE_TURN_UP_RIGHT =  
    'arrowshape.turn.up.right' symbol  
sf_symbols.ARROWSHAPE_TURN_UP_RIGHT_CIRCLE =  
    'arrowshape.turn.up.right.circle' symbol  
sf_symbols.ARROWSHAPE_TURN_UP_RIGHT_CIRCLE_FILL =  
    'arrowshape.turn.up.right.circle.fill' symbol  
sf_symbols.ARROWSHAPE_TURN_UP_RIGHT_FILL =  
    'arrowshape.turn.up.right.fill' symbol  
sf_symbols.ARROWSHAPE_ZIGZAG_RIGHT =  
    'arrowshape.zigzag.right' symbol  
sf_symbols.ARROWSHAPE_ZIGZAG_RIGHT_FILL =  
    'arrowshape.zigzag.right.fill' symbol  
sf_symbols.ARROWTRIANGLE_DOWN =  
    'arrowtriangle.down' symbol  
sf_symbols.ARROWTRIANGLE_DOWN_CIRCLE =  
    'arrowtriangle.down.circle' symbol  
sf_symbols.ARROWTRIANGLE_DOWN_CIRCLE_FILL =  
    'arrowtriangle.down.circle.fill' symbol  
sf_symbols.ARROWTRIANGLE_DOWN_FILL =  
    'arrowtriangle.down.fill' symbol  
sf_symbols.ARROWTRIANGLE_DOWN_SQUARE =  
    'arrowtriangle.down.square' symbol  
sf_symbols.ARROWTRIANGLE_DOWN_SQUARE_FILL =  
    'arrowtriangle.down.square.fill' symbol  
sf_symbols.ARROWTRIANGLE_LEFT =  
    'arrowtriangle.left' symbol
```

```
sf_symbols.AROWTRIANGLE_LEFT_AND_LINE_VERTICAL_AND_AROWTRIANGLE_RIGHT =  
    'arrowtriangle.left.and.line.vertical.and.arrowtriangle.right' symbol  
  
sf_symbols.AROWTRIANGLE_LEFT_CIRCLE =  
    'arrowtriangle.left.circle' symbol  
  
sf_symbols.AROWTRIANGLE_LEFT_CIRCLE_FILL =  
    'arrowtriangle.left.circle.fill' symbol  
  
sf_symbols.AROWTRIANGLE_LEFT_FILL =  
    'arrowtriangle.left.fill' symbol  
  
sf_symbols.AROWTRIANGLE_LEFT_FILL_AND_LINE_VERTICAL_AND_AROWTRIANGLE_RIGHT_FILL =  
    'arrowtriangle.left.fill.and.line.vertical.and.arrowtriangle.right.fill' symbol  
  
sf_symbols.AROWTRIANGLE_LEFT_SQUARE =  
    'arrowtriangle.left.square' symbol  
  
sf_symbols.AROWTRIANGLE_LEFT_SQUARE_FILL =  
    'arrowtriangle.left.square.fill' symbol  
  
sf_symbols.AROWTRIANGLE_RIGHT =  
    'arrowtriangle.right' symbol  
  
sf_symbols.AROWTRIANGLE_RIGHT_AND_LINE_VERTICAL_AND_AROWTRIANGLE_LEFT =  
    'arrowtriangle.right.and.line.vertical.and.arrowtriangle.left' symbol  
  
sf_symbols.AROWTRIANGLE_RIGHT_CIRCLE =  
    'arrowtriangle.right.circle' symbol  
  
sf_symbols.AROWTRIANGLE_RIGHT_CIRCLE_FILL =  
    'arrowtriangle.right.circle.fill' symbol  
  
sf_symbols.AROWTRIANGLE_RIGHT_FILL =  
    'arrowtriangle.right.fill' symbol  
  
sf_symbols.AROWTRIANGLE_RIGHT_FILL_AND_LINE_VERTICAL_AND_AROWTRIANGLE_LEFT_FILL =  
    'arrowtriangle.right.fill.and.line.vertical.and.arrowtriangle.left.fill' symbol  
  
sf_symbols.AROWTRIANGLE_RIGHT_SQUARE =  
    'arrowtriangle.right.square' symbol  
  
sf_symbols.AROWTRIANGLE_RIGHT_SQUARE_FILL =  
    'arrowtriangle.right.square.fill' symbol  
  
sf_symbols.AROWTRIANGLE_UP =  
    'arrowtriangle.up' symbol  
  
sf_symbols.AROWTRIANGLE_UP_CIRCLE =  
    'arrowtriangle.up.circle' symbol  
  
sf_symbols.AROWTRIANGLE_UP_CIRCLE_FILL =  
    'arrowtriangle.up.circle.fill' symbol  
  
sf_symbols.AROWTRIANGLE_UP_FILL =  
    'arrowtriangle.up.fill' symbol  
  
sf_symbols.AROWTRIANGLE_UP_SQUARE =  
    'arrowtriangle.up.square' symbol  
  
sf_symbols.AROWTRIANGLE_UP_SQUARE_FILL =  
    'arrowtriangle.up.square.fill' symbol
```

```
sf_symbols.AROW_2_SQUAREPATH =  
    'arrow.2.squarepath' symbol  
sf_symbols.AROW_3_TRIANGLEPATH =  
    'arrow.3.trianglepath' symbol  
sf_symbols.AROW_CLOCKWISE =  
    'arrow.clockwise' symbol  
sf_symbols.AROW_CLOCKWISE_CIRCLE =  
    'arrow.clockwise.circle' symbol  
sf_symbols.AROW_CLOCKWISE_CIRCLE_FILL =  
    'arrow.clockwise.circle.fill' symbol  
sf_symbols.AROW_CLOCKWISE_ICLOUD =  
    'arrow.clockwise.icloud' symbol  
sf_symbols.AROW_CLOCKWISE_ICLOUD_FILL =  
    'arrow.clockwise.icloud.fill' symbol  
sf_symbols.AROW_COUNTERCLOCKWISE =  
    'arrow.counterclockwise' symbol  
sf_symbols.AROW_COUNTERCLOCKWISE_CIRCLE =  
    'arrow.counterclockwise.circle' symbol  
sf_symbols.AROW_COUNTERCLOCKWISE_CIRCLE_FILL =  
    'arrow.counterclockwise.circle.fill' symbol  
sf_symbols.AROW_COUNTERCLOCKWISE_ICLOUD =  
    'arrow.counterclockwise.icloud' symbol  
sf_symbols.AROW_COUNTERCLOCKWISE_ICLOUD_FILL =  
    'arrow.counterclockwise.icloud.fill' symbol  
sf_symbols.AROW_DOWN =  
    'arrow.down' symbol  
sf_symbols.AROW_DOWN_APP =  
    'arrow.down.app' symbol  
sf_symbols.AROW_DOWN_APP_FILL =  
    'arrow.down.app.fill' symbol  
sf_symbols.AROW_DOWN_CIRCLE =  
    'arrow.down.circle' symbol  
sf_symbols.AROW_DOWN_CIRCLE_FILL =  
    'arrow.down.circle.fill' symbol  
sf_symbols.AROW_DOWN_DOC =  
    'arrow.down.doc' symbol  
sf_symbols.AROW_DOWN_DOC_FILL =  
    'arrow.down.doc.fill' symbol  
sf_symbols.AROW_DOWN_LEFT =  
    'arrow.down.left' symbol  
sf_symbols.AROW_DOWN_LEFT_CIRCLE =  
    'arrow.down.left.circle' symbol
```



```
sf_symbols.ARROW_DOWN_LEFT_CIRCLE_FILL =  
    'arrow.down.left.circle.fill' symbol  
sf_symbols.ARROW_DOWN_LEFT_SQUARE =  
    'arrow.down.left.square' symbol  
sf_symbols.ARROW_DOWN_LEFT_SQUARE_FILL =  
    'arrow.down.left.square.fill' symbol  
sf_symbols.ARROW_DOWN_LEFT_VIDEO =  
    'arrow.down.left.video' symbol  
sf_symbols.ARROW_DOWN_LEFT_VIDEO_FILL =  
    'arrow.down.left.video.fill' symbol  
sf_symbols.ARROW_DOWN_RIGHT =  
    'arrow.down.right' symbol  
sf_symbols.ARROW_DOWN_RIGHT_AND_ARROW_UP_LEFT =  
    'arrow.down.right.and.arrow.up.left' symbol  
sf_symbols.ARROW_DOWN_RIGHT_CIRCLE =  
    'arrow.down.right.circle' symbol  
sf_symbols.ARROW_DOWN_RIGHT_CIRCLE_FILL =  
    'arrow.down.right.circle.fill' symbol  
sf_symbols.ARROW_DOWN_RIGHT_SQUARE =  
    'arrow.down.right.square' symbol  
sf_symbols.ARROW_DOWN_RIGHT_SQUARE_FILL =  
    'arrow.down.right.square.fill' symbol  
sf_symbols.ARROW_DOWN_SQUARE =  
    'arrow.down.square' symbol  
sf_symbols.ARROW_DOWN_SQUARE_FILL =  
    'arrow.down.square.fill' symbol  
sf_symbols.ARROW_DOWN_TO_LINE =  
    'arrow.down.to.line' symbol  
sf_symbols.ARROW_DOWN_TO_LINE_ALT =  
    'arrow.down.to.line.alt' symbol  
sf_symbols.ARROW_LEFT =  
    'arrow.left' symbol  
sf_symbols.ARROW_LEFT_AND_RIGHT =  
    'arrow.left.and.right' symbol  
sf_symbols.ARROW_LEFT_AND_RIGHT_CIRCLE =  
    'arrow.left.and.right.circle' symbol  
sf_symbols.ARROW_LEFT_AND_RIGHT_CIRCLE_FILL =  
    'arrow.left.and.right.circle.fill' symbol  
sf_symbols.ARROW_LEFT_AND_RIGHT_RIGHTTRIANGLE_LEFT_RIGHTTRIANGLE_RIGHT =  
    'arrow.left.and.right.righttriangle.left.righttriangle.right' symbol  
sf_symbols.ARROW_LEFT_AND_RIGHT_RIGHTTRIANGLE_LEFT_RIGHTTRIANGLE_RIGHT_FILL =  
    'arrow.left.and.right.righttriangle.left.righttriangle.right.fill' symbol
```

```
sf_symbols.AROW_LEFT_AND_RIGHT_SQUARE =  
    'arrow.left.and.right.square' symbol  
  
sf_symbols.AROW_LEFT_AND_RIGHT_SQUARE_FILL =  
    'arrow.left.and.right.square.fill' symbol  
  
sf_symbols.AROW_LEFT_CIRCLE =  
    'arrow.left.circle' symbol  
  
sf_symbols.AROW_LEFT_CIRCLE_FILL =  
    'arrow.left.circle.fill' symbol  
  
sf_symbols.AROW_LEFT_SQUARE =  
    'arrow.left.square' symbol  
  
sf_symbols.AROW_LEFT_SQUARE_FILL =  
    'arrow.left.square.fill' symbol  
  
sf_symbols.AROW_LEFT_TO_LINE =  
    'arrow.left.to.line' symbol  
  
sf_symbols.AROW_LEFT_TO_LINE_ALT =  
    'arrow.left.to.line.alt' symbol  
  
sf_symbols.AROW_RECTANGLEPATH =  
    'arrow.rectanglepath' symbol  
  
sf_symbols.AROW_RIGHT =  
    'arrow.right' symbol  
  
sf_symbols.AROW_RIGHT_ARROW_LEFT =  
    'arrow.right.arrow.left' symbol  
  
sf_symbols.AROW_RIGHT_ARROW_LEFT_CIRCLE =  
    'arrow.right.arrow.left.circle' symbol  
  
sf_symbols.AROW_RIGHT_ARROW_LEFT_CIRCLE_FILL =  
    'arrow.right.arrow.left.circle.fill' symbol  
  
sf_symbols.AROW_RIGHT_ARROW_LEFT_SQUARE =  
    'arrow.right.arrow.left.square' symbol  
  
sf_symbols.AROW_RIGHT_ARROW_LEFT_SQUARE_FILL =  
    'arrow.right.arrow.left.square.fill' symbol  
  
sf_symbols.AROW_RIGHT_CIRCLE =  
    'arrow.right.circle' symbol  
  
sf_symbols.AROW_RIGHT_CIRCLE_FILL =  
    'arrow.right.circle.fill' symbol  
  
sf_symbols.AROW_RIGHT_DOC_ON_CLIPBOARD =  
    'arrow.right.doc.on.clipboard' symbol  
  
sf_symbols.AROW_RIGHT_SQUARE =  
    'arrow.right.square' symbol  
  
sf_symbols.AROW_RIGHT_SQUARE_FILL =  
    'arrow.right.square.fill' symbol  
  
sf_symbols.AROW_RIGHT_TO_LINE =  
    'arrow.right.to.line' symbol
```

```
sf_symbols.ARROW_RIGHT_TO_LINE_ALT =  
    'arrow.right.to.line.alt' symbol  
  
sf_symbols.ARROW_TRIANGLE_2_CIRCLEPATH =  
    'arrow.triangle.2.circlepath' symbol  
  
sf_symbols.ARROW_TRIANGLE_2_CIRCLEPATH_CAMERA =  
    'arrow.triangle.2.circlepath.camera' symbol  
  
sf_symbols.ARROW_TRIANGLE_2_CIRCLEPATH_CAMERA_FILL =  
    'arrow.triangle.2.circlepath.camera.fill' symbol  
  
sf_symbols.ARROW_TRIANGLE_2_CIRCLEPATH_CIRCLE =  
    'arrow.triangle.2.circlepath.circle' symbol  
  
sf_symbols.ARROW_TRIANGLE_2_CIRCLEPATH_CIRCLE_FILL =  
    'arrow.triangle.2.circlepath.circle.fill' symbol  
  
sf_symbols.ARROW_TRIANGLE_2_CIRCLEPATH_DOC_ON_CLIPBOARD =  
    'arrow.triangle.2.circlepath.doc.on.clipboard' symbol  
  
sf_symbols.ARROW_TRIANGLE_BRANCH =  
    'arrow.triangle.branch' symbol  
  
sf_symbols.ARROW_TRIANGLE_CAPSULEPATH =  
    'arrow.triangle.capsulepath' symbol  
  
sf_symbols.ARROW_TRIANGLE_MERGE =  
    'arrow.triangle.merge' symbol  
  
sf_symbols.ARROW_TRIANGLE_PULL =  
    'arrow.triangle.pull' symbol  
  
sf_symbols.ARROW_TRIANGLE_SWAP =  
    'arrow.triangle.swap' symbol  
  
sf_symbols.ARROW_TRIANGLE_TURN_UP_RIGHT_CIRCLE =  
    'arrow.triangle.turn.up.right.circle' symbol  
  
sf_symbols.ARROW_TRIANGLE_TURN_UP_RIGHT_CIRCLE_FILL =  
    'arrow.triangle.turn.up.right.circle.fill' symbol  
  
sf_symbols.ARROW_TRIANGLE_TURN_UP_RIGHT_DIAMOND =  
    'arrow.triangle.turn.up.right.diamond' symbol  
  
sf_symbols.ARROW_TRIANGLE_TURN_UP_RIGHT_DIAMOND_FILL =  
    'arrow.triangle.turn.up.right.diamond.fill' symbol  
  
sf_symbols.ARROW_TURN_DOWN_LEFT =  
    'arrow.turn.down.left' symbol  
  
sf_symbols.ARROW_TURN_DOWN_RIGHT =  
    'arrow.turn.down.right' symbol  
  
sf_symbols.ARROW_TURN_LEFT_DOWN =  
    'arrow.turn.left.down' symbol  
  
sf_symbols.ARROW_TURN_LEFT_UP =  
    'arrow.turn.left.up' symbol  
  
sf_symbols.ARROW_TURN_RIGHT_DOWN =  
    'arrow.turn.right.down' symbol
```

```
sf_symbols.ARROW_TURN_RIGHT_UP =  
    'arrow.turn.right.up' symbol  
sf_symbols.ARROW_TURN_UP_LEFT =  
    'arrow.turn.up.left' symbol  
sf_symbols.ARROW_TURN_UP_RIGHT =  
    'arrow.turn.up.right' symbol  
sf_symbols.ARROW_TURN_UP_RIGHT_IPHONE =  
    'arrow.turn.up.right.iphone' symbol  
sf_symbols.ARROW_TURN_UP_RIGHT_IPHONE_FILL =  
    'arrow.turn.up.right.iphone.fill' symbol  
sf_symbols.ARROW_UP =  
    'arrow.up' symbol  
sf_symbols.ARROW_UP_AND_DOWN =  
    'arrow.up.and.down' symbol  
sf_symbols.ARROW_UP_AND_DOWN_AND_ARROW_LEFT_AND_RIGHT =  
    'arrow.up.and.down.and.arrow.left.and.right' symbol  
sf_symbols.ARROW_UP_AND_DOWN_CIRCLE =  
    'arrow.up.and.down.circle' symbol  
sf_symbols.ARROW_UP_AND_DOWN_CIRCLE_FILL =  
    'arrow.up.and.down.circle.fill' symbol  
sf_symbols.ARROW_UP_AND_DOWN_RIGHTTRIANGLE_UP_FILL_RIGHTTRIANGLE_DOWN_FILL =  
    'arrow.up.and.down.righttriangle.up.fill.righttriangle.down.fill' symbol  
sf_symbols.ARROW_UP_AND_DOWN_RIGHTTRIANGLE_UP_RIGHTTRIANGLE_DOWN =  
    'arrow.up.and.down.righttriangle.up.righttriangle.down' symbol  
sf_symbols.ARROW_UP_AND_DOWN_SQUARE =  
    'arrow.up.and.down.square' symbol  
sf_symbols.ARROW_UP_AND_DOWN_SQUARE_FILL =  
    'arrow.up.and.down.square.fill' symbol  
sf_symbols.ARROW_UP_AND_PERSON_RECTANGLE_PORTRAIT =  
    'arrow.up.and.person.rectangle.portrait' symbol  
sf_symbols.ARROW_UP_AND_PERSON_RECTANGLE_TURN_LEFT =  
    'arrow.up.and.person.rectangle.turn.left' symbol  
sf_symbols.ARROW_UP_AND_PERSON_RECTANGLE_TURN_RIGHT =  
    'arrow.up.and.person.rectangle.turn.right' symbol  
sf_symbols.ARROW_UP_ARROW_DOWN =  
    'arrow.up.arrow.down' symbol  
sf_symbols.ARROW_UP_ARROW_DOWN_CIRCLE =  
    'arrow.up.arrow.down.circle' symbol  
sf_symbols.ARROW_UP_ARROW_DOWN_CIRCLE_FILL =  
    'arrow.up.arrow.down.circle.fill' symbol  
sf_symbols.ARROW_UP_ARROW_DOWN_SQUARE =  
    'arrow.up.arrow.down.square' symbol
```

```
sf_symbols.AROW_UP_ARROW_DOWN_SQUARE_FILL =  
    'arrow.up.arrow.down.square.fill' symbol  
  
sf_symbols.AROW_UP_BIN =  
    'arrow.up.bin' symbol  
  
sf_symbols.AROW_UP_BIN_FILL =  
    'arrow.up.bin.fill' symbol  
  
sf_symbols.AROW_UP_CIRCLE =  
    'arrow.up.circle' symbol  
  
sf_symbols.AROW_UP_CIRCLE_FILL =  
    'arrow.up.circle.fill' symbol  
  
sf_symbols.AROW_UP_DOC =  
    'arrow.up.doc' symbol  
  
sf_symbols.AROW_UP_DOC_FILL =  
    'arrow.up.doc.fill' symbol  
  
sf_symbols.AROW_UP_DOC_ON_CLIPBOARD =  
    'arrow.up.doc.on.clipboard' symbol  
  
sf_symbols.AROW_UP_LEFT =  
    'arrow.up.left' symbol  
  
sf_symbols.AROW_UP_LEFT_AND_ARROW_DOWN_RIGHT =  
    'arrow.up.left.and.arrow.down.right' symbol  
  
sf_symbols.AROW_UP_LEFT_AND_ARROW_DOWN_RIGHT_CIRCLE =  
    'arrow.up.left.and.arrow.down.right.circle' symbol  
  
sf_symbols.AROW_UP_LEFT_AND_ARROW_DOWN_RIGHT_CIRCLE_FILL =  
    'arrow.up.left.and.arrow.down.right.circle.fill' symbol  
  
sf_symbols.AROW_UP_LEFT_AND_DOWN_RIGHT_AND_ARROW_UP_RIGHT_AND_DOWN_LEFT =  
    'arrow.up.left.and.down.right.and.arrow.up.right.and.down.left' symbol  
  
sf_symbols.AROW_UP_LEFT_AND_DOWN_RIGHT_MAGNIFYINGGLASS =  
    'arrow.up.left.and.down.right.magnifyingglass' symbol  
  
sf_symbols.AROW_UP_LEFT_CIRCLE =  
    'arrow.up.left.circle' symbol  
  
sf_symbols.AROW_UP_LEFT_CIRCLE_FILL =  
    'arrow.up.left.circle.fill' symbol  
  
sf_symbols.AROW_UP_LEFT_SQUARE =  
    'arrow.up.left.square' symbol  
  
sf_symbols.AROW_UP_LEFT_SQUARE_FILL =  
    'arrow.up.left.square.fill' symbol  
  
sf_symbols.AROW_UP_MESSAGE =  
    'arrow.up.message' symbol  
  
sf_symbols.AROW_UP_MESSAGE_FILL =  
    'arrow.up.message.fill' symbol  
  
sf_symbols.AROW_UP_RIGHT =  
    'arrow.up.right' symbol
```

```
sf_symbols.AROW_UP_RIGHT_AND_ARROW_DOWN_LEFT_RECTANGLE =  
    'arrow.up.right.and.arrow.down.left.rectangle' symbol  
sf_symbols.AROW_UP_RIGHT_AND_ARROW_DOWN_LEFT_RECTANGLE_FILL =  
    'arrow.up.right.and.arrow.down.left.rectangle.fill' symbol  
sf_symbols.AROW_UP_RIGHT_APP =  
    'arrow.up.right.app' symbol  
sf_symbols.AROW_UP_RIGHT_APP_FILL =  
    'arrow.up.right.app.fill' symbol  
sf_symbols.AROW_UP_RIGHT_CIRCLE =  
    'arrow.up.right.circle' symbol  
sf_symbols.AROW_UP_RIGHT_CIRCLE_FILL =  
    'arrow.up.right.circle.fill' symbol  
sf_symbols.AROW_UP_RIGHT_SQUARE =  
    'arrow.up.right.square' symbol  
sf_symbols.AROW_UP_RIGHT_SQUARE_FILL =  
    'arrow.up.right.square.fill' symbol  
sf_symbols.AROW_UP_RIGHT_VIDEO =  
    'arrow.up.right.video' symbol  
sf_symbols.AROW_UP_RIGHT_VIDEO_FILL =  
    'arrow.up.right.video.fill' symbol  
sf_symbols.AROW_UP_SQUARE =  
    'arrow.up.square' symbol  
sf_symbols.AROW_UP_SQUARE_FILL =  
    'arrow.up.square.fill' symbol  
sf_symbols.AROW_UP_TO_LINE =  
    'arrow.up.to.line' symbol  
sf_symbols.AROW_UP_TO_LINE_ALT =  
    'arrow.up.to.line.alt' symbol  
sf_symbols.AROW_UTURN_DOWN =  
    'arrow.urn.down' symbol  
sf_symbols.AROW_UTURN_DOWN_CIRCLE =  
    'arrow.urn.down.circle' symbol  
sf_symbols.AROW_UTURN_DOWN_CIRCLE_FILL =  
    'arrow.urn.down.circle.fill' symbol  
sf_symbols.AROW_UTURN_DOWN_SQUARE =  
    'arrow.urn.down.square' symbol  
sf_symbols.AROW_UTURN_DOWN_SQUARE_FILL =  
    'arrow.urn.down.square.fill' symbol  
sf_symbols.AROW_UTURN_LEFT =  
    'arrow.urn.left' symbol  
sf_symbols.AROW_UTURN_LEFT_CIRCLE =  
    'arrow.urn.left.circle' symbol
```

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```

sf_symbols.AROW_UTURN_LEFT_CIRCLE_BADGE_ELLIPSIS =
    'arrow.urn.left.circle.badge.ellipsis' symbol

sf_symbols.AROW_UTURN_LEFT_CIRCLE_FILL =
    'arrow.urn.left.circle.fill' symbol

sf_symbols.AROW_UTURN_LEFT_SQUARE =
    'arrow.urn.left.square' symbol

sf_symbols.AROW_UTURN_LEFT_SQUARE_FILL =
    'arrow.urn.left.square.fill' symbol

sf_symbols.AROW_UTURN_RIGHT =
    'arrow.urn.right' symbol

sf_symbols.AROW_UTURN_RIGHT_CIRCLE =
    'arrow.urn.right.circle' symbol

sf_symbols.AROW_UTURN_RIGHT_CIRCLE_FILL =
    'arrow.urn.right.circle.fill' symbol

sf_symbols.AROW_UTURN_RIGHT_SQUARE =
    'arrow.urn.right.square' symbol

sf_symbols.AROW_UTURN_RIGHT_SQUARE_FILL =
    'arrow.urn.right.square.fill' symbol

sf_symbols.AROW_UTURN_UP =
    'arrow.urn.up' symbol

sf_symbols.AROW_UTURN_UP_CIRCLE =
    'arrow.urn.up.circle' symbol

sf_symbols.AROW_UTURN_UP_CIRCLE_FILL =
    'arrow.urn.up.circle.fill' symbol

sf_symbols.AROW_UTURN_UP_SQUARE =
    'arrow.urn.up.square' symbol

sf_symbols.AROW_UTURN_UP_SQUARE_FILL =
    'arrow.urn.up.square.fill' symbol

sf_symbols.ASPECTRATIO =
    'aspectratio' symbol

sf_symbols.ASPECTRATIO_FILL =
    'aspectratio.fill' symbol

sf_symbols.ASTERISK_CIRCLE =
    'asterisk.circle' symbol

sf_symbols.ASTERISK_CIRCLE_FILL =
    'asterisk.circle.fill' symbol

sf_symbols.AT =
    'at' symbol

sf_symbols.ATOM =
    'atom' symbol

sf_symbols.AT_BADGE_MINUS =
    'at.badge.minus' symbol

```

```
sf_symbols.AT_BADGE_PLUS =  
    'at.badge.plus' symbol  
sf_symbols.AT_CIRCLE =  
    'at.circle' symbol  
sf_symbols.AT_CIRCLE_FILL =  
    'at.circle.fill' symbol  
sf_symbols.AUSTRALSIGN_CIRCLE =  
    'australsign.circle' symbol  
sf_symbols.AUSTRALSIGN_CIRCLE_FILL =  
    'australsign.circle.fill' symbol  
sf_symbols.AUSTRALSIGN_SQUARE =  
    'australsign.square' symbol  
sf_symbols.AUSTRALSIGN_SQUARE_FILL =  
    'australsign.square.fill' symbol  
sf_symbols.A_BOOK_CLOSED =  
    'a.book.closed' symbol  
sf_symbols.A_BOOK_CLOSED_FILL =  
    'a.book.closed.fill' symbol  
sf_symbols.A_CIRCLE =  
    'a.circle' symbol  
sf_symbols.A_CIRCLE_FILL =  
    'a.circle.fill' symbol  
sf_symbols.A_MAGNIFY =  
    'a.magnify' symbol  
sf_symbols.A_SQUARE =  
    'a.square' symbol  
sf_symbols.A_SQUARE_FILL =  
    'a.square.fill' symbol  
sf_symbols.BACKWARD =  
    'backward' symbol  
sf_symbols.BACKWARD_END =  
    'backward.end' symbol  
sf_symbols.BACKWARD_END_ALT =  
    'backward.end.alt' symbol  
sf_symbols.BACKWARD_END_ALT_FILL =  
    'backward.end.alt.fill' symbol  
sf_symbols.BACKWARD_END_FILL =  
    'backward.end.fill' symbol  
sf_symbols.BACKWARD_FILL =  
    'backward.fill' symbol  
sf_symbols.BACKWARD_FRAME =  
    'backward.frame' symbol
```



```
sf_symbols.BACKWARD_FRAME_FILL =  
    'backward.frame.fill' symbol  
sf_symbols.BADGE_PLUS_RADIO WAVES_RIGHT =  
    'badge.plus.radiowaves.right' symbol  
sf_symbols.BAG =  
    'bag' symbol  
sf_symbols.BAG_BADGE_MINUS =  
    'bag.badge.minus' symbol  
sf_symbols.BAG_BADGE_PLUS =  
    'bag.badge.plus' symbol  
sf_symbols.BAG_CIRCLE =  
    'bag.circle' symbol  
sf_symbols.BAG_CIRCLE_FILL =  
    'bag.circle.fill' symbol  
sf_symbols.BAG_FILL =  
    'bag.fill' symbol  
sf_symbols.BAG_FILL_BADGE_MINUS =  
    'bag.fill.badge.minus' symbol  
sf_symbols.BAG_FILL_BADGE_PLUS =  
    'bag.fill.badge.plus' symbol  
sf_symbols.BAHTSIGN_CIRCLE =  
    'bahtsign.circle' symbol  
sf_symbols.BAHTSIGN_CIRCLE_FILL =  
    'bahtsign.circle.fill' symbol  
sf_symbols.BAHTSIGN_SQUARE =  
    'bahtsign.square' symbol  
sf_symbols.BAHTSIGN_SQUARE_FILL =  
    'bahtsign.square.fill' symbol  
sf_symbols.BANDAGE =  
    'bandage' symbol  
sf_symbols.BANDAGE_FILL =  
    'bandage.fill' symbol  
sf_symbols.BANKNOTE =  
    'banknote' symbol  
sf_symbols.BANKNOTE_FILL =  
    'banknote.fill' symbol  
sf_symbols.BARCODE =  
    'barcode' symbol  
sf_symbols.BARCODE_VIEWFINDER =  
    'barcode.viewfinder' symbol  
sf_symbols.BAROMETER =  
    'barometer' symbol
```

```
sf_symbols.BATTERY_0 =  
    'battery.0' symbol  
sf_symbols.BATTERY_100 =  
    'battery.100' symbol  
sf_symbols.BATTERY_100_BOLT =  
    'battery.100.bolt' symbol  
sf_symbols.BATTERY_25 =  
    'battery.25' symbol  
sf_symbols.BED_DOUBLE =  
    'bed.double' symbol  
sf_symbols.BED_DOUBLE_FILL =  
    'bed.double.fill' symbol  
sf_symbols.BELL =  
    'bell' symbol  
sf_symbols.BELL_BADGE =  
    'bell.badge' symbol  
sf_symbols.BELL_BADGE_FILL =  
    'bell.badge.fill' symbol  
sf_symbols.BELL_CIRCLE =  
    'bell.circle' symbol  
sf_symbols.BELL_CIRCLE_FILL =  
    'bell.circle.fill' symbol  
sf_symbols.BELL_FILL =  
    'bell.fill' symbol  
sf_symbols.BELL_SLASH =  
    'bell.slash' symbol  
sf_symbols.BELL_SLASH_CIRCLE =  
    'bell.slash.circle' symbol  
sf_symbols.BELL_SLASH_CIRCLE_FILL =  
    'bell.slash.circle.fill' symbol  
sf_symbols.BELL_SLASH_FILL =  
    'bell.slash.fill' symbol  
sf_symbols.BICYCLE =  
    'bicycle' symbol  
sf_symbols.BINOCULARS =  
    'binoculars' symbol  
sf_symbols.BINOCULARS_FILL =  
    'binoculars.fill' symbol  
sf_symbols.BITCOINSIGN_CIRCLE =  
    'bitcoinsign.circle' symbol  
sf_symbols.BITCOINSIGN_CIRCLE_FILL =  
    'bitcoinsign.circle.fill' symbol
```

```
sf_symbols.BITCOINSIGN_SQUARE =  
    'bitcoinsign.square' symbol  
sf_symbols.BITCOINSIGN_SQUARE_FILL =  
    'bitcoinsign.square.fill' symbol  
sf_symbols.BOLD =  
    'bold' symbol  
sf_symbols.BOLD_ITALIC_UNDERLINE =  
    'bold.italic.underline' symbol  
sf_symbols.BOLD_UNDERLINE =  
    'bold.underline' symbol  
sf_symbols.BOLT =  
    'bolt' symbol  
sf_symbols.BOLT_BADGE_A =  
    'bolt.badge.a' symbol  
sf_symbols.BOLT_BADGE_A_FILL =  
    'bolt.badge.a.fill' symbol  
sf_symbols.BOLT_CAR =  
    'bolt.car' symbol  
sf_symbols.BOLT_CAR_FILL =  
    'bolt.car.fill' symbol  
sf_symbols.BOLT_CIRCLE =  
    'bolt.circle' symbol  
sf_symbols.BOLT_CIRCLE_FILL =  
    'bolt.circle.fill' symbol  
sf_symbols.BOLT_FILL =  
    'bolt.fill' symbol  
sf_symbols.BOLT_FILL_BATTERYBLOCK =  
    'bolt.fill.batteryblock' symbol  
sf_symbols.BOLT_FILL_BATTERYBLOCK_FILL =  
    'bolt.fill.batteryblock.fill' symbol  
sf_symbols.BOLT_HEART =  
    'bolt.heart' symbol  
sf_symbols.BOLT_HEART_FILL =  
    'bolt.heart.fill' symbol  
sf_symbols.BOLT_HORIZONTAL =  
    'bolt.horizontal' symbol  
sf_symbols.BOLT_HORIZONTAL_CIRCLE =  
    'bolt.horizontal.circle' symbol  
sf_symbols.BOLT_HORIZONTAL_CIRCLE_FILL =  
    'bolt.horizontal.circle.fill' symbol  
sf_symbols.BOLT_HORIZONTAL_FILL =  
    'bolt.horizontal.fill' symbol
```

```
sf_symbols.BOLT_HORIZONTAL_ICLOUD =  
    'bolt.horizontal.icloud' symbol  
sf_symbols.BOLT_HORIZONTAL_ICLOUD_FILL =  
    'bolt.horizontal.icloud.fill' symbol  
sf_symbols.BOLT_SLASH =  
    'bolt.slash' symbol  
sf_symbols.BOLT_SLASH_CIRCLE =  
    'bolt.slash.circle' symbol  
sf_symbols.BOLT_SLASH_CIRCLE_FILL =  
    'bolt.slash.circle.fill' symbol  
sf_symbols.BOLT_SLASH_FILL =  
    'bolt.slash.fill' symbol  
sf_symbols.BONJOUR =  
    'bonjour' symbol  
sf_symbols.BOOK =  
    'book' symbol  
sf_symbols.BOOKMARK =  
    'bookmark' symbol  
sf_symbols.BOOKMARK_CIRCLE =  
    'bookmark.circle' symbol  
sf_symbols.BOOKMARK_CIRCLE_FILL =  
    'bookmark.circle.fill' symbol  
sf_symbols.BOOKMARK_FILL =  
    'bookmark.fill' symbol  
sf_symbols.BOOKMARK_SLASH =  
    'bookmark.slash' symbol  
sf_symbols.BOOKMARK_SLASH_FILL =  
    'bookmark.slash.fill' symbol  
sf_symbols.BOOKS_VERTICAL =  
    'books.vertical' symbol  
sf_symbols.BOOKS_VERTICAL_FILL =  
    'books.vertical.fill' symbol  
sf_symbols.BOOK_CIRCLE =  
    'book.circle' symbol  
sf_symbols.BOOK_CIRCLE_FILL =  
    'book.circle.fill' symbol  
sf_symbols.BOOK_CLOSED =  
    'book.closed' symbol  
sf_symbols.BOOK_CLOSED_FILL =  
    'book.closed.fill' symbol  
sf_symbols.BOOK_FILL =  
    'book.fill' symbol
```

```
sf_symbols.BRIEFCASE =  
    'briefcase' symbol  
  
sf_symbols.BRIEFCASE_FILL =  
    'briefcase.fill' symbol  
  
sf_symbols.BUBBLE_LEFT =  
    'bubble.left' symbol  
  
sf_symbols.BUBBLE_LEFT_AND_BUBBLE_RIGHT =  
    'bubble.left.and.bubble.right' symbol  
  
sf_symbols.BUBBLE_LEFT_AND_BUBBLE_RIGHT_FILL =  
    'bubble.left.and.bubble.right.fill' symbol  
  
sf_symbols.BUBBLE_LEFT_FILL =  
    'bubble.left.fill' symbol  
  
sf_symbols.BUBBLE_MIDDLE_BOTTOM =  
    'bubble.middle.bottom' symbol  
  
sf_symbols.BUBBLE_MIDDLE_BOTTOM_FILL =  
    'bubble.middle.bottom.fill' symbol  
  
sf_symbols.BUBBLE_MIDDLE_TOP =  
    'bubble.middle.top' symbol  
  
sf_symbols.BUBBLE_MIDDLE_TOP_FILL =  
    'bubble.middle.top.fill' symbol  
  
sf_symbols.BUBBLE_RIGHT =  
    'bubble.right' symbol  
  
sf_symbols.BUBBLE_RIGHT_FILL =  
    'bubble.right.fill' symbol  
  
sf_symbols.BUILDING =  
    'building' symbol  
  
sf_symbols.BUILDING_2 =  
    'building.2' symbol  
  
sf_symbols.BUILDING_2_CROP_CIRCLE =  
    'building.2.crop.circle' symbol  
  
sf_symbols.BUILDING_2_CROP_CIRCLE_FILL =  
    'building.2.crop.circle.fill' symbol  
  
sf_symbols.BUILDING_2_FILL =  
    'building.2.fill' symbol  
  
sf_symbols.BUILDING_COLUMNS =  
    'building.columns' symbol  
  
sf_symbols.BUILDING_COLUMNS_FILL =  
    'building.columns.fill' symbol  
  
sf_symbols.BUILDING_FILL =  
    'building.fill' symbol  
  
sf_symbols.BURN =  
    'burn' symbol
```

```
sf_symbols.BURST =  
    'burst' symbol  
sf_symbols.BURST_FILL =  
    'burst.fill' symbol  
sf_symbols.BUS =  
    'bus' symbol  
sf_symbols.BUS_DOUBLEDECKER =  
    'bus.doubledecker' symbol  
sf_symbols.BUS_DOUBLEDECKER_FILL =  
    'bus.doubledecker.fill' symbol  
sf_symbols.BUS_FILL =  
    'bus.fill' symbol  
sf_symbols.B_CIRCLE =  
    'b.circle' symbol  
sf_symbols.B_CIRCLE_FILL =  
    'b.circle.fill' symbol  
sf_symbols.B_SQUARE =  
    'b.square' symbol  
sf_symbols.B_SQUARE_FILL =  
    'b.square.fill' symbol  
sf_symbols.CALENDAR =  
    'calendar' symbol  
sf_symbols.CALENDAR_BADGE_CLOCK =  
    'calendar.badge.clock' symbol  
sf_symbols.CALENDAR_BADGE_EXCLAMATIONMARK =  
    'calendar.badge.exclamationmark' symbol  
sf_symbols.CALENDAR_BADGE_MINUS =  
    'calendar.badge.minus' symbol  
sf_symbols.CALENDAR_BADGE_PLUS =  
    'calendar.badge.plus' symbol  
sf_symbols.CALENDAR_CIRCLE =  
    'calendar.circle' symbol  
sf_symbols.CALENDAR_CIRCLE_FILL =  
    'calendar.circle.fill' symbol  
sf_symbols.CAMERA =  
    'camera' symbol  
sf_symbols.CAMERA_APERTURE =  
    'camera.aperture' symbol  
sf_symbols.CAMERA_BADGE_ELLIPSIS =  
    'camera.badge.ellipsis' symbol  
sf_symbols.CAMERA_CIRCLE =  
    'camera.circle' symbol
```

```
sf_symbols.CAMERA_CIRCLE_FILL =  
    'camera.circle.fill' symbol  
sf_symbols.CAMERA_FILL =  
    'camera.fill' symbol  
sf_symbols.CAMERA_FILL_BADGE_ELLIPSIS =  
    'camera.fill.badge.ellipsis' symbol  
sf_symbols.CAMERA_FILTERS =  
    'camera.filters' symbol  
sf_symbols.CAMERA_METERING_CENTER_WEIGHTED =  
    'camera.metering.center.weighted' symbol  
sf_symbols.CAMERA_METERING_CENTER_WEIGHTED_AVERAGE =  
    'camera.metering.center.weighted.average' symbol  
sf_symbols.CAMERA_METERING_MATRIX =  
    'camera.metering.matrix' symbol  
sf_symbols.CAMERA_METERING_MULTISPOT =  
    'camera.metering.multispot' symbol  
sf_symbols.CAMERA_METERING_NONE =  
    'camera.metering.none' symbol  
sf_symbols.CAMERA_METERING_PARTIAL =  
    'camera.metering.partial' symbol  
sf_symbols.CAMERA_METERING_SPOT =  
    'camera.metering.spot' symbol  
sf_symbols.CAMERA_METERING_UNKNOWN =  
    'camera.metering.unknown' symbol  
sf_symbols.CAMERA_ON_RECTANGLE =  
    'camera.on.rectangle' symbol  
sf_symbols.CAMERA_ON_RECTANGLE_FILL =  
    'camera.on.rectangle.fill' symbol  
sf_symbols.CAMERA_VIEWFINDER =  
    'camera.viewfinder' symbol  
sf_symbols.CANDYBARPHONE =  
    'candybarphone' symbol  
sf_symbols.CAPSLOCK =  
    'capslock' symbol  
sf_symbols.CAPSLOCK_FILL =  
    'capslock.fill' symbol  
sf_symbols.CAPSULE =  
    'capsule' symbol  
sf_symbols.CAPSULE_FILL =  
    'capsule.fill' symbol  
sf_symbols.CAPSULE_PORTRAIT =  
    'capsule.portrait' symbol
```

```
sf_symbols.CAPSULE_PORTRAIT_FILL =  
    'capsule.portrait.fill' symbol  
sf_symbols.CAPTIONS_BUBBLE =  
    'captions.bubble' symbol  
sf_symbols.CAPTIONS_BUBBLE_FILL =  
    'captions.bubble.fill' symbol  
sf_symbols.CAR =  
    'car' symbol  
sf_symbols.CART =  
    'cart' symbol  
sf_symbols.CART_BADGE_MINUS =  
    'cart.badge.minus' symbol  
sf_symbols.CART_BADGE_PLUS =  
    'cart.badge.plus' symbol  
sf_symbols.CART_FILL =  
    'cart.fill' symbol  
sf_symbols.CART_FILL_BADGE_MINUS =  
    'cart.fill.badge.minus' symbol  
sf_symbols.CART_FILL_BADGE_PLUS =  
    'cart.fill.badge.plus' symbol  
sf_symbols.CAR_2 =  
    'car.2' symbol  
sf_symbols.CAR_2_FILL =  
    'car.2.fill' symbol  
sf_symbols.CAR_CIRCLE =  
    'car.circle' symbol  
sf_symbols.CAR_CIRCLE_FILL =  
    'car.circle.fill' symbol  
sf_symbols.CAR_FILL =  
    'car.fill' symbol  
sf_symbols.CASE =  
    'case' symbol  
sf_symbols.CASE_FILL =  
    'case.fill' symbol  
sf_symbols.CEDISIGN_CIRCLE =  
    'cedisign.circle' symbol  
sf_symbols.CEDISIGN_CIRCLE_FILL =  
    'cedisign.circle.fill' symbol  
sf_symbols.CEDISIGN_SQUARE =  
    'cedisign.square' symbol  
sf_symbols.CEDISIGN_SQUARE_FILL =  
    'cedisign.square.fill' symbol
```



```
sf_symbols.CENTSIGN_CIRCLE =  
    'centsign.circle' symbol  
sf_symbols.CENTSIGN_CIRCLE_FILL =  
    'centsign.circle.fill' symbol  
sf_symbols.CENTSIGN_SQUARE =  
    'centsign.square' symbol  
sf_symbols.CENTSIGN_SQUARE_FILL =  
    'centsign.square.fill' symbol  
sf_symbols.CHART_BAR =  
    'chart.bar' symbol  
sf_symbols.CHART_BAR_DOC_HORIZONTAL =  
    'chart.bar.doc.horizontal' symbol  
sf_symbols.CHART_BAR_DOC_HORIZONTAL_FILL =  
    'chart.bar.doc.horizontal.fill' symbol  
sf_symbols.CHART_BAR_FILL =  
    'chart.bar.fill' symbol  
sf_symbols.CHART_BAR_XAXIS =  
    'chart.bar.xaxis' symbol  
sf_symbols.CHART_PIE =  
    'chart.pie' symbol  
sf_symbols.CHART_PIE_FILL =  
    'chart.pie.fill' symbol  
sf_symbols.CHECKERBOARD_RECTANGLE =  
    'checkerboard.rectangle' symbol  
sf_symbols.CHECKMARK =  
    'checkmark' symbol  
sf_symbols.CHECKMARK_CIRCLE =  
    'checkmark.circle' symbol  
sf_symbols.CHECKMARK_CIRCLE_FILL =  
    'checkmark.circle.fill' symbol  
sf_symbols.CHECKMARK_ICLOUD =  
    'checkmark.icloud' symbol  
sf_symbols.CHECKMARK_ICLOUD_FILL =  
    'checkmark.icloud.fill' symbol  
sf_symbols.CHECKMARK_RECTANGLE =  
    'checkmark.rectangle' symbol  
sf_symbols.CHECKMARK_RECTANGLE_FILL =  
    'checkmark.rectangle.fill' symbol  
sf_symbols.CHECKMARK_RECTANGLE_PORTRAIT =  
    'checkmark.rectangle.portrait' symbol  
sf_symbols.CHECKMARK_RECTANGLE_PORTRAIT_FILL =  
    'checkmark.rectangle.portrait.fill' symbol
```

```
sf_symbols.CHECKMARK_SEAL =  
    'checkmark.seal' symbol  
sf_symbols.CHECKMARK_SEAL_FILL =  
    'checkmark.seal.fill' symbol  
sf_symbols.CHECKMARK_SHIELD =  
    'checkmark.shield' symbol  
sf_symbols.CHECKMARK_SHIELD_FILL =  
    'checkmark.shield.fill' symbol  
sf_symbols.CHECKMARK_SQUARE =  
    'checkmark.square' symbol  
sf_symbols.CHECKMARK_SQUARE_FILL =  
    'checkmark.square.fill' symbol  
sf_symbols.CHEVRON_COMPACT_DOWN =  
    'chevron.compact.down' symbol  
sf_symbols.CHEVRON_COMPACT_LEFT =  
    'chevron.compact.left' symbol  
sf_symbols.CHEVRON_COMPACT_RIGHT =  
    'chevron.compact.right' symbol  
sf_symbols.CHEVRON_COMPACT_UP =  
    'chevron.compact.up' symbol  
sf_symbols.CHEVRON_DOWN =  
    'chevron.down' symbol  
sf_symbols.CHEVRON_DOWN_CIRCLE =  
    'chevron.down.circle' symbol  
sf_symbols.CHEVRON_DOWN_CIRCLE_FILL =  
    'chevron.down.circle.fill' symbol  
sf_symbols.CHEVRON_DOWN_SQUARE =  
    'chevron.down.square' symbol  
sf_symbols.CHEVRON_DOWN_SQUARE_FILL =  
    'chevron.down.square.fill' symbol  
sf_symbols.CHEVRON_LEFT =  
    'chevron.left' symbol  
sf_symbols.CHEVRON_LEFT_2 =  
    'chevron.left.2' symbol  
sf_symbols.CHEVRON_LEFT_CIRCLE =  
    'chevron.left.circle' symbol  
sf_symbols.CHEVRON_LEFT_CIRCLE_FILL =  
    'chevron.left.circle.fill' symbol  
sf_symbols.CHEVRON_LEFT_SLASH_CHEVRON_RIGHT =  
    'chevron.left.slash.chevron.right' symbol  
sf_symbols.CHEVRON_LEFT_SQUARE =  
    'chevron.left.square' symbol
```

```
sf_symbols.CHEVRON_LEFT_SQUARE_FILL =  
    'chevron.left.square.fill' symbol  
sf_symbols.CHEVRON_RIGHT =  
    'chevron.right' symbol  
sf_symbols.CHEVRON_RIGHT_2 =  
    'chevron.right.2' symbol  
sf_symbols.CHEVRON_RIGHT_CIRCLE =  
    'chevron.right.circle' symbol  
sf_symbols.CHEVRON_RIGHT_CIRCLE_FILL =  
    'chevron.right.circle.fill' symbol  
sf_symbols.CHEVRON_RIGHT_SQUARE =  
    'chevron.right.square' symbol  
sf_symbols.CHEVRON_RIGHT_SQUARE_FILL =  
    'chevron.right.square.fill' symbol  
sf_symbols.CHEVRON_UP =  
    'chevron.up' symbol  
sf_symbols.CHEVRON_UP_CHEVRON_DOWN =  
    'chevron.up.chevron.down' symbol  
sf_symbols.CHEVRON_UP_CIRCLE =  
    'chevron.up.circle' symbol  
sf_symbols.CHEVRON_UP_CIRCLE_FILL =  
    'chevron.up.circle.fill' symbol  
sf_symbols.CHEVRON_UP_SQUARE =  
    'chevron.up.square' symbol  
sf_symbols.CHEVRON_UP_SQUARE_FILL =  
    'chevron.up.square.fill' symbol  
sf_symbols.CIRCLE =  
    'circle' symbol  
sf_symbols.CIRCLEBADGE =  
    'circlebadge' symbol  
sf_symbols.CIRCLEBADGE_FILL =  
    'circlebadge.fill' symbol  
sf_symbols.CIRCLES_HEXAGONGRID =  
    'circles.hexagongrid' symbol  
sf_symbols.CIRCLES_HEXAGONGRID_FILL =  
    'circles.hexagongrid.fill' symbol  
sf_symbols.CIRCLES_HEXAGONPATH =  
    'circles.hexagonpath' symbol  
sf_symbols.CIRCLES_HEXAGONPATH_FILL =  
    'circles.hexagonpath.fill' symbol  
sf_symbols.CIRCLE_BOTTOMHALF_FILL =  
    'circle.bottomhalf.fill' symbol
```

```
sf_symbols.CIRCLE_CIRCLE =  
    'circle.circle' symbol  
  
sf_symbols.CIRCLE_CIRCLE_FILL =  
    'circle.circle.fill' symbol  
  
sf_symbols.CIRCLE_DASHED =  
    'circle.dashed' symbol  
  
sf_symbols.CIRCLE_DASHED_INSET_FILL =  
    'circle.dashed.inset.fill' symbol  
  
sf_symbols.CIRCLE_FILL =  
    'circle.fill' symbol  
  
sf_symbols.CIRCLE_FILL_SQUARE_FILL =  
    'circle.fill.square.fill' symbol  
  
sf_symbols.CIRCLE_GRID_2X2 =  
    'circle.grid.2x2' symbol  
  
sf_symbols.CIRCLE_GRID_2X2_FILL =  
    'circle.grid.2x2.fill' symbol  
  
sf_symbols.CIRCLE_GRID_3X3 =  
    'circle.grid.3x3' symbol  
  
sf_symbols.CIRCLE_GRID_3X3_FILL =  
    'circle.grid.3x3.fill' symbol  
  
sf_symbols.CIRCLE_GRID_CROSS =  
    'circle.grid.cross' symbol  
  
sf_symbols.CIRCLE_GRID_CROSS_DOWN_FILL =  
    'circle.grid.cross.down.fill' symbol  
  
sf_symbols.CIRCLE_GRID_CROSS_FILL =  
    'circle.grid.cross.fill' symbol  
  
sf_symbols.CIRCLE_GRID_CROSS_LEFT_FILL =  
    'circle.grid.cross.left.fill' symbol  
  
sf_symbols.CIRCLE_GRID_CROSS_RIGHT_FILL =  
    'circle.grid.cross.right.fill' symbol  
  
sf_symbols.CIRCLE_GRID_CROSS_UP_FILL =  
    'circle.grid.cross.up.fill' symbol  
  
sf_symbols.CIRCLE_LEFTHALF_FILL =  
    'circle.lefthalf.fill' symbol  
  
sf_symbols.CIRCLE_RIGHTHALF_FILL =  
    'circle.righthalf.fill' symbol  
  
sf_symbols.CIRCLE_SQUARE =  
    'circle.square' symbol  
  
sf_symbols.CIRCLE_TOPHALF_FILL =  
    'circle.tophalf.fill' symbol  
  
sf_symbols.CLEAR =  
    'clear' symbol
```

```
sf_symbols.CLEAR_FILL =  
    'clear.fill' symbol  
  
sf_symbols.CLOCK =  
    'clock' symbol  
  
sf_symbols.CLOCK_ARROW_CIRCLEPATH =  
    'clock.arrow.circlepath' symbol  
  
sf_symbols.CLOCK_FILL =  
    'clock.fill' symbol  
  
sf_symbols.CLOUD =  
    'cloud' symbol  
  
sf_symbols.CLOUD_BOLT =  
    'cloud.bolt' symbol  
  
sf_symbols.CLOUD_BOLT_FILL =  
    'cloud.bolt.fill' symbol  
  
sf_symbols.CLOUD_BOLT_RAIN =  
    'cloud.bolt.rain' symbol  
  
sf_symbols.CLOUD_BOLT_RAIN_FILL =  
    'cloud.bolt.rain.fill' symbol  
  
sf_symbols.CLOUD_DRIZZLE =  
    'cloud.drizzle' symbol  
  
sf_symbols.CLOUD_DRIZZLE_FILL =  
    'cloud.drizzle.fill' symbol  
  
sf_symbols.CLOUD_FILL =  
    'cloud.fill' symbol  
  
sf_symbols.CLOUD_FOG =  
    'cloud.fog' symbol  
  
sf_symbols.CLOUD_FOG_FILL =  
    'cloud.fog.fill' symbol  
  
sf_symbols.CLOUD_HAIL =  
    'cloud.hail' symbol  
  
sf_symbols.CLOUD_HAIL_FILL =  
    'cloud.hail.fill' symbol  
  
sf_symbols.CLOUD_HEAVYRAIN =  
    'cloud.heavyrain' symbol  
  
sf_symbols.CLOUD_HEAVYRAIN_FILL =  
    'cloud.heavyrain.fill' symbol  
  
sf_symbols.CLOUD_MOON =  
    'cloud.moon' symbol  
  
sf_symbols.CLOUD_MOON_BOLT =  
    'cloud.moon.bolt' symbol  
  
sf_symbols.CLOUD_MOON_BOLT_FILL =  
    'cloud.moon.bolt.fill' symbol
```

```
sf_symbols.CLOUD_MOON_FILL =  
    'cloud.moon.fill' symbol  
sf_symbols.CLOUD_MOON_RAIN =  
    'cloud.moon.rain' symbol  
sf_symbols.CLOUD_MOON_RAIN_FILL =  
    'cloud.moon.rain.fill' symbol  
sf_symbols.CLOUD_RAIN =  
    'cloud.rain' symbol  
sf_symbols.CLOUD_RAIN_FILL =  
    'cloud.rain.fill' symbol  
sf_symbols.CLOUD_SLEET =  
    'cloud.sleet' symbol  
sf_symbols.CLOUD_SLEET_FILL =  
    'cloud.sleet.fill' symbol  
sf_symbols.CLOUD_SNOW =  
    'cloud.snow' symbol  
sf_symbols.CLOUD_SNOW_FILL =  
    'cloud.snow.fill' symbol  
sf_symbols.CLOUD_SUN =  
    'cloud.sun' symbol  
sf_symbols.CLOUD_SUN_BOLT =  
    'cloud.sun.bolt' symbol  
sf_symbols.CLOUD_SUN_BOLT_FILL =  
    'cloud.sun.bolt.fill' symbol  
sf_symbols.CLOUD_SUN_FILL =  
    'cloud.sun.fill' symbol  
sf_symbols.CLOUD_SUN_RAIN =  
    'cloud.sun.rain' symbol  
sf_symbols.CLOUD_SUN_RAIN_FILL =  
    'cloud.sun.rain.fill' symbol  
sf_symbols.COLONCURRENCYSIGN_CIRCLE =  
    'coloncurrencysign.circle' symbol  
sf_symbols.COLONCURRENCYSIGN_CIRCLE_FILL =  
    'coloncurrencysign.circle.fill' symbol  
sf_symbols.COLONCURRENCYSIGN_SQUARE =  
    'coloncurrencysign.square' symbol  
sf_symbols.COLONCURRENCYSIGN_SQUARE_FILL =  
    'coloncurrencysign.square.fill' symbol  
sf_symbols.COMB =  
    'comb' symbol  
sf_symbols.COMB_FILL =  
    'comb.fill' symbol
```

```
sf_symbols.COMMAND =  
    'command' symbol  
  
sf_symbols.COMMAND_CIRCLE =  
    'command.circle' symbol  
  
sf_symbols.COMMAND_CIRCLE_FILL =  
    'command.circle.fill' symbol  
  
sf_symbols.COMMAND_SQUARE =  
    'command.square' symbol  
  
sf_symbols.COMMAND_SQUARE_FILL =  
    'command.square.fill' symbol  
  
sf_symbols.CONTEXTUALMENU_AND_CURSORARROW =  
    'contextualmenu.and.cursorarrow' symbol  
  
sf_symbols.CONTROL =  
    'control' symbol  
  
sf_symbols.CPU =  
    'cpu' symbol  
  
sf_symbols.CREDITCARD =  
    'creditcard' symbol  
  
sf_symbols.CREDITCARD_CIRCLE =  
    'creditcard.circle' symbol  
  
sf_symbols.CREDITCARD_CIRCLE_FILL =  
    'creditcard.circle.fill' symbol  
  
sf_symbols.CREDITCARD_FILL =  
    'creditcard.fill' symbol  
  
sf_symbols.CROP =  
    'crop' symbol  
  
sf_symbols.CROP_ROTATE =  
    'crop.rotate' symbol  
  
sf_symbols.CROSS =  
    'cross' symbol  
  
sf_symbols.CROSS_CASE =  
    'cross.case' symbol  
  
sf_symbols.CROSS_CASE_FILL =  
    'cross.case.fill' symbol  
  
sf_symbols.CROSS_CIRCLE =  
    'cross.circle' symbol  
  
sf_symbols.CROSS_CIRCLE_FILL =  
    'cross.circle.fill' symbol  
  
sf_symbols.CROSS_FILL =  
    'cross.fill' symbol  
  
sf_symbols.CROWN =  
    'crown' symbol
```

```
sf_symbols.CROWN_FILL =
    'crown.fill' symbol

sf_symbols.CRUZEIROSIGN_CIRCLE =
    'cruzeirosign.circle' symbol

sf_symbols.CRUZEIROSIGN_CIRCLE_FILL =
    'cruzeirosign.circle.fill' symbol

sf_symbols.CRUZEIROSIGN_SQUARE =
    'cruzeirosign.square' symbol

sf_symbols.CRUZEIROSIGN_SQUARE_FILL =
    'cruzeirosign.square.fill' symbol

sf_symbols.CUBE =
    'cube' symbol

sf_symbols.CUBE_FILL =
    'cube.fill' symbol

sf_symbols.CUBE_TRANSPARENT =
    'cube.transparent' symbol

sf_symbols.CURLYBRACES =
    'curlybraces' symbol

sf_symbols.CURLYBRACES_SQUARE =
    'curlybraces.square' symbol

sf_symbols.CURLYBRACES_SQUARE_FILL =
    'curlybraces.square.fill' symbol

sf_symbols.CURSORARROW =
    'cursorarrow' symbol

sf_symbols.CURSORARROW_AND_SQUARE_ON_SQUARE_DASHED =
    'cursorarrow.and.square.on.square.dashed' symbol

sf_symbols.CURSORARROW_CLICK =
    'cursorarrow.click' symbol

sf_symbols.CURSORARROW_CLICK_2 =
    'cursorarrow.click.2' symbol

sf_symbols.CURSORARROW_CLICK_BADGE_CLOCK =
    'cursorarrow.click.badge.clock' symbol

sf_symbols.CURSORARROW_MOTIONLINES =
    'cursorarrow.motionlines' symbol

sf_symbols.CURSORARROW_MOTIONLINES_CLICK =
    'cursorarrow.motionlines.click' symbol

sf_symbols.CURSORARROW_RAYS =
    'cursorarrow.rays' symbol

sf_symbols.CURSORARROW_SQUARE =
    'cursorarrow.square' symbol

sf_symbols.CYLINDER_SPLIT_1X2 =
    'cylinder.split.1x2' symbol
```



```
sf_symbols.CYLINDER_SPLIT_1X2_FILL =  
    'cylinder.split.1x2.fill' symbol  
  
sf_symbols.C_CIRCLE =  
    'c.circle' symbol  
  
sf_symbols.C_CIRCLE_FILL =  
    'c.circle.fill' symbol  
  
sf_symbols.C_SQUARE =  
    'c.square' symbol  
  
sf_symbols.C_SQUARE_FILL =  
    'c.square.fill' symbol  
  
sf_symbols.DECREASE_INDENT =  
    'decrease.indent' symbol  
  
sf_symbols.DECREASE_QUOTELEVEL =  
    'decrease.quotelevel' symbol  
  
sf_symbols.DELETE_LEFT =  
    'delete.left' symbol  
  
sf_symbols.DELETE_LEFT_FILL =  
    'delete.left.fill' symbol  
  
sf_symbols.DELETE_RIGHT =  
    'delete.right' symbol  
  
sf_symbols.DELETE_RIGHT_FILL =  
    'delete.right.fill' symbol  
  
sf_symbols.DESKLOCK =  
    'deskclock' symbol  
  
sf_symbols.DESKLOCK_FILL =  
    'deskclock.fill' symbol  
  
sf_symbols.DESKTOPCOMPUTER =  
    'desktopcomputer' symbol  
  
sf_symbols.DIAL_MAX =  
    'dial.max' symbol  
  
sf_symbols.DIAL_MAX_FILL =  
    'dial.max.fill' symbol  
  
sf_symbols.DIAL_MIN =  
    'dial.min' symbol  
  
sf_symbols.DIAL_MIN_FILL =  
    'dial.min.fill' symbol  
  
sf_symbols.DIAMOND =  
    'diamond' symbol  
  
sf_symbols.DIAMOND_FILL =  
    'diamond.fill' symbol  
  
sf_symbols.DIE_FACE_1 =  
    'die.face.1' symbol
```

```
sf_symbols.DIE_FACE_1_FILL =  
    'die.face.1.fill' symbol  
sf_symbols.DIE_FACE_2 =  
    'die.face.2' symbol  
sf_symbols.DIE_FACE_2_FILL =  
    'die.face.2.fill' symbol  
sf_symbols.DIE_FACE_3 =  
    'die.face.3' symbol  
sf_symbols.DIE_FACE_3_FILL =  
    'die.face.3.fill' symbol  
sf_symbols.DIE_FACE_4 =  
    'die.face.4' symbol  
sf_symbols.DIE_FACE_4_FILL =  
    'die.face.4.fill' symbol  
sf_symbols.DIE_FACE_5 =  
    'die.face.5' symbol  
sf_symbols.DIE_FACE_5_FILL =  
    'die.face.5.fill' symbol  
sf_symbols.DIE_FACE_6 =  
    'die.face.6' symbol  
sf_symbols.DIE_FACE_6_FILL =  
    'die.face.6.fill' symbol  
sf_symbols.DISPLAY =  
    'display' symbol  
sf_symbols.DISPLAY_2 =  
    'display.2' symbol  
sf_symbols.DISPLAY_TRIANGLEBADGE_EXCLAMATIONMARK =  
    'display.trianglebadge.exclamationmark' symbol  
sf_symbols.DIVIDE =  
    'divide' symbol  
sf_symbols.DIVIDE_CIRCLE =  
    'divide.circle' symbol  
sf_symbols.DIVIDE_CIRCLE_FILL =  
    'divide.circle.fill' symbol  
sf_symbols.DIVIDE_SQUARE =  
    'divide.square' symbol  
sf_symbols.DIVIDE_SQUARE_FILL =  
    'divide.square.fill' symbol  
sf_symbols.DOC =  
    'doc' symbol  
sf_symbols.DOCK_ARROW_DOWN_RECTANGLE =  
    'dock.arrow.down.rectangle' symbol
```

```
sf_symbols.DOCK_ARROW_UP_RECTANGLE =  
    'dock.arrow.up.rectangle' symbol  
sf_symbols.DOCK_RECTANGLE =  
    'dock.rectangle' symbol  
sf_symbols.DOC_APPEND =  
    'doc.append' symbol  
sf_symbols.DOC_APPEND_FILL =  
    'doc.append.fill' symbol  
sf_symbols.DOC_BADGE_ELLIPSIS =  
    'doc.badge.ellipsis' symbol  
sf_symbols.DOC_BADGE_GEARSHAPE =  
    'doc.badge.gearshape' symbol  
sf_symbols.DOC_BADGE_GEARSHAPE_FILL =  
    'doc.badge.gearshape.fill' symbol  
sf_symbols.DOC_BADGE_PLUS =  
    'doc.badge.plus' symbol  
sf_symbols.DOC_CIRCLE =  
    'doc.circle' symbol  
sf_symbols.DOC_CIRCLE_FILL =  
    'doc.circle.fill' symbol  
sf_symbols.DOC_FILL =  
    'doc.fill' symbol  
sf_symbols.DOC_FILL_BADGE_ELLIPSIS =  
    'doc.fill.badge.ellipsis' symbol  
sf_symbols.DOC_FILL_BADGE_PLUS =  
    'doc.fill.badge.plus' symbol  
sf_symbols.DOC_ON_CLIPBOARD =  
    'doc.on.clipboard' symbol  
sf_symbols.DOC_ON_CLIPBOARD_FILL =  
    'doc.on.clipboard.fill' symbol  
sf_symbols.DOC_ON_DOC =  
    'doc.on.doc' symbol  
sf_symbols.DOC_ON_DOC_FILL =  
    'doc.on.doc.fill' symbol  
sf_symbols.DOC_PLAINTEXT =  
    'doc.plaintext' symbol  
sf_symbols.DOC_PLAINTEXT_FILL =  
    'doc.plaintext.fill' symbol  
sf_symbols.DOC_RICHTEXT =  
    'doc.richtext' symbol  
sf_symbols.DOC_RICHTEXT_FILL =  
    'doc.richtext.fill' symbol
```

```
sf_symbols.DOC_TEXT =
    'doc.text' symbol

sf_symbols.DOC_TEXT_FILL =
    'doc.text.fill' symbol

sf_symbols.DOC_TEXT_FILL_VIEWFINDER =
    'doc.text.fill.viewfinder' symbol

sf_symbols.DOC_TEXT_MAGNIFYINGGLASS =
    'doc.text.magnifyingglass' symbol

sf_symbols.DOC_TEXT_VIEWFINDER =
    'doc.text.viewfinder' symbol

sf_symbols.DOC_ZIPPER =
    'doc.zipper' symbol

sf_symbols.DOLLARSIGN_CIRCLE =
    'dollarsign.circle' symbol

sf_symbols.DOLLARSIGN_CIRCLE_FILL =
    'dollarsign.circle.fill' symbol

sf_symbols.DOLLARSIGN_SQUARE =
    'dollarsign.square' symbol

sf_symbols.DOLLARSIGN_SQUARE_FILL =
    'dollarsign.square.fill' symbol

sf_symbols.DONGSIGN_CIRCLE =
    'dongsign.circle' symbol

sf_symbols.DONGSIGN_CIRCLE_FILL =
    'dongsign.circle.fill' symbol

sf_symbols.DONGSIGN_SQUARE =
    'dongsign.square' symbol

sf_symbols.DONGSIGN_SQUARE_FILL =
    'dongsign.square.fill' symbol

sf_symbols.DOT_ARROWTRIANGLES_UP_RIGHT_DOWN_LEFT_CIRCLE =
    'dot.arrowtriangles.up.right.down.left.circle' symbol

sf_symbols.DOT_CIRCLE_AND_CURSORARROW =
    'dot.circle.and.cursorarrow' symbol

sf_symbols.DOT_RADIOWAVES_LEFT_AND_RIGHT =
    'dot.radiowaves.left.and.right' symbol

sf_symbols.DOT_RADIOWAVES_RIGHT =
    'dot.radiowaves.right' symbol

sf_symbols.DOT_SQUARE =
    'dot.square' symbol

sf_symbols.DOT_SQUARESHAPE =
    'dot.squareshape' symbol

sf_symbols.DOT_SQUARESHAPE_FILL =
    'dot.squareshape.fill' symbol
```

```
sf_symbols.DOT_SQUARESHAPE_SPLIT_2X2 =  
    'dot.squareshape.split.2x2' symbol  
sf_symbols.DOT_SQUARE_FILL =  
    'dot.square.fill' symbol  
sf_symbols.DPAD =  
    'dpad' symbol  
sf_symbols.DPAD_DOWN_FILL =  
    'dpad.down.fill' symbol  
sf_symbols.DPAD_FILL =  
    'dpad.fill' symbol  
sf_symbols.DPAD_LEFT_FILL =  
    'dpad.left.fill' symbol  
sf_symbols.DPAD_RIGHT_FILL =  
    'dpad.right.fill' symbol  
sf_symbols.DPAD_UP_FILL =  
    'dpad.up.fill' symbol  
sf_symbols.DROP =  
    'drop' symbol  
sf_symbols.DROP_FILL =  
    'drop.fill' symbol  
sf_symbols.DROP_TRIANGLE =  
    'drop.triangle' symbol  
sf_symbols.DROP_TRIANGLE_FILL =  
    'drop.triangle.fill' symbol  
sf_symbols.D_CIRCLE =  
    'd.circle' symbol  
sf_symbols.D_CIRCLE_FILL =  
    'd.circle.fill' symbol  
sf_symbols.D_SQUARE =  
    'd.square' symbol  
sf_symbols.D_SQUARE_FILL =  
    'd.square.fill' symbol  
sf_symbols.EAR =  
    'ear' symbol  
sf_symbols.EARPODS =  
    'earpods' symbol  
sf_symbols.EAR_BADGE_CHECKMARK =  
    'ear.badge.checkmark' symbol  
sf_symbols.EAR_FILL =  
    'ear.fill' symbol  
sf_symbols.EAR_TRIANGLEBADGE_EXCLAMATIONMARK =  
    'ear.trianglebadge.exclamationmark' symbol
```

```
sf_symbols.EJECT =
    'eject' symbol

sf_symbols.EJECT_CIRCLE =
    'eject.circle' symbol

sf_symbols.EJECT_CIRCLE_FILL =
    'eject.circle.fill' symbol

sf_symbols.EJECT_FILL =
    'eject.fill' symbol

sf_symbols.ELLIPSIS =
    'ellipsis' symbol

sf_symbols.ELLIPSIS_BUBBLE =
    'ellipsis.bubble' symbol

sf_symbols.ELLIPSIS_BUBBLE_FILL =
    'ellipsis.bubble.fill' symbol

sf_symbols.ELLIPSIS_CIRCLE =
    'ellipsis.circle' symbol

sf_symbols.ELLIPSIS_CIRCLE_FILL =
    'ellipsis.circle.fill' symbol

sf_symbols.ELLIPSIS_RECTANGLE =
    'ellipsis.rectangle' symbol

sf_symbols.ELLIPSIS_RECTANGLE_FILL =
    'ellipsis.rectangle.fill' symbol

sf_symbols.ENVELOPE =
    'envelope' symbol

sf_symbols.ENVELOPE_ARROW_TRIANGLE_BRANCH =
    'envelope.arrow.triangle.branch' symbol

sf_symbols.ENVELOPE_ARROW_TRIANGLE_BRANCH_FILL =
    'envelope.arrow.triangle.branch.fill' symbol

sf_symbols.ENVELOPE_BADGE =
    'envelope.badge' symbol

sf_symbols.ENVELOPE_BADGE_FILL =
    'envelope.badge.fill' symbol

sf_symbols.ENVELOPE_BADGE_SHIELD_LEFTHALF_FILL =
    'envelope.badge.shield.lefthalf.fill' symbol

sf_symbols.ENVELOPE_CIRCLE =
    'envelope.circle' symbol

sf_symbols.ENVELOPE_CIRCLE_FILL =
    'envelope.circle.fill' symbol

sf_symbols.ENVELOPE_FILL =
    'envelope.fill' symbol

sf_symbols.ENVELOPE_FILL_BADGE_SHIELD_RIGHTHALF_FILL =
    'envelope.fill.badge.shield.righthalf.fill' symbol
```

```
sf_symbols.ENVELOPE_OPEN =  
    'envelope.open' symbol  
sf_symbols.ENVELOPE_OPEN_FILL =  
    'envelope.open.fill' symbol  
sf_symbols.EQUAL =  
    'equal' symbol  
sf_symbols.EQUAL_CIRCLE =  
    'equal.circle' symbol  
sf_symbols.EQUAL_CIRCLE_FILL =  
    'equal.circle.fill' symbol  
sf_symbols.EQUAL_SQUARE =  
    'equal.square' symbol  
sf_symbols.EQUAL_SQUARE_FILL =  
    'equal.square.fill' symbol  
sf_symbols.ESCAPE =  
    'escape' symbol  
sf_symbols.EUROSIGN_CIRCLE =  
    'eurosign.circle' symbol  
sf_symbols.EUROSIGN_CIRCLE_FILL =  
    'eurosign.circle.fill' symbol  
sf_symbols.EUROSIGN_SQUARE =  
    'eurosign.square' symbol  
sf_symbols.EUROSIGN_SQUARE_FILL =  
    'eurosign.square.fill' symbol  
sf_symbols.EXCLAMATIONMARK =  
    'exclamationmark' symbol  
sf_symbols.EXCLAMATIONMARK_2 =  
    'exclamationmark.2' symbol  
sf_symbols.EXCLAMATIONMARK_3 =  
    'exclamationmark.3' symbol  
sf_symbols.EXCLAMATIONMARK_ARROW_TRIANGLE_2_CIRCLEPATH =  
    'exclamationmark.arrow.triangle.2.circlepath' symbol  
sf_symbols.EXCLAMATIONMARK_BUBBLE =  
    'exclamationmark.bubble' symbol  
sf_symbols.EXCLAMATIONMARK_BUBBLE_FILL =  
    'exclamationmark.bubble.fill' symbol  
sf_symbols.EXCLAMATIONMARK_CIRCLE =  
    'exclamationmark.circle' symbol  
sf_symbols.EXCLAMATIONMARK_CIRCLE_FILL =  
    'exclamationmark.circle.fill' symbol  
sf_symbols.EXCLAMATIONMARK_ICLOUD =  
    'exclamationmark.icloud' symbol
```

```
sf_symbols.EXCLAMATIONMARK_ICLOUD_FILL =  
    'exclamationmark.icloud.fill' symbol  
sf_symbols.EXCLAMATIONMARK_OCTAGON =  
    'exclamationmark.octagon' symbol  
sf_symbols.EXCLAMATIONMARK_OCTAGON_FILL =  
    'exclamationmark.octagon.fill' symbol  
sf_symbols.EXCLAMATIONMARK_SHIELD =  
    'exclamationmark.shield' symbol  
sf_symbols.EXCLAMATIONMARK_SHIELD_FILL =  
    'exclamationmark.shield.fill' symbol  
sf_symbols.EXCLAMATIONMARK_SQUARE =  
    'exclamationmark.square' symbol  
sf_symbols.EXCLAMATIONMARK_SQUARE_FILL =  
    'exclamationmark.square.fill' symbol  
sf_symbols.EXCLAMATIONMARK_TRIANGLE =  
    'exclamationmark.triangle' symbol  
sf_symbols.EXCLAMATIONMARK_TRIANGLE_FILL =  
    'exclamationmark.triangle.fill' symbol  
sf_symbols.EXTERNALDRIVE =  
    'externaldrive' symbol  
sf_symbols.EXTERNALDRIVE_BADGE_CHECKMARK =  
    'externaldrive.badge.checkmark' symbol  
sf_symbols.EXTERNALDRIVE_BADGE_ICLOUD =  
    'externaldrive.badge.icloud' symbol  
sf_symbols.EXTERNALDRIVE_BADGE_MINUS =  
    'externaldrive.badge.minus' symbol  
sf_symbols.EXTERNALDRIVE_BADGE_PERSON_CROP =  
    'externaldrive.badge.person.crop' symbol  
sf_symbols.EXTERNALDRIVE_BADGE_PLUS =  
    'externaldrive.badge.plus' symbol  
sf_symbols.EXTERNALDRIVE_BADGE_TIMEMACHINE =  
    'externaldrive.badge.timemachine' symbol  
sf_symbols.EXTERNALDRIVE_BADGE_WIFI =  
    'externaldrive.badge.wifi' symbol  
sf_symbols.EXTERNALDRIVE_BADGE_XMARK =  
    'externaldrive.badge.xmark' symbol  
sf_symbols.EXTERNALDRIVE_CONNECTED_TO_LINE_BELOW =  
    'externaldrive.connected.to.line.below' symbol  
sf_symbols.EXTERNALDRIVE_CONNECTED_TO_LINE_BELOW_FILL =  
    'externaldrive.connected.to.line.below.fill' symbol  
sf_symbols.EXTERNALDRIVE_FILL =  
    'externaldrive.fill' symbol
```



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```

sf_symbols.EXTERNALDRIVE_FILL_BADGE_CHECKMARK =
    'externaldrive.fill.badge.checkmark' symbol
sf_symbols.EXTERNALDRIVE_FILL_BADGE_ICLOUD =
    'externaldrive.fill.badge.icloud' symbol
sf_symbols.EXTERNALDRIVE_FILL_BADGE_MINUS =
    'externaldrive.fill.badge.minus' symbol
sf_symbols.EXTERNALDRIVE_FILL_BADGE_PERSON_CROP =
    'externaldrive.fill.badge.person.crop' symbol
sf_symbols.EXTERNALDRIVE_FILL_BADGE_PLUS =
    'externaldrive.fill.badge.plus' symbol
sf_symbols.EXTERNALDRIVE_FILL_BADGE_TIMEMACHINE =
    'externaldrive.fill.badge.timemachine' symbol
sf_symbols.EXTERNALDRIVE_FILL_BADGE_WIFI =
    'externaldrive.fill.badge.wifi' symbol
sf_symbols.EXTERNALDRIVE_FILL_BADGE_XMARK =
    'externaldrive.fill.badge.xmark' symbol
sf_symbols.EYE =
    'eye' symbol
sf_symbols.EYEBROW =
    'eyebrow' symbol
sf_symbols.EYEDROPPER =
    'eyedropper' symbol
sf_symbols.EYEDROPPER_FULL =
    'eyedropper.full' symbol
sf_symbols.EYEDROPPER_HALFFULL =
    'eyedropper.halffull' symbol
sf_symbols.EYEGLASSES =
    'eyeglasses' symbol
sf_symbols.EYES =
    'eyes' symbol
sf_symbols.EYES_INVERSE =
    'eyes.inverse' symbol
sf_symbols.EYE_CIRCLE =
    'eye.circle' symbol
sf_symbols.EYE_CIRCLE_FILL =
    'eye.circle.fill' symbol
sf_symbols.EYE_FILL =
    'eye.fill' symbol
sf_symbols.EYE_SLASH =
    'eye.slash' symbol
sf_symbols.EYE_SLASH_FILL =
    'eye.slash.fill' symbol

```

```
sf_symbols.E_CIRCLE =  
    'e.circle' symbol  
sf_symbols.E_CIRCLE_FILL =  
    'e.circle.fill' symbol  
sf_symbols.E_SQUARE =  
    'e.square' symbol  
sf_symbols.E_SQUARE_FILL =  
    'e.square.fill' symbol  
sf_symbols.FACEID =  
    'faceid' symbol  
sf_symbols.FACE_DASHED =  
    'face.dashed' symbol  
sf_symbols.FACE_DASHED_FILL =  
    'face.dashed.fill' symbol  
sf_symbols.FACE_SMILING =  
    'face.smiling' symbol  
sf_symbols.FACE_SMILING_FILL =  
    'face.smiling.fill' symbol  
sf_symbols.FAXMACHINE =  
    'faxmachine' symbol  
sf_symbols.FIBERCHANNEL =  
    'fiberchannel' symbol  
sf_symbols.FIGURE_WALK =  
    'figure.walk' symbol  
sf_symbols.FIGURE_WALK_CIRCLE =  
    'figure.walk.circle' symbol  
sf_symbols.FIGURE_WALK_CIRCLE_FILL =  
    'figure.walk.circle.fill' symbol  
sf_symbols.FIGURE_WALK_DIAMOND =  
    'figure.walk.diamond' symbol  
sf_symbols.FIGURE_WALK_DIAMOND_FILL =  
    'figure.walk.diamond.fill' symbol  
sf_symbols.FIGURE_WAVE =  
    'figure.wave' symbol  
sf_symbols.FIGURE_WAVE_CIRCLE =  
    'figure.wave.circle' symbol  
sf_symbols.FIGURE_WAVE_CIRCLE_FILL =  
    'figure.wave.circle.fill' symbol  
sf_symbols.FILEMENU_AND_CURSORARROW =  
    'filemenu.and.cursorarrow' symbol  
sf_symbols.FILM =  
    'film' symbol
```

```
sf_symbols.FILM_FILL =  
    'film.fill' symbol  
sf_symbols.FLAG =  
    'flag' symbol  
sf_symbols.FLAG_BADGE_ELLIPSIS =  
    'flag.badge.ellipsis' symbol  
sf_symbols.FLAG_BADGE_ELLIPSIS_FILL =  
    'flag.badge.ellipsis.fill' symbol  
sf_symbols.FLAG_CIRCLE =  
    'flag.circle' symbol  
sf_symbols.FLAG_CIRCLE_FILL =  
    'flag.circle.fill' symbol  
sf_symbols.FLAG_FILL =  
    'flag.fill' symbol  
sf_symbols.FLAG_SLASH =  
    'flag.slash' symbol  
sf_symbols.FLAG_SLASH_CIRCLE =  
    'flag.slash.circle' symbol  
sf_symbols.FLAG_SLASH_CIRCLE_FILL =  
    'flag.slash.circle.fill' symbol  
sf_symbols.FLAG_SLASH_FILL =  
    'flag.slash.fill' symbol  
sf_symbols.FLAME =  
    'flame' symbol  
sf_symbols.FLAME_FILL =  
    'flame.fill' symbol  
sf_symbols.FLASHLIGHT_OFF_FILL =  
    'flashlight.off.fill' symbol  
sf_symbols.FLASHLIGHT_ON_FILL =  
    'flashlight.on.fill' symbol  
sf_symbols.FLIPPHONE =  
    'flipphone' symbol  
sf_symbols.FLORINSIGN_CIRCLE =  
    'florinsign.circle' symbol  
sf_symbols.FLORINSIGN_CIRCLE_FILL =  
    'florinsign.circle.fill' symbol  
sf_symbols.FLORINSIGN_SQUARE =  
    'florinsign.square' symbol  
sf_symbols.FLORINSIGN_SQUARE_FILL =  
    'florinsign.square.fill' symbol  
sf_symbols.FLOWCHART =  
    'flowchart' symbol
```

```
sf_symbols.FLOWCHART_FILL =  
    'flowchart.fill' symbol  
  
sf_symbols.FN =  
    'fn' symbol  
  
sf_symbols.FOLDER =  
    'folder' symbol  
  
sf_symbols.FOLDER_BADGE_GEAR =  
    'folder.badge.gear' symbol  
  
sf_symbols.FOLDER_BADGE_MINUS =  
    'folder.badge.minus' symbol  
  
sf_symbols.FOLDER_BADGE_PERSON_CROP =  
    'folder.badge.person.crop' symbol  
  
sf_symbols.FOLDER_BADGE_PLUS =  
    'folder.badge.plus' symbol  
  
sf_symbols.FOLDER_BADGE_QUESTIONMARK =  
    'folder.badge.questionmark' symbol  
  
sf_symbols.FOLDER_CIRCLE =  
    'folder.circle' symbol  
  
sf_symbols.FOLDER_CIRCLE_FILL =  
    'folder.circle.fill' symbol  
  
sf_symbols.FOLDER_FILL =  
    'folder.fill' symbol  
  
sf_symbols.FOLDER_FILL_BADGE_GEAR =  
    'folder.fill.badge.gear' symbol  
  
sf_symbols.FOLDER_FILL_BADGE_MINUS =  
    'folder.fill.badge.minus' symbol  
  
sf_symbols.FOLDER_FILL_BADGE_PERSON_CROP =  
    'folder.fill.badge.person.crop' symbol  
  
sf_symbols.FOLDER_FILL_BADGE_PLUS =  
    'folder.fill.badge.plus' symbol  
  
sf_symbols.FOLDER_FILL_BADGE_QUESTIONMARK =  
    'folder.fill.badge.questionmark' symbol  
  
sf_symbols.FORWARD =  
    'forward' symbol  
  
sf_symbols.FORWARD_END =  
    'forward.end' symbol  
  
sf_symbols.FORWARD_END_ALT =  
    'forward.end.alt' symbol  
  
sf_symbols.FORWARD_END_ALT_FILL =  
    'forward.end.alt.fill' symbol  
  
sf_symbols.FORWARD_END_FILL =  
    'forward.end.fill' symbol
```

```
sf_symbols.FORWARD_FILL =  
    'forward.fill' symbol  
sf_symbols.FORWARD_FRAME =  
    'forward.frame' symbol  
sf_symbols.FORWARD_FRAME_FILL =  
    'forward.frame.fill' symbol  
sf_symbols.FRANCSIGN_CIRCLE =  
    'fransign.circle' symbol  
sf_symbols.FRANCSIGN_CIRCLE_FILL =  
    'fransign.circle.fill' symbol  
sf_symbols.FRANCSIGN_SQUARE =  
    'fransign.square' symbol  
sf_symbols.FRANCSIGN_SQUARE_FILL =  
    'fransign.square.fill' symbol  
sf_symbols.FUNCTION =  
    'function' symbol  
sf_symbols.FX =  
    'fx' symbol  
sf_symbols.F_CIRCLE =  
    'f.circle' symbol  
sf_symbols.F_CIRCLE_FILL =  
    'f.circle.fill' symbol  
sf_symbols.F_CURSIVE =  
    'f.cursive' symbol  
sf_symbols.F_CURSIVE_CIRCLE =  
    'f.cursive.circle' symbol  
sf_symbols.F_CURSIVE_CIRCLE_FILL =  
    'f.cursive.circle.fill' symbol  
sf_symbols.F_SQUARE =  
    'f.square' symbol  
sf_symbols.F_SQUARE_FILL =  
    'f.square.fill' symbol  
sf_symbols.GAMECONTROLLER =  
    'gamecontroller' symbol  
sf_symbols.GAMECONTROLLER_FILL =  
    'gamecontroller.fill' symbol  
sf_symbols.GAUGE =  
    'gauge' symbol  
sf_symbols.GAUGE_BADGE_MINUS =  
    'gauge.badge.minus' symbol  
sf_symbols.GAUGE_BADGE_PLUS =  
    'gauge.badge.plus' symbol
```

```
sf_symbols.GEAR =  
    'gear' symbol  
sf_symbols.GEARSHAPE =  
    'gearshape' symbol  
sf_symbols.GEARSHAPE_2 =  
    'gearshape.2' symbol  
sf_symbols.GEARSHAPE_2_FILL =  
    'gearshape.2.fill' symbol  
sf_symbols.GEARSHAPE_FILL =  
    'gearshape.fill' symbol  
sf_symbols.GIFT =  
    'gift' symbol  
sf_symbols.GIFTCARD =  
    'giftcard' symbol  
sf_symbols.GIFTCARD_FILL =  
    'giftcard.fill' symbol  
sf_symbols.GIFT_CIRCLE =  
    'gift.circle' symbol  
sf_symbols.GIFT_CIRCLE_FILL =  
    'gift.circle.fill' symbol  
sf_symbols.GIFT_FILL =  
    'gift.fill' symbol  
sf_symbols.GLOBE =  
    'globe' symbol  
sf_symbols.GOBACKWARD =  
    'gobackward' symbol  
sf_symbols.GOBACKWARD_10 =  
    'gobackward.10' symbol  
sf_symbols.GOBACKWARD_15 =  
    'gobackward.15' symbol  
sf_symbols.GOBACKWARD_30 =  
    'gobackward.30' symbol  
sf_symbols.GOBACKWARD_45 =  
    'gobackward.45' symbol  
sf_symbols.GOBACKWARD_60 =  
    'gobackward.60' symbol  
sf_symbols.GOBACKWARD_75 =  
    'gobackward.75' symbol  
sf_symbols.GOBACKWARD_90 =  
    'gobackward.90' symbol  
sf_symbols.GOBACKWARD_MINUS =  
    'gobackward.minus' symbol
```

```
sf_symbols.GOFORWARD =  
    'goforward' symbol  
sf_symbols.GOFORWARD_10 =  
    'goforward.10' symbol  
sf_symbols.GOFORWARD_15 =  
    'goforward.15' symbol  
sf_symbols.GOFORWARD_30 =  
    'goforward.30' symbol  
sf_symbols.GOFORWARD_45 =  
    'goforward.45' symbol  
sf_symbols.GOFORWARD_60 =  
    'goforward.60' symbol  
sf_symbols.GOFORWARD_75 =  
    'goforward.75' symbol  
sf_symbols.GOFORWARD_90 =  
    'goforward.90' symbol  
sf_symbols.GOFORWARD_PLUS =  
    'goforward.plus' symbol  
sf_symbols.GRADUATIONCAP =  
    'graduationcap' symbol  
sf_symbols.GRADUATIONCAP_FILL =  
    'graduationcap.fill' symbol  
sf_symbols.GREATERTHAN =  
    'greaterthan' symbol  
sf_symbols.GREATERTHAN_CIRCLE =  
    'greaterthan.circle' symbol  
sf_symbols.GREATERTHAN_CIRCLE_FILL =  
    'greaterthan.circle.fill' symbol  
sf_symbols.GREATERTHAN_SQUARE =  
    'greaterthan.square' symbol  
sf_symbols.GREATERTHAN_SQUARE_FILL =  
    'greaterthan.square.fill' symbol  
sf_symbols.GREETINGCARD =  
    'greetingcard' symbol  
sf_symbols.GREETINGCARD_FILL =  
    'greetingcard.fill' symbol  
sf_symbols.GRID =  
    'grid' symbol  
sf_symbols.GRID_CIRCLE =  
    'grid.circle' symbol  
sf_symbols.GRID_CIRCLE_FILL =  
    'grid.circle.fill' symbol
```

```
sf_symbols.GUARANISIGN_CIRCLE =  
    'guaranisign.circle' symbol  
sf_symbols.GUARANISIGN_CIRCLE_FILL =  
    'guaranisign.circle.fill' symbol  
sf_symbols.GUARANISIGN_SQUARE =  
    'guaranisign.square' symbol  
sf_symbols.GUARANISIGN_SQUARE_FILL =  
    'guaranisign.square.fill' symbol  
sf_symbols.GUITARS =  
    'guitars' symbol  
sf_symbols.GUITARS_FILL =  
    'guitars.fill' symbol  
sf_symbols.GYROSCOPE =  
    'gyroscope' symbol  
sf_symbols.G_CIRCLE =  
    'g.circle' symbol  
sf_symbols.G_CIRCLE_FILL =  
    'g.circle.fill' symbol  
sf_symbols.G_SQUARE =  
    'g.square' symbol  
sf_symbols.G_SQUARE_FILL =  
    'g.square.fill' symbol  
sf_symbols.HAMMER =  
    'hammer' symbol  
sf_symbols.HAMMER_FILL =  
    'hammer.fill' symbol  
sf_symbols.HAND_DRAW =  
    'hand.draw' symbol  
sf_symbols.HAND_DRAW_FILL =  
    'hand.draw.fill' symbol  
sf_symbols.HAND_POINT_DOWN =  
    'hand.point.down' symbol  
sf_symbols.HAND_POINT_DOWN_FILL =  
    'hand.point.down.fill' symbol  
sf_symbols.HAND_POINT_LEFT =  
    'hand.point.left' symbol  
sf_symbols.HAND_POINT_LEFT_FILL =  
    'hand.point.left.fill' symbol  
sf_symbols.HAND_POINT_RIGHT =  
    'hand.point.right' symbol  
sf_symbols.HAND_POINT_RIGHT_FILL =  
    'hand.point.right.fill' symbol
```



```
sf_symbols.HAND_POINT_UP =  
    'hand.point.up' symbol  
sf_symbols.HAND_POINT_UP_BRAILLE =  
    'hand.point.up.braille' symbol  
sf_symbols.HAND_POINT_UP_BRAILLE_FILL =  
    'hand.point.up.braille.fill' symbol  
sf_symbols.HAND_POINT_UP_FILL =  
    'hand.point.up.fill' symbol  
sf_symbols.HAND_POINT_UP_LEFT =  
    'hand.point.up.left' symbol  
sf_symbols.HAND_POINT_UP_LEFT_FILL =  
    'hand.point.up.left.fill' symbol  
sf_symbols.HAND_RAISED =  
    'hand.raised' symbol  
sf_symbols.HAND_RAISED_FILL =  
    'hand.raised.fill' symbol  
sf_symbols.HAND_RAISED_SLASH =  
    'hand.raised.slash' symbol  
sf_symbols.HAND_RAISED_SLASH_FILL =  
    'hand.raised.slash.fill' symbol  
sf_symbols.HAND_TAP =  
    'hand.tap' symbol  
sf_symbols.HAND_TAP_FILL =  
    'hand.tap.fill' symbol  
sf_symbols.HAND_THUMBSDOWN =  
    'hand.thumbsdown' symbol  
sf_symbols.HAND_THUMBSDOWN_FILL =  
    'hand.thumbsdown.fill' symbol  
sf_symbols.HAND_THUMBSUP =  
    'hand.thumbsup' symbol  
sf_symbols.HAND_THUMBSUP_FILL =  
    'hand.thumbsup.fill' symbol  
sf_symbols.HAND_WAVE =  
    'hand.wave' symbol  
sf_symbols.HAND_WAVE_FILL =  
    'hand.wave.fill' symbol  
sf_symbols.HARE =  
    'hare' symbol  
sf_symbols.HARE_FILL =  
    'hare.fill' symbol  
sf_symbols.HEADPHONES =  
    'headphones' symbol
```

```
sf_symbols.HEADPHONES_CIRCLE =  
    'headphones.circle' symbol  
sf_symbols.HEADPHONES_CIRCLE_FILL =  
    'headphones.circle.fill' symbol  
sf_symbols.HEARINGAID_EAR =  
    'hearingaid.ear' symbol  
sf_symbols.HEART =  
    'heart' symbol  
sf_symbols.HEART_CIRCLE =  
    'heart.circle' symbol  
sf_symbols.HEART_CIRCLE_FILL =  
    'heart.circle.fill' symbol  
sf_symbols.HEART_FILL =  
    'heart.fill' symbol  
sf_symbols.HEART_SLASH =  
    'heart.slash' symbol  
sf_symbols.HEART_SLASH_CIRCLE =  
    'heart.slash.circle' symbol  
sf_symbols.HEART_SLASH_CIRCLE_FILL =  
    'heart.slash.circle.fill' symbol  
sf_symbols.HEART_SLASH_FILL =  
    'heart.slash.fill' symbol  
sf_symbols.HEART_TEXT_SQUARE =  
    'heart.text.square' symbol  
sf_symbols.HEART_TEXT_SQUARE_FILL =  
    'heart.text.square.fill' symbol  
sf_symbols.HELM =  
    'helm' symbol  
sf_symbols.HEXAGON =  
    'hexagon' symbol  
sf_symbols.HEXAGON_FILL =  
    'hexagon.fill' symbol  
sf_symbols.HIFISPEAKER =  
    'hifispeaker' symbol  
sf_symbols.HIFISPEAKER_FILL =  
    'hifispeaker.fill' symbol  
sf_symbols.HIGHLIGHTER =  
    'highlighter' symbol  
sf_symbols.HOMEKIT =  
    'homekit' symbol  
sf_symbols.HOMEPOD =  
    'homepod' symbol
```

```
sf_symbols.HOMEPOD_FILL =  
    'homepod.fill' symbol  
sf_symbols.HOURLASS =  
    'hourglass' symbol  
sf_symbols.HOURLASS_BADGE_PLUS =  
    'hourglass.badge.plus' symbol  
sf_symbols.HOURLASS_BOTTOMHALF_FILL =  
    'hourglass.bottomhalf.fill' symbol  
sf_symbols.HOURLASS_TOPHALF_FILL =  
    'hourglass.tophalf.fill' symbol  
sf_symbols.HOUSE =  
    'house' symbol  
sf_symbols.HOUSE_CIRCLE =  
    'house.circle' symbol  
sf_symbols.HOUSE_CIRCLE_FILL =  
    'house.circle.fill' symbol  
sf_symbols.HOUSE_FILL =  
    'house.fill' symbol  
sf_symbols.HRYVNIASIGN_CIRCLE =  
    'hryvniasign.circle' symbol  
sf_symbols.HRYVNIASIGN_CIRCLE_FILL =  
    'hryvniasign.circle.fill' symbol  
sf_symbols.HRYVNIASIGN_SQUARE =  
    'hryvniasign.square' symbol  
sf_symbols.HRYVNIASIGN_SQUARE_FILL =  
    'hryvniasign.square.fill' symbol  
sf_symbols.HURRICANE =  
    'hurricane' symbol  
sf_symbols.H_CIRCLE =  
    'h.circle' symbol  
sf_symbols.H_CIRCLE_FILL =  
    'h.circle.fill' symbol  
sf_symbols.H_SQUARE =  
    'h.square' symbol  
sf_symbols.H_SQUARE_FILL =  
    'h.square.fill' symbol  
sf_symbols.H_SQUARE_FILL_ON_SQUARE_FILL =  
    'h.square.fill.on.square.fill' symbol  
sf_symbols.H_SQUARE_ON_SQUARE =  
    'h.square.on.square' symbol  
sf_symbols.ICLOUD =  
    'icloud' symbol
```

```
sf_symbols.ICLOUD_AND_ARROW_DOWN =  
    'icloud.and.arrow.down' symbol  
sf_symbols.ICLOUD_AND_ARROW_DOWN_FILL =  
    'icloud.and.arrow.down.fill' symbol  
sf_symbols.ICLOUD_AND_ARROW_UP =  
    'icloud.and.arrow.up' symbol  
sf_symbols.ICLOUD_AND_ARROW_UP_FILL =  
    'icloud.and.arrow.up.fill' symbol  
sf_symbols.ICLOUD_CIRCLE =  
    'icloud.circle' symbol  
sf_symbols.ICLOUD_CIRCLE_FILL =  
    'icloud.circle.fill' symbol  
sf_symbols.ICLOUD_FILL =  
    'icloud.fill' symbol  
sf_symbols.ICLOUD_SLASH =  
    'icloud.slash' symbol  
sf_symbols.ICLOUD_SLASH_FILL =  
    'icloud.slash.fill' symbol  
sf_symbols.INCREASE_INDENT =  
    'increase.indent' symbol  
sf_symbols.INCREASE_QUOTELEVEL =  
    'increase.quotelevel' symbol  
sf_symbols.INDIANRUPEESIGN_CIRCLE =  
    'indianrupeesign.circle' symbol  
sf_symbols.INDIANRUPEESIGN_CIRCLE_FILL =  
    'indianrupeesign.circle.fill' symbol  
sf_symbols.INDIANRUPEESIGN_SQUARE =  
    'indianrupeesign.square' symbol  
sf_symbols.INDIANRUPEESIGN_SQUARE_FILL =  
    'indianrupeesign.square.fill' symbol  
sf_symbols.INFINITY =  
    'infinity' symbol  
sf_symbols.INFO =  
    'info' symbol  
sf_symbols.INFO_CIRCLE =  
    'info.circle' symbol  
sf_symbols.INFO_CIRCLE_FILL =  
    'info.circle.fill' symbol  
sf_symbols.INTERNALDRIVE =  
    'internaldrive' symbol  
sf_symbols.INTERNALDRIVE_FILL =  
    'internaldrive.fill' symbol
```

```
sf_symbols.IPAD =  
    'ipad' symbol  
sf_symbols.IPAD_HOMEBUTTON =  
    'ipad.homebutton' symbol  
sf_symbols.IPAD_HOMEBUTTON_LANDSCAPE =  
    'ipad.homebutton.landscape' symbol  
sf_symbols.IPAD_LANDSCAPE =  
    'ipad.landscape' symbol  
sf_symbols.IPHONE =  
    'iphone' symbol  
sf_symbols.IPHONE_HOMEBUTTON =  
    'iphone.homebutton' symbol  
sf_symbols.IPHONE_HOMEBUTTON_RADIOWAVES_LEFT_AND_RIGHT =  
    'iphone.homebutton.radiowaves.left.and.right' symbol  
sf_symbols.IPHONE_HOMEBUTTON_SLASH =  
    'iphone.homebutton.slash' symbol  
sf_symbols.IPHONE_RADIOWAVES_LEFT_AND_RIGHT =  
    'iphone.radiowaves.left.and.right' symbol  
sf_symbols.IPHONE_SLASH =  
    'iphone.slash' symbol  
sf_symbols.IPOD =  
    'ipod' symbol  
sf_symbols.IPODSHUFFLE_GEN1 =  
    'ipodshuffle.gen1' symbol  
sf_symbols.IPODSHUFFLE_GEN2 =  
    'ipodshuffle.gen2' symbol  
sf_symbols.IPODSHUFFLE_GEN3 =  
    'ipodshuffle.gen3' symbol  
sf_symbols.IPODSHUFFLE_GEN4 =  
    'ipodshuffle.gen4' symbol  
sf_symbols.IPODTOUCH =  
    'ipodtouch' symbol  
sf_symbols.ITALIC =  
    'italic' symbol  
sf_symbols.I_CIRCLE =  
    'i.circle' symbol  
sf_symbols.I_CIRCLE_FILL =  
    'i.circle.fill' symbol  
sf_symbols.I_SQUARE =  
    'i.square' symbol  
sf_symbols.I_SQUARE_FILL =  
    'i.square.fill' symbol
```

```
sf_symbols.J_CIRCLE =  
    'j.circle' symbol  
sf_symbols.J_CIRCLE_FILL =  
    'j.circle.fill' symbol  
sf_symbols.J_SQUARE =  
    'j.square' symbol  
sf_symbols.J_SQUARE_FILL =  
    'j.square.fill' symbol  
sf_symbols.J_SQUARE_FILL_ON_SQUARE_FILL =  
    'j.square.fill.on.square.fill' symbol  
sf_symbols.J_SQUARE_ON_SQUARE =  
    'j.square.on.square' symbol  
sf_symbols.K =  
    'k' symbol  
sf_symbols.KEY =  
    'key' symbol  
sf_symbols.KEYBOARD =  
    'keyboard' symbol  
sf_symbols.KEYBOARD_BADGE_ELLIPSIS =  
    'keyboard.badge.ellipsis' symbol  
sf_symbols.KEYBOARD_CHEVRON_COMPACT_DOWN =  
    'keyboard.chevron.compact.down' symbol  
sf_symbols.KEYBOARD_CHEVRON_COMPACT_LEFT =  
    'keyboard.chevron.compact.left' symbol  
sf_symbols.KEYBOARD_MACWINDOW =  
    'keyboard.macwindow' symbol  
sf_symbols.KEYBOARD_ONEHANDED_LEFT =  
    'keyboard.onehanded.left' symbol  
sf_symbols.KEYBOARD_ONEHANDED_RIGHT =  
    'keyboard.onehanded.right' symbol  
sf_symbols.KEY_FILL =  
    'key.fill' symbol  
sf_symbols.KEY_ICLOUD =  
    'key.icloud' symbol  
sf_symbols.KEY_ICLOUD_FILL =  
    'key.icloud.fill' symbol  
sf_symbols.KIPSIGN_CIRCLE =  
    'kipsign.circle' symbol  
sf_symbols.KIPSIGN_CIRCLE_FILL =  
    'kipsign.circle.fill' symbol  
sf_symbols.KIPSIGN_SQUARE =  
    'kipsign.square' symbol
```

```
sf_symbols.KIPSIGN_SQUARE_FILL =  
    'kipsign.square.fill' symbol  
sf_symbols.K_CIRCLE =  
    'k.circle' symbol  
sf_symbols.K_CIRCLE_FILL =  
    'k.circle.fill' symbol  
sf_symbols.K_SQUARE =  
    'k.square' symbol  
sf_symbols.K_SQUARE_FILL =  
    'k.square.fill' symbol  
sf_symbols.L1_RECTANGLE_ROUNDEDBOTTOM =  
    'l1.rectangle.roundedbottom' symbol  
sf_symbols.L1_RECTANGLE_ROUNDEDBOTTOM_FILL =  
    'l1.rectangle.roundedbottom.fill' symbol  
sf_symbols.L2_RECTANGLE_ROUNDEDTOP =  
    'l2.rectangle.roundedtop' symbol  
sf_symbols.L2_RECTANGLE_ROUNDEDTOP_FILL =  
    'l2.rectangle.roundedtop.fill' symbol  
sf_symbols.LAPTOPCOMPUTER =  
    'laptopcomputer' symbol  
sf_symbols.LAPTOPCOMPUTER_AND_IPHONE =  
    'laptopcomputer.and.iphone' symbol  
sf_symbols.LARGECIRCLE_FILL_CIRCLE =  
    'largecircle.fill.circle' symbol  
sf_symbols.LARISIGN_CIRCLE =  
    'larisign.circle' symbol  
sf_symbols.LARISIGN_CIRCLE_FILL =  
    'larisign.circle.fill' symbol  
sf_symbols.LARISIGN_SQUARE =  
    'larisign.square' symbol  
sf_symbols.LARISIGN_SQUARE_FILL =  
    'larisign.square.fill' symbol  
sf_symbols.LASSO =  
    'lasso' symbol  
sf_symbols.LASSO_SPARKLES =  
    'lasso.sparkles' symbol  
sf_symbols.LATCH_2_CASE =  
    'latch.2.case' symbol  
sf_symbols.LATCH_2_CASE_FILL =  
    'latch.2.case.fill' symbol  
sf_symbols.LB_RECTANGLE_ROUNDEDBOTTOM =  
    'lb.rectangle.roundedbottom' symbol
```

```
sf_symbols.LB_RECTANGLE_ROUNDEDBOTTOM_FILL =  
    'lb.rectangle.roundedbottom.fill' symbol  
  
sf_symbols.LEAF =  
    'leaf' symbol  
  
sf_symbols.LEAF_ARROW_TRIANGLE_CIRCLEPATH =  
    'leaf.arrow.triangle.circlepath' symbol  
  
sf_symbols.LEAF_FILL =  
    'leaf.fill' symbol  
  
sf_symbols.LESSTHAN =  
    'lessthan' symbol  
  
sf_symbols.LESSTHAN_CIRCLE =  
    'lessthan.circle' symbol  
  
sf_symbols.LESSTHAN_CIRCLE_FILL =  
    'lessthan.circle.fill' symbol  
  
sf_symbols.LESSTHAN_SQUARE =  
    'lessthan.square' symbol  
  
sf_symbols.LESSTHAN_SQUARE_FILL =  
    'lessthan.square.fill' symbol  
  
sf_symbols.LEVEL =  
    'level' symbol  
  
sf_symbols.LEVEL_FILL =  
    'level.fill' symbol  
  
sf_symbols.LIFEPRESERVER =  
    'lifepreserver' symbol  
  
sf_symbols.LIFEPRESERVER_FILL =  
    'lifepreserver.fill' symbol  
  
sf_symbols.LIGHTBULB =  
    'lightbulb' symbol  
  
sf_symbols.LIGHTBULB_FILL =  
    'lightbulb.fill' symbol  
  
sf_symbols.LIGHTBULB_SLASH =  
    'lightbulb.slash' symbol  
  
sf_symbols.LIGHTBULB_SLASH_FILL =  
    'lightbulb.slash.fill' symbol  
  
sf_symbols.LIGHT_MAX =  
    'light.max' symbol  
  
sf_symbols.LIGHT_MIN =  
    'light.min' symbol  
  
sf_symbols.LINEWEIGHT =  
    'lineweight' symbol  
  
sf_symbols.LINE_3_CROSSED_SWIRL_CIRCLE =  
    'line.3.crossed.swirl.circle' symbol
```



```
sf_symbols.LINE_3_CROSSED_SWIRL_CIRCLE_FILL =  
    'line.3.crossed.swirl.circle.fill' symbol  
  
sf_symbols.LINE_DIAGONAL =  
    'line.diagonal' symbol  
  
sf_symbols.LINE_DIAGONAL_ARROW =  
    'line.diagonal.arrow' symbol  
  
sf_symbols.LINE_HORIZONTAL_2_DECREASE_CIRCLE =  
    'line.horizontal.2.decrease.circle' symbol  
  
sf_symbols.LINE_HORIZONTAL_2_DECREASE_CIRCLE_FILL =  
    'line.horizontal.2.decrease.circle.fill' symbol  
  
sf_symbols.LINE_HORIZONTAL_3 =  
    'line.horizontal.3' symbol  
  
sf_symbols.LINE_HORIZONTAL_3_CIRCLE =  
    'line.horizontal.3.circle' symbol  
  
sf_symbols.LINE_HORIZONTAL_3_CIRCLE_FILL =  
    'line.horizontal.3.circle.fill' symbol  
  
sf_symbols.LINE_HORIZONTAL_3_DECREASE =  
    'line.horizontal.3.decrease' symbol  
  
sf_symbols.LINE_HORIZONTAL_3_DECREASE_CIRCLE =  
    'line.horizontal.3.decrease.circle' symbol  
  
sf_symbols.LINE_HORIZONTAL_3_DECREASE_CIRCLE_FILL =  
    'line.horizontal.3.decrease.circle.fill' symbol  
  
sf_symbols.LINE_HORIZONTAL_STAR_FILL_LINE_HORIZONTAL =  
    'line.horizontal.star.fill.line.horizontal' symbol  
  
sf_symbols.LINK =  
    'link' symbol  
  
sf_symbols.LINK_BADGE_PLUS =  
    'link.badge.plus' symbol  
  
sf_symbols.LINK_CIRCLE =  
    'link.circle' symbol  
  
sf_symbols.LINK_CIRCLE_FILL =  
    'link.circle.fill' symbol  
  
sf_symbols.LINK_ICLOUD =  
    'link.icloud' symbol  
  
sf_symbols.LINK_ICLOUD_FILL =  
    'link.icloud.fill' symbol  
  
sf_symbols.LIRASIGN_CIRCLE =  
    'lirasign.circle' symbol  
  
sf_symbols.LIRASIGN_CIRCLE_FILL =  
    'lirasign.circle.fill' symbol  
  
sf_symbols.LIRASIGN_SQUARE =  
    'lirasign.square' symbol
```

```
sf_symbols.LIRASIGN_SQUARE_FILL =  
    'lirasign.square.fill' symbol  
sf_symbols.LIST_AND_FILM =  
    'list.and.film' symbol  
sf_symbols.LIST_BULLET =  
    'list.bullet' symbol  
sf_symbols.LIST_BULLET_BELOW_RECTANGLE =  
    'list.bullet.below.rectangle' symbol  
sf_symbols.LIST_BULLET_INDENT =  
    'list.bullet.indent' symbol  
sf_symbols.LIST_BULLET_RECTANGLE =  
    'list.bullet.rectangle' symbol  
sf_symbols.LIST_DASH =  
    'list.dash' symbol  
sf_symbols.LIST_NUMBER =  
    'list.number' symbol  
sf_symbols.LIST_STAR =  
    'list.star' symbol  
sf_symbols.LIST_TRIANGLE =  
    'list.triangle' symbol  
sf_symbols.LIVEPHOTO =  
    'livephoto' symbol  
sf_symbols.LIVEPHOTO_BADGE_A =  
    'livephoto.badge.a' symbol  
sf_symbols.LIVEPHOTO_PLAY =  
    'livephoto.play' symbol  
sf_symbols.LIVEPHOTO_SLASH =  
    'livephoto.slash' symbol  
sf_symbols.LOCATION =  
    'location' symbol  
sf_symbols.LOCATION_CIRCLE =  
    'location.circle' symbol  
sf_symbols.LOCATION_CIRCLE_FILL =  
    'location.circle.fill' symbol  
sf_symbols.LOCATION_FILL =  
    'location.fill' symbol  
sf_symbols.LOCATION_FILL_VIEWFINDER =  
    'location.fill.viewfinder' symbol  
sf_symbols.LOCATION_NORTH =  
    'location.north' symbol  
sf_symbols.LOCATION_NORTH_FILL =  
    'location.north.fill' symbol
```

```
sf_symbols.LOCATION_NORTH_LINE =  
    'location.north.line' symbol  
sf_symbols.LOCATION_NORTH_LINE_FILL =  
    'location.north.line.fill' symbol  
sf_symbols.LOCATION_SLASH =  
    'location.slash' symbol  
sf_symbols.LOCATION_SLASH_FILL =  
    'location.slash.fill' symbol  
sf_symbols.LOCATION_VIEWFINDER =  
    'location.viewfinder' symbol  
sf_symbols.LOCK =  
    'lock' symbol  
sf_symbols.LOCK_CIRCLE =  
    'lock.circle' symbol  
sf_symbols.LOCK_CIRCLE_FILL =  
    'lock.circle.fill' symbol  
sf_symbols.LOCK_DOC =  
    'lock.doc' symbol  
sf_symbols.LOCK_DOC_FILL =  
    'lock.doc.fill' symbol  
sf_symbols.LOCK_FILL =  
    'lock.fill' symbol  
sf_symbols.LOCK_ICLOUD =  
    'lock.icloud' symbol  
sf_symbols.LOCK_ICLOUD_FILL =  
    'lock.icloud.fill' symbol  
sf_symbols.LOCK_OPEN =  
    'lock.open' symbol  
sf_symbols.LOCK_OPEN_FILL =  
    'lock.open.fill' symbol  
sf_symbols.LOCK_RECTANGLE =  
    'lock.rectangle' symbol  
sf_symbols.LOCK_RECTANGLE_FILL =  
    'lock.rectangle.fill' symbol  
sf_symbols.LOCK_RECTANGLE_ON_RECTANGLE =  
    'lock.rectangle.on.rectangle' symbol  
sf_symbols.LOCK_RECTANGLE_ON_RECTANGLE_FILL =  
    'lock.rectangle.on.rectangle.fill' symbol  
sf_symbols.LOCK_RECTANGLE_STACK =  
    'lock.rectangle.stack' symbol  
sf_symbols.LOCK_RECTANGLE_STACK_FILL =  
    'lock.rectangle.stack.fill' symbol
```

```
sf_symbols.LOCK_ROTATION =
    'lock.rotation' symbol

sf_symbols.LOCK_ROTATION_OPEN =
    'lock.rotation.open' symbol

sf_symbols.LOCK_SHIELD =
    'lock.shield' symbol

sf_symbols.LOCK_SHIELD_FILL =
    'lock.shield.fill' symbol

sf_symbols.LOCK_SLASH =
    'lock.slash' symbol

sf_symbols.LOCK_SLASH_FILL =
    'lock.slash.fill' symbol

sf_symbols.LOCK_SQUARE =
    'lock.square' symbol

sf_symbols.LOCK_SQUARE_FILL =
    'lock.square.fill' symbol

sf_symbols.LOCK_SQUARE_STACK =
    'lock.square.stack' symbol

sf_symbols.LOCK_SQUARE_STACK_FILL =
    'lock.square.stack.fill' symbol

sf_symbols.LOUPE =
    'loupe' symbol

sf_symbols.LT_RECTANGLE_ROUNDEDTOP =
    'lt.rectangle.roundedtop' symbol

sf_symbols.LT_RECTANGLE_ROUNDEDTOP_FILL =
    'lt.rectangle.roundedtop.fill' symbol

sf_symbols.LUNGS =
    'lungs' symbol

sf_symbols.LUNGS_FILL =
    'lungs.fill' symbol

sf_symbols.L_CIRCLE =
    'l.circle' symbol

sf_symbols.L_CIRCLE_FILL =
    'l.circle.fill' symbol

sf_symbols.L_JOYSTICK =
    'l.joystick' symbol

sf_symbols.L_JOYSTICK_DOWN =
    'l.joystick.down' symbol

sf_symbols.L_JOYSTICK_DOWN_FILL =
    'l.joystick.down.fill' symbol

sf_symbols.L_JOYSTICK_FILL =
    'l.joystick.fill' symbol
```

```
sf_symbols.L_RECTANGLE_ROUNDEDBOTTOM =  
    'l.rectangle.roundedbottom' symbol  
sf_symbols.L_RECTANGLE_ROUNDEDBOTTOM_FILL =  
    'l.rectangle.roundedbottom.fill' symbol  
sf_symbols.L_SQUARE =  
    'l.square' symbol  
sf_symbols.L_SQUARE_FILL =  
    'l.square.fill' symbol  
sf_symbols.MACMINI =  
    'macmini' symbol  
sf_symbols.MACMINI_FILL =  
    'macmini.fill' symbol  
sf_symbols.MACPRO_GEN1 =  
    'macpro.gen1' symbol  
sf_symbols.MACPRO_GEN2 =  
    'macpro.gen2' symbol  
sf_symbols.MACPRO_GEN2_FILL =  
    'macpro.gen2.fill' symbol  
sf_symbols.MACPRO_GEN3 =  
    'macpro.gen3' symbol  
sf_symbols.MACPRO_GEN3_SERVER =  
    'macpro.gen3.server' symbol  
sf_symbols.MACWINDOW =  
    'macwindow' symbol  
sf_symbols.MACWINDOW_BADGE_PLUS =  
    'macwindow.badge.plus' symbol  
sf_symbols.MACWINDOW_ON_RECTANGLE =  
    'macwindow.on.rectangle' symbol  
sf_symbols.MAGNIFYINGGLASS =  
    'magnifyingglass' symbol  
sf_symbols.MAGNIFYINGGLASS_CIRCLE =  
    'magnifyingglass.circle' symbol  
sf_symbols.MAGNIFYINGGLASS_CIRCLE_FILL =  
    'magnifyingglass.circle.fill' symbol  
sf_symbols.MAIL =  
    'mail' symbol  
sf_symbols.MAIL_AND_TEXT_MAGNIFYINGGLASS =  
    'mail.and.text.magnifyingglass' symbol  
sf_symbols.MAIL_FILL =  
    'mail.fill' symbol  
sf_symbols.MAIL_STACK =  
    'mail.stack' symbol
```

```
sf_symbols.MAIL_STACK_FILL =  
    'mail.stack.fill' symbol  
sf_symbols.MANATSIGN_CIRCLE =  
    'manatsign.circle' symbol  
sf_symbols.MANATSIGN_CIRCLE_FILL =  
    'manatsign.circle.fill' symbol  
sf_symbols.MANATSIGN_SQUARE =  
    'manatsign.square' symbol  
sf_symbols.MANATSIGN_SQUARE_FILL =  
    'manatsign.square.fill' symbol  
sf_symbols.MAP =  
    'map' symbol  
sf_symbols.MAPPIN =  
    'mappin' symbol  
sf_symbols.MAPPIN_AND_ELLIPSE =  
    'mappin.and.ellipse' symbol  
sf_symbols.MAPPIN_CIRCLE =  
    'mappin.circle' symbol  
sf_symbols.MAPPIN_CIRCLE_FILL =  
    'mappin.circle.fill' symbol  
sf_symbols.MAPPIN_SLASH =  
    'mappin.slash' symbol  
sf_symbols.MAP_FILL =  
    'map.fill' symbol  
sf_symbols.MEGAPHONE =  
    'megaphone' symbol  
sf_symbols.MEGAPHONE_FILL =  
    'megaphone.fill' symbol  
sf_symbols.MEMORIES =  
    'memories' symbol  
sf_symbols.MEMORIES_BADGE_MINUS =  
    'memories.badge.minus' symbol  
sf_symbols.MEMORIES_BADGE_PLUS =  
    'memories.badge.plus' symbol  
sf_symbols.MEMORYCHIP =  
    'memorychip' symbol  
sf_symbols.MENUBAR_ARROW_DOWN_RECTANGLE =  
    'menubar.arrow.down.rectangle' symbol  
sf_symbols.MENUBAR_ARROW_UP_RECTANGLE =  
    'menubar.arrow.up.rectangle' symbol  
sf_symbols.MENUBAR_DOCK_RECTANGLE =  
    'menubar.dock.rectangle' symbol
```

```
sf_symbols.MENUBAR_DOCK_RECTANGLE_BADGE_RECORD =  
    'menubar.dock.rectangle.badge.record' symbol  
  
sf_symbols.MENUBAR_RECTANGLE =  
    'menubar.rectangle' symbol  
  
sf_symbols.MESSAGE =  
    'message' symbol  
  
sf_symbols.MESSAGE_CIRCLE =  
    'message.circle' symbol  
  
sf_symbols.MESSAGE_CIRCLE_FILL =  
    'message.circle.fill' symbol  
  
sf_symbols.MESSAGE_FILL =  
    'message.fill' symbol  
  
sf_symbols.METRONOME =  
    'metronome' symbol  
  
sf_symbols.METRONOME_FILL =  
    'metronome.fill' symbol  
  
sf_symbols.MIC =  
    'mic' symbol  
  
sf_symbols.MIC_CIRCLE =  
    'mic.circle' symbol  
  
sf_symbols.MIC_CIRCLE_FILL =  
    'mic.circle.fill' symbol  
  
sf_symbols.MIC_FILL =  
    'mic.fill' symbol  
  
sf_symbols.MIC_SLASH =  
    'mic.slash' symbol  
  
sf_symbols.MIC_SLASH_FILL =  
    'mic.slash.fill' symbol  
  
sf_symbols.MILLSIGN_CIRCLE =  
    'millsign.circle' symbol  
  
sf_symbols.MILLSIGN_CIRCLE_FILL =  
    'millsign.circle.fill' symbol  
  
sf_symbols.MILLSIGN_SQUARE =  
    'millsign.square' symbol  
  
sf_symbols.MILLSIGN_SQUARE_FILL =  
    'millsign.square.fill' symbol  
  
sf_symbols.MINUS =  
    'minus' symbol  
  
sf_symbols.MINUS_CIRCLE =  
    'minus.circle' symbol  
  
sf_symbols.MINUS_CIRCLE_FILL =  
    'minus.circle.fill' symbol
```

```
sf_symbols.MINUS_DIAMOND =  
    'minus.diamond' symbol  
sf_symbols.MINUS_DIAMOND_FILL =  
    'minus.diamond.fill' symbol  
sf_symbols.MINUS_MAGNIFYINGGLASS =  
    'minus.magnifyingglass' symbol  
sf_symbols.MINUS_PLUS_BATTERYBLOCK =  
    'minus.plus.batteryblock' symbol  
sf_symbols.MINUS_PLUS_BATTERYBLOCK_FILL =  
    'minus.plus.batteryblock.fill' symbol  
sf_symbols.MINUS_RECTANGLE =  
    'minus.rectangle' symbol  
sf_symbols.MINUS_RECTANGLE_FILL =  
    'minus.rectangle.fill' symbol  
sf_symbols.MINUS_RECTANGLE_PORTRAIT =  
    'minus.rectangle.portrait' symbol  
sf_symbols.MINUS_RECTANGLE_PORTRAIT_FILL =  
    'minus.rectangle.portrait.fill' symbol  
sf_symbols.MINUS_SLASH_PLUS =  
    'minus.slash.plus' symbol  
sf_symbols.MINUS_SQUARE =  
    'minus.square' symbol  
sf_symbols.MINUS_SQUARE_FILL =  
    'minus.square.fill' symbol  
sf_symbols.MOON =  
    'moon' symbol  
sf_symbols.MOON_CIRCLE =  
    'moon.circle' symbol  
sf_symbols.MOON_CIRCLE_FILL =  
    'moon.circle.fill' symbol  
sf_symbols.MOON_FILL =  
    'moon.fill' symbol  
sf_symbols.MOON_STARS =  
    'moon.stars' symbol  
sf_symbols.MOON_STARS_FILL =  
    'moon.stars.fill' symbol  
sf_symbols.MOON_ZZZ =  
    'moon.zzz' symbol  
sf_symbols.MOON_ZZZ_FILL =  
    'moon.zzz.fill' symbol  
sf_symbols.MOSAIC =  
    'mosaic' symbol
```



```
sf_symbols.MOSAIC_FILL =  
    'mosaic.fill' symbol  
sf_symbols.MOUNT =  
    'mount' symbol  
sf_symbols.MOUNT_FILL =  
    'mount.fill' symbol  
sf_symbols.MOUTH =  
    'mouth' symbol  
sf_symbols.MOUTH_FILL =  
    'mouth.fill' symbol  
sf_symbols.MOVE_3D =  
    'move.3d' symbol  
sf_symbols.MULTIPLY =  
    'multiply' symbol  
sf_symbols.MULTIPLY_CIRCLE =  
    'multiply.circle' symbol  
sf_symbols.MULTIPLY_CIRCLE_FILL =  
    'multiply.circle.fill' symbol  
sf_symbols.MULTIPLY_SQUARE =  
    'multiply.square' symbol  
sf_symbols.MULTIPLY_SQUARE_FILL =  
    'multiply.square.fill' symbol  
sf_symbols.MUSIC_MIC =  
    'music.mic' symbol  
sf_symbols.MUSIC_NOTE =  
    'music.note' symbol  
sf_symbols.MUSIC_NOTE_HOUSE =  
    'music.note.house' symbol  
sf_symbols.MUSIC_NOTE_HOUSE_FILL =  
    'music.note.house.fill' symbol  
sf_symbols.MUSIC_NOTE_LIST =  
    'music.note.list' symbol  
sf_symbols.MUSIC_QUARTERNOTE_3 =  
    'music.quarternote.3' symbol  
sf_symbols.MUSTACHE =  
    'mustache' symbol  
sf_symbols.MUSTACHE_FILL =  
    'mustache.fill' symbol  
sf_symbols.M_CIRCLE =  
    'm.circle' symbol  
sf_symbols.M_CIRCLE_FILL =  
    'm.circle.fill' symbol
```

```
sf_symbols.M_SQUARE =  
    'm.square' symbol  
sf_symbols.M_SQUARE_FILL =  
    'm.square.fill' symbol  
sf_symbols.N00_CIRCLE =  
    '00.circle' symbol  
sf_symbols.N00_CIRCLE_FILL =  
    '00.circle.fill' symbol  
sf_symbols.N00_SQUARE =  
    '00.square' symbol  
sf_symbols.N00_SQUARE_FILL =  
    '00.square.fill' symbol  
sf_symbols.N01_CIRCLE =  
    '01.circle' symbol  
sf_symbols.N01_CIRCLE_FILL =  
    '01.circle.fill' symbol  
sf_symbols.N01_SQUARE =  
    '01.square' symbol  
sf_symbols.N01_SQUARE_FILL =  
    '01.square.fill' symbol  
sf_symbols.N02_CIRCLE =  
    '02.circle' symbol  
sf_symbols.N02_CIRCLE_FILL =  
    '02.circle.fill' symbol  
sf_symbols.N02_SQUARE =  
    '02.square' symbol  
sf_symbols.N02_SQUARE_FILL =  
    '02.square.fill' symbol  
sf_symbols.N03_CIRCLE =  
    '03.circle' symbol  
sf_symbols.N03_CIRCLE_FILL =  
    '03.circle.fill' symbol  
sf_symbols.N03_SQUARE =  
    '03.square' symbol  
sf_symbols.N03_SQUARE_FILL =  
    '03.square.fill' symbol  
sf_symbols.N04_CIRCLE =  
    '04.circle' symbol  
sf_symbols.N04_CIRCLE_FILL =  
    '04.circle.fill' symbol  
sf_symbols.N04_SQUARE =  
    '04.square' symbol
```

```
sf_symbols.N04_SQUARE_FILL =  
    '04.square.fill' symbol  
sf_symbols.N05_CIRCLE =  
    '05.circle' symbol  
sf_symbols.N05_CIRCLE_FILL =  
    '05.circle.fill' symbol  
sf_symbols.N05_SQUARE =  
    '05.square' symbol  
sf_symbols.N05_SQUARE_FILL =  
    '05.square.fill' symbol  
sf_symbols.N06_CIRCLE =  
    '06.circle' symbol  
sf_symbols.N06_CIRCLE_FILL =  
    '06.circle.fill' symbol  
sf_symbols.N06_SQUARE =  
    '06.square' symbol  
sf_symbols.N06_SQUARE_FILL =  
    '06.square.fill' symbol  
sf_symbols.N07_CIRCLE =  
    '07.circle' symbol  
sf_symbols.N07_CIRCLE_FILL =  
    '07.circle.fill' symbol  
sf_symbols.N07_SQUARE =  
    '07.square' symbol  
sf_symbols.N07_SQUARE_FILL =  
    '07.square.fill' symbol  
sf_symbols.N08_CIRCLE =  
    '08.circle' symbol  
sf_symbols.N08_CIRCLE_FILL =  
    '08.circle.fill' symbol  
sf_symbols.N08_SQUARE =  
    '08.square' symbol  
sf_symbols.N08_SQUARE_FILL =  
    '08.square.fill' symbol  
sf_symbols.N09_CIRCLE =  
    '09.circle' symbol  
sf_symbols.N09_CIRCLE_FILL =  
    '09.circle.fill' symbol  
sf_symbols.N09_SQUARE =  
    '09.square' symbol  
sf_symbols.N09_SQUARE_FILL =  
    '09.square.fill' symbol
```

```
sf_symbols.NO_CIRCLE =  
    '0.circle' symbol  
sf_symbols.NO_CIRCLE_FILL =  
    '0.circle.fill' symbol  
sf_symbols.NO_SQUARE =  
    '0.square' symbol  
sf_symbols.NO_SQUARE_FILL =  
    '0.square.fill' symbol  
sf_symbols.N10_CIRCLE =  
    '10.circle' symbol  
sf_symbols.N10_CIRCLE_FILL =  
    '10.circle.fill' symbol  
sf_symbols.N10_SQUARE =  
    '10.square' symbol  
sf_symbols.N10_SQUARE_FILL =  
    '10.square.fill' symbol  
sf_symbols.N11_CIRCLE =  
    '11.circle' symbol  
sf_symbols.N11_CIRCLE_FILL =  
    '11.circle.fill' symbol  
sf_symbols.N11_SQUARE =  
    '11.square' symbol  
sf_symbols.N11_SQUARE_FILL =  
    '11.square.fill' symbol  
sf_symbols.N12_CIRCLE =  
    '12.circle' symbol  
sf_symbols.N12_CIRCLE_FILL =  
    '12.circle.fill' symbol  
sf_symbols.N12_SQUARE =  
    '12.square' symbol  
sf_symbols.N12_SQUARE_FILL =  
    '12.square.fill' symbol  
sf_symbols.N13_CIRCLE =  
    '13.circle' symbol  
sf_symbols.N13_CIRCLE_FILL =  
    '13.circle.fill' symbol  
sf_symbols.N13_SQUARE =  
    '13.square' symbol  
sf_symbols.N13_SQUARE_FILL =  
    '13.square.fill' symbol  
sf_symbols.N14_CIRCLE =  
    '14.circle' symbol
```

```
sf_symbols.N14_CIRCLE_FILL =  
    '14.circle.fill' symbol  
sf_symbols.N14_SQUARE =  
    '14.square' symbol  
sf_symbols.N14_SQUARE_FILL =  
    '14.square.fill' symbol  
sf_symbols.N15_CIRCLE =  
    '15.circle' symbol  
sf_symbols.N15_CIRCLE_FILL =  
    '15.circle.fill' symbol  
sf_symbols.N15_SQUARE =  
    '15.square' symbol  
sf_symbols.N15_SQUARE_FILL =  
    '15.square.fill' symbol  
sf_symbols.N16_CIRCLE =  
    '16.circle' symbol  
sf_symbols.N16_CIRCLE_FILL =  
    '16.circle.fill' symbol  
sf_symbols.N16_SQUARE =  
    '16.square' symbol  
sf_symbols.N16_SQUARE_FILL =  
    '16.square.fill' symbol  
sf_symbols.N17_CIRCLE =  
    '17.circle' symbol  
sf_symbols.N17_CIRCLE_FILL =  
    '17.circle.fill' symbol  
sf_symbols.N17_SQUARE =  
    '17.square' symbol  
sf_symbols.N17_SQUARE_FILL =  
    '17.square.fill' symbol  
sf_symbols.N18_CIRCLE =  
    '18.circle' symbol  
sf_symbols.N18_CIRCLE_FILL =  
    '18.circle.fill' symbol  
sf_symbols.N18_SQUARE =  
    '18.square' symbol  
sf_symbols.N18_SQUARE_FILL =  
    '18.square.fill' symbol  
sf_symbols.N19_CIRCLE =  
    '19.circle' symbol  
sf_symbols.N19_CIRCLE_FILL =  
    '19.circle.fill' symbol
```

```
sf_symbols.N19_SQUARE =  
    '19.square' symbol  
sf_symbols.N19_SQUARE_FILL =  
    '19.square.fill' symbol  
sf_symbols.N1_CIRCLE =  
    '1.circle' symbol  
sf_symbols.N1_CIRCLE_FILL =  
    '1.circle.fill' symbol  
sf_symbols.N1_MAGNIFYINGGLASS =  
    '1.magnifyingglass' symbol  
sf_symbols.N1_SQUARE =  
    '1.square' symbol  
sf_symbols.N1_SQUARE_FILL =  
    '1.square.fill' symbol  
sf_symbols.N20_CIRCLE =  
    '20.circle' symbol  
sf_symbols.N20_CIRCLE_FILL =  
    '20.circle.fill' symbol  
sf_symbols.N20_SQUARE =  
    '20.square' symbol  
sf_symbols.N20_SQUARE_FILL =  
    '20.square.fill' symbol  
sf_symbols.N21_CIRCLE =  
    '21.circle' symbol  
sf_symbols.N21_CIRCLE_FILL =  
    '21.circle.fill' symbol  
sf_symbols.N21_SQUARE =  
    '21.square' symbol  
sf_symbols.N21_SQUARE_FILL =  
    '21.square.fill' symbol  
sf_symbols.N22_CIRCLE =  
    '22.circle' symbol  
sf_symbols.N22_CIRCLE_FILL =  
    '22.circle.fill' symbol  
sf_symbols.N22_SQUARE =  
    '22.square' symbol  
sf_symbols.N22_SQUARE_FILL =  
    '22.square.fill' symbol  
sf_symbols.N23_CIRCLE =  
    '23.circle' symbol  
sf_symbols.N23_CIRCLE_FILL =  
    '23.circle.fill' symbol
```

```
sf_symbols.N23_SQUARE =  
    '23.square' symbol  
sf_symbols.N23_SQUARE_FILL =  
    '23.square.fill' symbol  
sf_symbols.N24_CIRCLE =  
    '24.circle' symbol  
sf_symbols.N24_CIRCLE_FILL =  
    '24.circle.fill' symbol  
sf_symbols.N24_SQUARE =  
    '24.square' symbol  
sf_symbols.N24_SQUARE_FILL =  
    '24.square.fill' symbol  
sf_symbols.N25_CIRCLE =  
    '25.circle' symbol  
sf_symbols.N25_CIRCLE_FILL =  
    '25.circle.fill' symbol  
sf_symbols.N25_SQUARE =  
    '25.square' symbol  
sf_symbols.N25_SQUARE_FILL =  
    '25.square.fill' symbol  
sf_symbols.N26_CIRCLE =  
    '26.circle' symbol  
sf_symbols.N26_CIRCLE_FILL =  
    '26.circle.fill' symbol  
sf_symbols.N26_SQUARE =  
    '26.square' symbol  
sf_symbols.N26_SQUARE_FILL =  
    '26.square.fill' symbol  
sf_symbols.N27_CIRCLE =  
    '27.circle' symbol  
sf_symbols.N27_CIRCLE_FILL =  
    '27.circle.fill' symbol  
sf_symbols.N27_SQUARE =  
    '27.square' symbol  
sf_symbols.N27_SQUARE_FILL =  
    '27.square.fill' symbol  
sf_symbols.N28_CIRCLE =  
    '28.circle' symbol  
sf_symbols.N28_CIRCLE_FILL =  
    '28.circle.fill' symbol  
sf_symbols.N28_SQUARE =  
    '28.square' symbol
```

```
sf_symbols.N28_SQUARE_FILL =  
    '28.square.fill' symbol  
sf_symbols.N29_CIRCLE =  
    '29.circle' symbol  
sf_symbols.N29_CIRCLE_FILL =  
    '29.circle.fill' symbol  
sf_symbols.N29_SQUARE =  
    '29.square' symbol  
sf_symbols.N29_SQUARE_FILL =  
    '29.square.fill' symbol  
sf_symbols.N2_CIRCLE =  
    '2.circle' symbol  
sf_symbols.N2_CIRCLE_FILL =  
    '2.circle.fill' symbol  
sf_symbols.N2_SQUARE =  
    '2.square' symbol  
sf_symbols.N2_SQUARE_FILL =  
    '2.square.fill' symbol  
sf_symbols.N30_CIRCLE =  
    '30.circle' symbol  
sf_symbols.N30_CIRCLE_FILL =  
    '30.circle.fill' symbol  
sf_symbols.N30_SQUARE =  
    '30.square' symbol  
sf_symbols.N30_SQUARE_FILL =  
    '30.square.fill' symbol  
sf_symbols.N31_CIRCLE =  
    '31.circle' symbol  
sf_symbols.N31_CIRCLE_FILL =  
    '31.circle.fill' symbol  
sf_symbols.N31_SQUARE =  
    '31.square' symbol  
sf_symbols.N31_SQUARE_FILL =  
    '31.square.fill' symbol  
sf_symbols.N32_CIRCLE =  
    '32.circle' symbol  
sf_symbols.N32_CIRCLE_FILL =  
    '32.circle.fill' symbol  
sf_symbols.N32_SQUARE =  
    '32.square' symbol  
sf_symbols.N32_SQUARE_FILL =  
    '32.square.fill' symbol
```



```
sf_symbols.N33_CIRCLE =  
    '33.circle' symbol  
sf_symbols.N33_CIRCLE_FILL =  
    '33.circle.fill' symbol  
sf_symbols.N33_SQUARE =  
    '33.square' symbol  
sf_symbols.N33_SQUARE_FILL =  
    '33.square.fill' symbol  
sf_symbols.N34_CIRCLE =  
    '34.circle' symbol  
sf_symbols.N34_CIRCLE_FILL =  
    '34.circle.fill' symbol  
sf_symbols.N34_SQUARE =  
    '34.square' symbol  
sf_symbols.N34_SQUARE_FILL =  
    '34.square.fill' symbol  
sf_symbols.N35_CIRCLE =  
    '35.circle' symbol  
sf_symbols.N35_CIRCLE_FILL =  
    '35.circle.fill' symbol  
sf_symbols.N35_SQUARE =  
    '35.square' symbol  
sf_symbols.N35_SQUARE_FILL =  
    '35.square.fill' symbol  
sf_symbols.N36_CIRCLE =  
    '36.circle' symbol  
sf_symbols.N36_CIRCLE_FILL =  
    '36.circle.fill' symbol  
sf_symbols.N36_SQUARE =  
    '36.square' symbol  
sf_symbols.N36_SQUARE_FILL =  
    '36.square.fill' symbol  
sf_symbols.N37_CIRCLE =  
    '37.circle' symbol  
sf_symbols.N37_CIRCLE_FILL =  
    '37.circle.fill' symbol  
sf_symbols.N37_SQUARE =  
    '37.square' symbol  
sf_symbols.N37_SQUARE_FILL =  
    '37.square.fill' symbol  
sf_symbols.N38_CIRCLE =  
    '38.circle' symbol
```

```
sf_symbols.N38_CIRCLE_FILL =  
    '38.circle.fill' symbol  
sf_symbols.N38_SQUARE =  
    '38.square' symbol  
sf_symbols.N38_SQUARE_FILL =  
    '38.square.fill' symbol  
sf_symbols.N39_CIRCLE =  
    '39.circle' symbol  
sf_symbols.N39_CIRCLE_FILL =  
    '39.circle.fill' symbol  
sf_symbols.N39_SQUARE =  
    '39.square' symbol  
sf_symbols.N39_SQUARE_FILL =  
    '39.square.fill' symbol  
sf_symbols.N3_CIRCLE =  
    '3.circle' symbol  
sf_symbols.N3_CIRCLE_FILL =  
    '3.circle.fill' symbol  
sf_symbols.N3_SQUARE =  
    '3.square' symbol  
sf_symbols.N3_SQUARE_FILL =  
    '3.square.fill' symbol  
sf_symbols.N40_CIRCLE =  
    '40.circle' symbol  
sf_symbols.N40_CIRCLE_FILL =  
    '40.circle.fill' symbol  
sf_symbols.N40_SQUARE =  
    '40.square' symbol  
sf_symbols.N40_SQUARE_FILL =  
    '40.square.fill' symbol  
sf_symbols.N41_CIRCLE =  
    '41.circle' symbol  
sf_symbols.N41_CIRCLE_FILL =  
    '41.circle.fill' symbol  
sf_symbols.N41_SQUARE =  
    '41.square' symbol  
sf_symbols.N41_SQUARE_FILL =  
    '41.square.fill' symbol  
sf_symbols.N42_CIRCLE =  
    '42.circle' symbol  
sf_symbols.N42_CIRCLE_FILL =  
    '42.circle.fill' symbol
```

```
sf_symbols.N42_SQUARE =  
    '42.square' symbol  
sf_symbols.N42_SQUARE_FILL =  
    '42.square.fill' symbol  
sf_symbols.N43_CIRCLE =  
    '43.circle' symbol  
sf_symbols.N43_CIRCLE_FILL =  
    '43.circle.fill' symbol  
sf_symbols.N43_SQUARE =  
    '43.square' symbol  
sf_symbols.N43_SQUARE_FILL =  
    '43.square.fill' symbol  
sf_symbols.N44_CIRCLE =  
    '44.circle' symbol  
sf_symbols.N44_CIRCLE_FILL =  
    '44.circle.fill' symbol  
sf_symbols.N44_SQUARE =  
    '44.square' symbol  
sf_symbols.N44_SQUARE_FILL =  
    '44.square.fill' symbol  
sf_symbols.N45_CIRCLE =  
    '45.circle' symbol  
sf_symbols.N45_CIRCLE_FILL =  
    '45.circle.fill' symbol  
sf_symbols.N45_SQUARE =  
    '45.square' symbol  
sf_symbols.N45_SQUARE_FILL =  
    '45.square.fill' symbol  
sf_symbols.N46_CIRCLE =  
    '46.circle' symbol  
sf_symbols.N46_CIRCLE_FILL =  
    '46.circle.fill' symbol  
sf_symbols.N46_SQUARE =  
    '46.square' symbol  
sf_symbols.N46_SQUARE_FILL =  
    '46.square.fill' symbol  
sf_symbols.N47_CIRCLE =  
    '47.circle' symbol  
sf_symbols.N47_CIRCLE_FILL =  
    '47.circle.fill' symbol  
sf_symbols.N47_SQUARE =  
    '47.square' symbol
```

```
sf_symbols.N47_SQUARE_FILL =  
    '47.square.fill' symbol  
sf_symbols.N48_CIRCLE =  
    '48.circle' symbol  
sf_symbols.N48_CIRCLE_FILL =  
    '48.circle.fill' symbol  
sf_symbols.N48_SQUARE =  
    '48.square' symbol  
sf_symbols.N48_SQUARE_FILL =  
    '48.square.fill' symbol  
sf_symbols.N49_CIRCLE =  
    '49.circle' symbol  
sf_symbols.N49_CIRCLE_FILL =  
    '49.circle.fill' symbol  
sf_symbols.N49_SQUARE =  
    '49.square' symbol  
sf_symbols.N49_SQUARE_FILL =  
    '49.square.fill' symbol  
sf_symbols.N4K_TV =  
    '4k.tv' symbol  
sf_symbols.N4K_TV_FILL =  
    '4k.tv.fill' symbol  
sf_symbols.N4_ALT_CIRCLE =  
    '4.alt.circle' symbol  
sf_symbols.N4_ALT_CIRCLE_FILL =  
    '4.alt.circle.fill' symbol  
sf_symbols.N4_ALT_SQUARE =  
    '4.alt.square' symbol  
sf_symbols.N4_ALT_SQUARE_FILL =  
    '4.alt.square.fill' symbol  
sf_symbols.N4_CIRCLE =  
    '4.circle' symbol  
sf_symbols.N4_CIRCLE_FILL =  
    '4.circle.fill' symbol  
sf_symbols.N4_SQUARE =  
    '4.square' symbol  
sf_symbols.N4_SQUARE_FILL =  
    '4.square.fill' symbol  
sf_symbols.N50_CIRCLE =  
    '50.circle' symbol  
sf_symbols.N50_CIRCLE_FILL =  
    '50.circle.fill' symbol
```

```
sf_symbols.N50_SQUARE =  
    '50.square' symbol  
sf_symbols.N50_SQUARE_FILL =  
    '50.square.fill' symbol  
sf_symbols.N5_CIRCLE =  
    '5.circle' symbol  
sf_symbols.N5_CIRCLE_FILL =  
    '5.circle.fill' symbol  
sf_symbols.N5_SQUARE =  
    '5.square' symbol  
sf_symbols.N5_SQUARE_FILL =  
    '5.square.fill' symbol  
sf_symbols.N6_ALT_CIRCLE =  
    '6.alt.circle' symbol  
sf_symbols.N6_ALT_CIRCLE_FILL =  
    '6.alt.circle.fill' symbol  
sf_symbols.N6_ALT_SQUARE =  
    '6.alt.square' symbol  
sf_symbols.N6_ALT_SQUARE_FILL =  
    '6.alt.square.fill' symbol  
sf_symbols.N6_CIRCLE =  
    '6.circle' symbol  
sf_symbols.N6_CIRCLE_FILL =  
    '6.circle.fill' symbol  
sf_symbols.N6_SQUARE =  
    '6.square' symbol  
sf_symbols.N6_SQUARE_FILL =  
    '6.square.fill' symbol  
sf_symbols.N7_CIRCLE =  
    '7.circle' symbol  
sf_symbols.N7_CIRCLE_FILL =  
    '7.circle.fill' symbol  
sf_symbols.N7_SQUARE =  
    '7.square' symbol  
sf_symbols.N7_SQUARE_FILL =  
    '7.square.fill' symbol  
sf_symbols.N8_CIRCLE =  
    '8.circle' symbol  
sf_symbols.N8_CIRCLE_FILL =  
    '8.circle.fill' symbol  
sf_symbols.N8_SQUARE =  
    '8.square' symbol
```

```
sf_symbols.N8_SQUARE_FILL =  
    '8.square.fill' symbol  
  
sf_symbols.N9_ALT_CIRCLE =  
    '9.alt.circle' symbol  
  
sf_symbols.N9_ALT_CIRCLE_FILL =  
    '9.alt.circle.fill' symbol  
  
sf_symbols.N9_ALT_SQUARE =  
    '9.alt.square' symbol  
  
sf_symbols.N9_ALT_SQUARE_FILL =  
    '9.alt.square.fill' symbol  
  
sf_symbols.N9_CIRCLE =  
    '9.circle' symbol  
  
sf_symbols.N9_CIRCLE_FILL =  
    '9.circle.fill' symbol  
  
sf_symbols.N9_SQUARE =  
    '9.square' symbol  
  
sf_symbols.N9_SQUARE_FILL =  
    '9.square.fill' symbol  
  
sf_symbols.NAIRASIGN_CIRCLE =  
    'nairasign.circle' symbol  
  
sf_symbols.NAIRASIGN_CIRCLE_FILL =  
    'nairasign.circle.fill' symbol  
  
sf_symbols.NAIRASIGN_SQUARE =  
    'nairasign.square' symbol  
  
sf_symbols.NAIRASIGN_SQUARE_FILL =  
    'nairasign.square.fill' symbol  
  
sf_symbols.NETWORK =  
    'network' symbol  
  
sf_symbols.NEWSPAPER =  
    'newspaper' symbol  
  
sf_symbols.NEWSPAPER_FILL =  
    'newspaper.fill' symbol  
  
sf_symbols.NOSE =  
    'nose' symbol  
  
sf_symbols.NOSE_FILL =  
    'nose.fill' symbol  
  
sf_symbols.NOSIGN =  
    'nosign' symbol  
  
sf_symbols.NOTE =  
    'note' symbol  
  
sf_symbols.NOTE_TEXT =  
    'note.text' symbol
```

```
sf_symbols.NOTE_TEXT_BADGE_PLUS =  
    'note.text.badge.plus' symbol  
  
sf_symbols.NUMBER =  
    'number' symbol  
  
sf_symbols.NUMBER_CIRCLE =  
    'number.circle' symbol  
  
sf_symbols.NUMBER_CIRCLE_FILL =  
    'number.circle.fill' symbol  
  
sf_symbols.NUMBER_SQUARE =  
    'number.square' symbol  
  
sf_symbols.NUMBER_SQUARE_FILL =  
    'number.square.fill' symbol  
  
sf_symbols.N_CIRCLE =  
    'n.circle' symbol  
  
sf_symbols.N_CIRCLE_FILL =  
    'n.circle.fill' symbol  
  
sf_symbols.N_SQUARE =  
    'n.square' symbol  
  
sf_symbols.N_SQUARE_FILL =  
    'n.square.fill' symbol  
  
sf_symbols.OCTAGON =  
    'octagon' symbol  
  
sf_symbols.OCTAGON_FILL =  
    'octagon.fill' symbol  
  
sf_symbols.OPTICALDISC =  
    'opticaldisc' symbol  
  
sf_symbols.OPTICALDISCDRIVE =  
    'opticaldiscdrive' symbol  
  
sf_symbols.OPTICALDISCDRIVE_FILL =  
    'opticaldiscdrive.fill' symbol  
  
sf_symbols.OPTION =  
    'option' symbol  
  
sf_symbols.O_CIRCLE =  
    'o.circle' symbol  
  
sf_symbols.O_CIRCLE_FILL =  
    'o.circle.fill' symbol  
  
sf_symbols.O_SQUARE =  
    'o.square' symbol  
  
sf_symbols.O_SQUARE_FILL =  
    'o.square.fill' symbol  
  
sf_symbols.PAINTBRUSH =  
    'paintbrush' symbol
```

```
sf_symbols.PAINTBRUSH_FILL =  
    'paintbrush.fill' symbol  
sf_symbols.PAINTBRUSH_POINTED =  
    'paintbrush.pointed' symbol  
sf_symbols.PAINTBRUSH_POINTED_FILL =  
    'paintbrush.pointed.fill' symbol  
sf_symbols.PAINTPALETTE =  
    'paintpalette' symbol  
sf_symbols.PAINTPALETTE_FILL =  
    'paintpalette.fill' symbol  
sf_symbols.PANO =  
    'pano' symbol  
sf_symbols.PANO_FILL =  
    'pano.fill' symbol  
sf_symbols.PAPERCLIP =  
    'paperclip' symbol  
sf_symbols.PAPERCLIP_BADGE_ELLIPSIS =  
    'paperclip.badge.ellipsis' symbol  
sf_symbols.PAPERCLIP_CIRCLE =  
    'paperclip.circle' symbol  
sf_symbols.PAPERCLIP_CIRCLE_FILL =  
    'paperclip.circle.fill' symbol  
sf_symbols.PAPERPLANE =  
    'paperplane' symbol  
sf_symbols.PAPERPLANE_CIRCLE =  
    'paperplane.circle' symbol  
sf_symbols.PAPERPLANE_CIRCLE_FILL =  
    'paperplane.circle.fill' symbol  
sf_symbols.PAPERPLANE_FILL =  
    'paperplane.fill' symbol  
sf_symbols.PARAGRAPHSIGN =  
    'paragraphsign' symbol  
sf_symbols.PAUSE =  
    'pause' symbol  
sf_symbols.PAUSE_CIRCLE =  
    'pause.circle' symbol  
sf_symbols.PAUSE_CIRCLE_FILL =  
    'pause.circle.fill' symbol  
sf_symbols.PAUSE_FILL =  
    'pause.fill' symbol  
sf_symbols.PAUSE_RECTANGLE =  
    'pause.rectangle' symbol
```



```
sf_symbols.PAUSE_RECTANGLE_FILL =  
    'pause.rectangle.fill' symbol  
  
sf_symbols.PC =  
    'pc' symbol  
  
sf_symbols.PENCIL =  
    'pencil' symbol  
  
sf_symbols.PENCIL_AND_OUTLINE =  
    'pencil.and.outline' symbol  
  
sf_symbols.PENCIL_CIRCLE =  
    'pencil.circle' symbol  
  
sf_symbols.PENCIL_CIRCLE_FILL =  
    'pencil.circle.fill' symbol  
  
sf_symbols.PENCIL_SLASH =  
    'pencil.slash' symbol  
  
sf_symbols.PENCIL_TIP =  
    'pencil.tip' symbol  
  
sf_symbols.PENCIL_TIP_CROP_CIRCLE =  
    'pencil.tip.crop.circle' symbol  
  
sf_symbols.PENCIL_TIP_CROP_CIRCLE_BADGE_ARROW_RIGHT =  
    'pencil.tip.crop.circle.badge.arrow.right' symbol  
  
sf_symbols.PENCIL_TIP_CROP_CIRCLE_BADGE_MINUS =  
    'pencil.tip.crop.circle.badge.minus' symbol  
  
sf_symbols.PENCIL_TIP_CROP_CIRCLE_BADGE_PLUS =  
    'pencil.tip.crop.circle.badge.plus' symbol  
  
sf_symbols.PERCENT =  
    'percent' symbol  
  
sf_symbols.PERSON =  
    'person' symbol  
  
sf_symbols.PERSONALHOTSPOT =  
    'personalhotspot' symbol  
  
sf_symbols.PERSON_2 =  
    'person.2' symbol  
  
sf_symbols.PERSON_2_CIRCLE =  
    'person.2.circle' symbol  
  
sf_symbols.PERSON_2_CIRCLE_FILL =  
    'person.2.circle.fill' symbol  
  
sf_symbols.PERSON_2_FILL =  
    'person.2.fill' symbol  
  
sf_symbols.PERSON_2_SQUARE_STACK =  
    'person.2.square.stack' symbol  
  
sf_symbols.PERSON_2_SQUARE_STACK_FILL =  
    'person.2.square.stack.fill' symbol
```

```
sf_symbols.PERSON_3 =  
    'person.3' symbol  
sf_symbols.PERSON_3_FILL =  
    'person.3.fill' symbol  
sf_symbols.PERSON_AND_ARROW_LEFT_AND_ARROW_RIGHT =  
    'person.and.arrow.left.and.arrow.right' symbol  
sf_symbols.PERSON_BADGE_MINUS =  
    'person.badge.minus' symbol  
sf_symbols.PERSON_BADGE_PLUS =  
    'person.badge.plus' symbol  
sf_symbols.PERSON_CIRCLE =  
    'person.circle' symbol  
sf_symbols.PERSON_CIRCLE_FILL =  
    'person.circle.fill' symbol  
sf_symbols.PERSON_CROP_CIRCLE =  
    'person.crop.circle' symbol  
sf_symbols.PERSON_CROP_CIRCLE_BADGE_CHECKMARK =  
    'person.crop.circle.badge.checkmark' symbol  
sf_symbols.PERSON_CROP_CIRCLE_BADGE_EXCLAMATIONMARK =  
    'person.crop.circle.badge.exclamationmark' symbol  
sf_symbols.PERSON_CROP_CIRCLE_BADGE_MINUS =  
    'person.crop.circle.badge.minus' symbol  
sf_symbols.PERSON_CROP_CIRCLE_BADGE_PLUS =  
    'person.crop.circle.badge.plus' symbol  
sf_symbols.PERSON_CROP_CIRCLE_BADGE_QUESTIONMARK =  
    'person.crop.circle.badge.questionmark' symbol  
sf_symbols.PERSON_CROP_CIRCLE_BADGE_XMARK =  
    'person.crop.circle.badge.xmark' symbol  
sf_symbols.PERSON_CROP_CIRCLE_FILL =  
    'person.crop.circle.fill' symbol  
sf_symbols.PERSON_CROP_CIRCLE_FILL_BADGE_CHECKMARK =  
    'person.crop.circle.fill.badge.checkmark' symbol  
sf_symbols.PERSON_CROP_CIRCLE_FILL_BADGE_EXCLAMATIONMARK =  
    'person.crop.circle.fill.badge.exclamationmark' symbol  
sf_symbols.PERSON_CROP_CIRCLE_FILL_BADGE_MINUS =  
    'person.crop.circle.fill.badge.minus' symbol  
sf_symbols.PERSON_CROP_CIRCLE_FILL_BADGE_PLUS =  
    'person.crop.circle.fill.badge.plus' symbol  
sf_symbols.PERSON_CROP_CIRCLE_FILL_BADGE_QUESTIONMARK =  
    'person.crop.circle.fill.badge.questionmark' symbol  
sf_symbols.PERSON_CROP_CIRCLE_FILL_BADGE_XMARK =  
    'person.crop.circle.fill.badge.xmark' symbol
```

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```

sf_symbols.PERSON_CROP_RECTANGLE =
    'person.crop.rectangle' symbol

sf_symbols.PERSON_CROP_RECTANGLE_FILL =
    'person.crop.rectangle.fill' symbol

sf_symbols.PERSON_CROP_SQUARE =
    'person.crop.square' symbol

sf_symbols.PERSON_CROP_SQUARE_FILL =
    'person.crop.square.fill' symbol

sf_symbols.PERSON_CROP_SQUARE_FILL_AND_AT_RECTANGLE =
    'person.crop.square.fill.and.at.rectangle' symbol

sf_symbols.PERSON_FILL =
    'person.fill' symbol

sf_symbols.PERSON_FILL_AND_ARROW_LEFT_AND_ARROW_RIGHT =
    'person.fill.and.arrow.left.and.arrow.right' symbol

sf_symbols.PERSON_FILL_BADGE_MINUS =
    'person.fill.badge.minus' symbol

sf_symbols.PERSON_FILL_BADGE_PLUS =
    'person.fill.badge.plus' symbol

sf_symbols.PERSON_FILL_CHECKMARK =
    'person.fill.checkmark' symbol

sf_symbols.PERSON_FILL_QUESTIONMARK =
    'person.fill.questionmark' symbol

sf_symbols.PERSON_FILL_TURN_DOWN =
    'person.fill.turn.down' symbol

sf_symbols.PERSON_FILL_TURN_LEFT =
    'person.fill.turn.left' symbol

sf_symbols.PERSON_FILL_TURN_RIGHT =
    'person.fill.turn.right' symbol

sf_symbols.PERSON_FILL_XMARK =
    'person.fill.xmark' symbol

sf_symbols.PERSON_ICLOUD =
    'person.icloud' symbol

sf_symbols.PERSON_ICLOUD_FILL =
    'person.icloud.fill' symbol

sf_symbols.PERSPECTIVE =
    'perspective' symbol

sf_symbols.PESETASIGN_CIRCLE =
    'pesetasign.circle' symbol

sf_symbols.PESETASIGN_CIRCLE_FILL =
    'pesetasign.circle.fill' symbol

sf_symbols.PESETASIGN_SQUARE =
    'pesetasign.square' symbol

```

```
sf_symbols.PESETASIGN_SQUARE_FILL =  
    'pesetasign.square.fill' symbol  
sf_symbols.PESOSIGN_CIRCLE =  
    'pesosign.circle' symbol  
sf_symbols.PESOSIGN_CIRCLE_FILL =  
    'pesosign.circle.fill' symbol  
sf_symbols.PESOSIGN_SQUARE =  
    'pesosign.square' symbol  
sf_symbols.PESOSIGN_SQUARE_FILL =  
    'pesosign.square.fill' symbol  
sf_symbols.PHONE =  
    'phone' symbol  
sf_symbols.PHONE_ARROW_DOWN_LEFT =  
    'phone.arrow.down.left' symbol  
sf_symbols.PHONE_ARROW_RIGHT =  
    'phone.arrow.right' symbol  
sf_symbols.PHONE_ARROW_UP_RIGHT =  
    'phone.arrow.up.right' symbol  
sf_symbols.PHONE_BADGE_PLUS =  
    'phone.badge.plus' symbol  
sf_symbols.PHONE_CIRCLE =  
    'phone.circle' symbol  
sf_symbols.PHONE_CIRCLE_FILL =  
    'phone.circle.fill' symbol  
sf_symbols.PHONE_CONNECTION =  
    'phone.connection' symbol  
sf_symbols.PHONE_DOWN =  
    'phone.down' symbol  
sf_symbols.PHONE_DOWN_CIRCLE =  
    'phone.down.circle' symbol  
sf_symbols.PHONE_DOWN_CIRCLE_FILL =  
    'phone.down.circle.fill' symbol  
sf_symbols.PHONE_DOWN_FILL =  
    'phone.down.fill' symbol  
sf_symbols.PHONE_FILL =  
    'phone.fill' symbol  
sf_symbols.PHONE_FILL_ARROW_DOWN_LEFT =  
    'phone.fill.arrow.down.left' symbol  
sf_symbols.PHONE_FILL_ARROW_RIGHT =  
    'phone.fill.arrow.right' symbol  
sf_symbols.PHONE_FILL_ARROW_UP_RIGHT =  
    'phone.fill.arrow.up.right' symbol
```

```
sf_symbols.PHONE_FILL_BADGE_PLUS =  
    'phone.fill.badge.plus' symbol  
sf_symbols.PHONE_FILL_CONNECTION =  
    'phone.fill.connection' symbol  
sf_symbols.PHOTO =  
    'photo' symbol  
sf_symbols.PHOTO_FILL =  
    'photo.fill' symbol  
sf_symbols.PHOTO_FILL_ON_RECTANGLE_FILL =  
    'photo.fill.on.rectangle.fill' symbol  
sf_symbols.PHOTO_ON_RECTANGLE =  
    'photo.on.rectangle' symbol  
sf_symbols.PHOTO_ON_RECTANGLE_ANGLED =  
    'photo.on.rectangle.angled' symbol  
sf_symbols.PIANOKEYS =  
    'pianokeys' symbol  
sf_symbols.PILLS =  
    'pills' symbol  
sf_symbols.PILLS_FILL =  
    'pills.fill' symbol  
sf_symbols.PIN =  
    'pin' symbol  
sf_symbols.PIN_CIRCLE =  
    'pin.circle' symbol  
sf_symbols.PIN_CIRCLE_FILL =  
    'pin.circle.fill' symbol  
sf_symbols.PIN_FILL =  
    'pin.fill' symbol  
sf_symbols.PIN_SLASH =  
    'pin.slash' symbol  
sf_symbols.PIN_SLASH_FILL =  
    'pin.slash.fill' symbol  
sf_symbols.PIP =  
    'pip' symbol  
sf_symbols.PIP_ENTER =  
    'pip.enter' symbol  
sf_symbols.PIP_EXIT =  
    'pip.exit' symbol  
sf_symbols.PIP_FILL =  
    'pip.fill' symbol  
sf_symbols.PIP_REMOVE =  
    'pip.remove' symbol
```

```
sf_symbols.PIP_SWAP =  
    'pip.swap' symbol  
  
sf_symbols.PLACEHOLDERTEXT_FILL =  
    'placeholdertext.fill' symbol  
  
sf_symbols.PLAY =  
    'play' symbol  
  
sf_symbols.PLAYPAUSE =  
    'playpause' symbol  
  
sf_symbols.PLAYPAUSE_FILL =  
    'playpause.fill' symbol  
  
sf_symbols.PLAY_CIRCLE =  
    'play.circle' symbol  
  
sf_symbols.PLAY_CIRCLE_FILL =  
    'play.circle.fill' symbol  
  
sf_symbols.PLAY_FILL =  
    'play.fill' symbol  
  
sf_symbols.PLAY_RECTANGLE =  
    'play.rectangle' symbol  
  
sf_symbols.PLAY_RECTANGLE_FILL =  
    'play.rectangle.fill' symbol  
  
sf_symbols.PLAY_SLASH =  
    'play.slash' symbol  
  
sf_symbols.PLAY_SLASH_FILL =  
    'play.slash.fill' symbol  
  
sf_symbols.PLUS =  
    'plus' symbol  
  
sf_symbols.PLUSMINUS =  
    'plusminus' symbol  
  
sf_symbols.PLUSMINUS_CIRCLE =  
    'plusminus.circle' symbol  
  
sf_symbols.PLUSMINUS_CIRCLE_FILL =  
    'plusminus.circle.fill' symbol  
  
sf_symbols.PLUS_APP =  
    'plus.app' symbol  
  
sf_symbols.PLUS_APP_FILL =  
    'plus.app.fill' symbol  
  
sf_symbols.PLUS_BUBBLE =  
    'plus.bubble' symbol  
  
sf_symbols.PLUS_BUBBLE_FILL =  
    'plus.bubble.fill' symbol  
  
sf_symbols.PLUS_CIRCLE =  
    'plus.circle' symbol
```

```
sf_symbols.PLUS_CIRCLE_FILL =  
    'plus.circle.fill' symbol  
sf_symbols.PLUS_DIAMOND =  
    'plus.diamond' symbol  
sf_symbols.PLUS_DIAMOND_FILL =  
    'plus.diamond.fill' symbol  
sf_symbols.PLUS_MAGNIFYINGGLASS =  
    'plus.magnifyingglass' symbol  
sf_symbols.PLUS_MESSAGE =  
    'plus.message' symbol  
sf_symbols.PLUS_MESSAGE_FILL =  
    'plus.message.fill' symbol  
sf_symbols.PLUS_RECTANGLE =  
    'plus.rectangle' symbol  
sf_symbols.PLUS_RECTANGLE_FILL =  
    'plus.rectangle.fill' symbol  
sf_symbols.PLUS_RECTANGLE_FILL_ON_FOLDER_FILL =  
    'plus.rectangle.fill.on.folder.fill' symbol  
sf_symbols.PLUS_RECTANGLE_FILL_ON_RECTANGLE_FILL =  
    'plus.rectangle.fill.on.rectangle.fill' symbol  
sf_symbols.PLUS_RECTANGLE_ON_FOLDER =  
    'plus.rectangle.on.folder' symbol  
sf_symbols.PLUS_RECTANGLE_ON_RECTANGLE =  
    'plus.rectangle.on.rectangle' symbol  
sf_symbols.PLUS_RECTANGLE_PORTRAIT =  
    'plus.rectangle.portrait' symbol  
sf_symbols.PLUS_RECTANGLE_PORTRAIT_FILL =  
    'plus.rectangle.portrait.fill' symbol  
sf_symbols.PLUS_SLASH_MINUS =  
    'plus.slash.minus' symbol  
sf_symbols.PLUS_SQUARE =  
    'plus.square' symbol  
sf_symbols.PLUS_SQUARE_FILL =  
    'plus.square.fill' symbol  
sf_symbols.PLUS_SQUARE_FILL_ON_SQUARE_FILL =  
    'plus.square.fill.on.square.fill' symbol  
sf_symbols.PLUS_SQUARE_ON_SQUARE =  
    'plus.square.on.square' symbol  
sf_symbols.PLUS_VIEWFINDER =  
    'plus.viewfinder' symbol  
sf_symbols.POINT_FILL_TOPLEFT_DOWN_CURVEDTO_POINT_FILL_BOTTOMRIGHT_UP =  
    'point.fill.topleft.down.curvedto.point.fill.bottomright.up' symbol
```

```
sf_symbols.POINT_TOPLEFT_DOWN_CURVEDTO_POINT_BOTTOMRIGHT_UP =  
    'point.topleft.down.curvedto.point.bottomright.up' symbol  
  
sf_symbols.POWER =  
    'power' symbol  
  
sf_symbols.PRINTER =  
    'printer' symbol  
  
sf_symbols.PRINTER_DOTMATRIX =  
    'printer.dotmatrix' symbol  
  
sf_symbols.PRINTER_DOTMATRIX_FILL =  
    'printer.dotmatrix.fill' symbol  
  
sf_symbols.PRINTER_DOTMATRIX_FILL_AND_PAPER_FILL =  
    'printer.dotmatrix.fill.and.paper.fill' symbol  
  
sf_symbols.PRINTER_FILL =  
    'printer.fill' symbol  
  
sf_symbols.PRINTER_FILL_AND_PAPER_FILL =  
    'printer.fill.and.paper.fill' symbol  
  
sf_symbols.PROJECTIVE =  
    'projective' symbol  
  
sf_symbols.PURCHASED =  
    'purchased' symbol  
  
sf_symbols.PURCHASED_CIRCLE =  
    'purchased.circle' symbol  
  
sf_symbols.PURCHASED_CIRCLE_FILL =  
    'purchased.circle.fill' symbol  
  
sf_symbols.PUZZLEPIECE =  
    'puzzlepiece' symbol  
  
sf_symbols.PUZZLEPIECE_FILL =  
    'puzzlepiece.fill' symbol  
  
sf_symbols.P_CIRCLE =  
    'p.circle' symbol  
  
sf_symbols.P_CIRCLE_FILL =  
    'p.circle.fill' symbol  
  
sf_symbols.P_SQUARE =  
    'p.square' symbol  
  
sf_symbols.P_SQUARE_FILL =  
    'p.square.fill' symbol  
  
sf_symbols.QRCODE =  
    'qrcode' symbol  
  
sf_symbols.QRCODE_VIEWFINDER =  
    'qrcode.viewfinder' symbol  
  
sf_symbols.QUESTIONMARK =  
    'questionmark' symbol
```



```
sf_symbols.QUESTIONMARK_CIRCLE =  
    'questionmark.circle' symbol  
sf_symbols.QUESTIONMARK_CIRCLE_FILL =  
    'questionmark.circle.fill' symbol  
sf_symbols.QUESTIONMARK_DIAMOND =  
    'questionmark.diamond' symbol  
sf_symbols.QUESTIONMARK_DIAMOND_FILL =  
    'questionmark.diamond.fill' symbol  
sf_symbols.QUESTIONMARK_FOLDER =  
    'questionmark.folder' symbol  
sf_symbols.QUESTIONMARK_FOLDER_FILL =  
    'questionmark.folder.fill' symbol  
sf_symbols.QUESTIONMARK_SQUARE =  
    'questionmark.square' symbol  
sf_symbols.QUESTIONMARK_SQUARE_DASHED =  
    'questionmark.square.dashed' symbol  
sf_symbols.QUESTIONMARK_SQUARE_FILL =  
    'questionmark.square.fill' symbol  
sf_symbols.QUESTIONMARK_VIDEO =  
    'questionmark.video' symbol  
sf_symbols.QUESTIONMARK_VIDEO_FILL =  
    'questionmark.video.fill' symbol  
sf_symbols.QUOTE_BUBBLE =  
    'quote.bubble' symbol  
sf_symbols.QUOTE_BUBBLE_FILL =  
    'quote.bubble.fill' symbol  
sf_symbols.Q_CIRCLE =  
    'q.circle' symbol  
sf_symbols.Q_CIRCLE_FILL =  
    'q.circle.fill' symbol  
sf_symbols.Q_SQUARE =  
    'q.square' symbol  
sf_symbols.Q_SQUARE_FILL =  
    'q.square.fill' symbol  
sf_symbols.R1_RECTANGLE_ROUNDEDBOTTOM =  
    'r1.rectangle.roundedbottom' symbol  
sf_symbols.R1_RECTANGLE_ROUNDEDBOTTOM_FILL =  
    'r1.rectangle.roundedbottom.fill' symbol  
sf_symbols.R2_RECTANGLE_ROUNDEDTOP =  
    'r2.rectangle.roundedtop' symbol  
sf_symbols.R2_RECTANGLE_ROUNDEDTOP_FILL =  
    'r2.rectangle.roundedtop.fill' symbol
```

```
sf_symbols.RADIO =  
    'radio' symbol  
sf_symbols.RADIO_FILL =  
    'radio.fill' symbol  
sf_symbols.RAYS =  
    'rays' symbol  
sf_symbols.RB_RECTANGLE_ROUNDEDBOTTOM =  
    'rb.rectangle.roundedbottom' symbol  
sf_symbols.RB_RECTANGLE_ROUNDEDBOTTOM_FILL =  
    'rb.rectangle.roundedbottom.fill' symbol  
sf_symbols.RECORDINGTAPE =  
    'recordingtape' symbol  
sf_symbols.RECORD_CIRCLE =  
    'record.circle' symbol  
sf_symbols.RECORD_CIRCLE_FILL =  
    'record.circle.fill' symbol  
sf_symbols.RECTANGLE =  
    'rectangle' symbol  
sf_symbols.RECTANGLE_3_OFFGRID =  
    'rectangle.3.offgrid' symbol  
sf_symbols.RECTANGLE_3_OFFGRID_BUBBLE_LEFT =  
    'rectangle.3.offgrid.bubble.left' symbol  
sf_symbols.RECTANGLE_3_OFFGRID_BUBBLE_LEFT_FILL =  
    'rectangle.3.offgrid.bubble.left.fill' symbol  
sf_symbols.RECTANGLE_3_OFFGRID_FILL =  
    'rectangle.3.offgrid.fill' symbol  
sf_symbols.RECTANGLE_AND_ARROW_UP_RIGHT_AND_ARROW_DOWN_LEFT =  
    'rectangle.and.arrow.up.right.and.arrow.down.left' symbol  
sf_symbols.RECTANGLE_AND_ARROW_UP_RIGHT_AND_ARROW_DOWN_LEFT_SLASH =  
    'rectangle.and.arrow.up.right.and.arrow.down.left.slash' symbol  
sf_symbols.RECTANGLE_AND_PAPERCLIP =  
    'rectangle.and.paperclip' symbol  
sf_symbols.RECTANGLE_AND_PENCIL_AND_ELLIPSIS =  
    'rectangle.and.pencil.and.ellipsis' symbol  
sf_symbols.RECTANGLE_AND_TEXT_MAGNIFYINGGLASS =  
    'rectangle.and.text.magnifyingglass' symbol  
sf_symbols.RECTANGLE_ARROWTRIANGLE_2_INWARD =  
    'rectangle.arrowtriangle.2.inward' symbol  
sf_symbols.RECTANGLE_ARROWTRIANGLE_2_OUTWARD =  
    'rectangle.arrowtriangle.2.outward' symbol  
sf_symbols.RECTANGLE_BADGE_CHECKMARK =  
    'rectangle.badge.checkmark' symbol
```

```
sf_symbols.RECTANGLE_BADGE_MINUS =  
    'rectangle.badge.minus' symbol  
sf_symbols.RECTANGLE_BADGE_PLUS =  
    'rectangle.badge.plus' symbol  
sf_symbols.RECTANGLE_BADGE_XMARK =  
    'rectangle.badge.xmark' symbol  
sf_symbols.RECTANGLE_BOTTOMTHIRD_INSET_FILL =  
    'rectangle.bottomthird.inset.fill' symbol  
sf_symbols.RECTANGLE_CENTER_INSET_FILL =  
    'rectangle.center.inset.fill' symbol  
sf_symbols.RECTANGLE_COMPRESS_VERTICAL =  
    'rectangle.compress.vertical' symbol  
sf_symbols.RECTANGLE_CONNECTED_TO_LINE_BELOW =  
    'rectangle.connected.to.line.below' symbol  
sf_symbols.RECTANGLE_DASHED =  
    'rectangle.dashed' symbol  
sf_symbols.RECTANGLE_DASHED_AND_PAPERCLIP =  
    'rectangle.dashed.and.paperclip' symbol  
sf_symbols.RECTANGLE_DASHED_BADGE_RECORD =  
    'rectangle.dashed.badge.record' symbol  
sf_symbols.RECTANGLE_EXPAND_VERTICAL =  
    'rectangle.expand.vertical' symbol  
sf_symbols.RECTANGLE_FILL =  
    'rectangle.fill' symbol  
sf_symbols.RECTANGLE_FILL_BADGE_CHECKMARK =  
    'rectangle.fill.badge.checkmark' symbol  
sf_symbols.RECTANGLE_FILL_BADGE_MINUS =  
    'rectangle.fill.badge.minus' symbol  
sf_symbols.RECTANGLE_FILL_BADGE_PLUS =  
    'rectangle.fill.badge.plus' symbol  
sf_symbols.RECTANGLE_FILL_BADGE_XMARK =  
    'rectangle.fill.badge.xmark' symbol  
sf_symbols.RECTANGLE_FILL_ON_RECTANGLE_ANGLED_FILL =  
    'rectangle.fill.on.rectangle.angled.fill' symbol  
sf_symbols.RECTANGLE_FILL_ON_RECTANGLE_FILL =  
    'rectangle.fill.on.rectangle.fill' symbol  
sf_symbols.RECTANGLE_FILL_ON_RECTANGLE_FILL_CIRCLE =  
    'rectangle.fill.on.rectangle.fill.circle' symbol  
sf_symbols.RECTANGLE_FILL_ON_RECTANGLE_FILL_CIRCLE_FILL =  
    'rectangle.fill.on.rectangle.fill.circle.fill' symbol  
sf_symbols.RECTANGLE_FILL_ON_RECTANGLE_FILL_SLASH_FILL =  
    'rectangle.fill.on.rectangle.fill.slash.fill' symbol
```

```
sf_symbols.RECTANGLE_GRID_1X2 =  
    'rectangle.grid.1x2' symbol  
sf_symbols.RECTANGLE_GRID_1X2_FILL =  
    'rectangle.grid.1x2.fill' symbol  
sf_symbols.RECTANGLE_GRID_2X2 =  
    'rectangle.grid.2x2' symbol  
sf_symbols.RECTANGLE_GRID_2X2_FILL =  
    'rectangle.grid.2x2.fill' symbol  
sf_symbols.RECTANGLE_GRID_3X2 =  
    'rectangle.grid.3x2' symbol  
sf_symbols.RECTANGLE_GRID_3X2_FILL =  
    'rectangle.grid.3x2.fill' symbol  
sf_symbols.RECTANGLE_INSET_BOTTOMLEFT_FILL =  
    'rectangle.inset.bottomleft.fill' symbol  
sf_symbols.RECTANGLE_INSET_BOTTOMRIGHT_FILL =  
    'rectangle.inset.bottomright.fill' symbol  
sf_symbols.RECTANGLE_INSET_FILL =  
    'rectangle.inset.fill' symbol  
sf_symbols.RECTANGLE_INSET_TOPLEFT_FILL =  
    'rectangle.inset.topleft.fill' symbol  
sf_symbols.RECTANGLE_INSET_TOPRIGHT_FILL =  
    'rectangle.inset.topright.fill' symbol  
sf_symbols.RECTANGLE_LEFTHALF_FILL =  
    'rectangle.lefthalf.fill' symbol  
sf_symbols.RECTANGLE_LEFTHALF_INSET_FILL =  
    'rectangle.lefthalf.inset.fill' symbol  
sf_symbols.RECTANGLE_LEFTHALF_INSET_FILL_ARROW_LEFT =  
    'rectangle.lefthalf.inset.fill.arrow.left' symbol  
sf_symbols.RECTANGLE_LEFTTHIRD_INSET_FILL =  
    'rectangle.leftthird.inset.fill' symbol  
sf_symbols.RECTANGLE_ON_RECTANGLE =  
    'rectangle.on.rectangle' symbol  
sf_symbols.RECTANGLE_ON_RECTANGLE_ANGLED =  
    'rectangle.on.rectangle.angled' symbol  
sf_symbols.RECTANGLE_ON_RECTANGLE_SLASH =  
    'rectangle.on.rectangle.slash' symbol  
sf_symbols.RECTANGLE_PORTRAIT =  
    'rectangle.portrait' symbol  
sf_symbols.RECTANGLE_PORTRAIT_ARROWTRIANGLE_2_INWARD =  
    'rectangle.portrait.arrowtriangle.2.inward' symbol  
sf_symbols.RECTANGLE_PORTRAIT_ARROWTRIANGLE_2_OUTWARD =  
    'rectangle.portrait.arrowtriangle.2.outward' symbol
```

```
sf_symbols.RECTANGLE_PORTRAIT_FILL =  
    'rectangle.portrait.fill' symbol  
sf_symbols.RECTANGLE_RIGHTHALF_FILL =  
    'rectangle.righthalf.fill' symbol  
sf_symbols.RECTANGLE_RIGHTHALF_INSET_FILL =  
    'rectangle.righthalf.inset.fill' symbol  
sf_symbols.RECTANGLE_RIGHTHALF_INSET_FILL_ARROW_RIGHT =  
    'rectangle.righthalf.inset.fill.arrow.right' symbol  
sf_symbols.RECTANGLE_RIGHTTHIRD_INSET_FILL =  
    'rectangle.rightthird.inset.fill' symbol  
sf_symbols.RECTANGLE_ROUNDEDBOTTOM =  
    'rectangle.roundedbottom' symbol  
sf_symbols.RECTANGLE_ROUNDEDBOTTOM_FILL =  
    'rectangle.roundedbottom.fill' symbol  
sf_symbols.RECTANGLE_ROUNDEDTOP =  
    'rectangle.roundedtop' symbol  
sf_symbols.RECTANGLE_ROUNDEDTOP_FILL =  
    'rectangle.roundedtop.fill' symbol  
sf_symbols.RECTANGLE_SLASH =  
    'rectangle.slash' symbol  
sf_symbols.RECTANGLE_SLASH_FILL =  
    'rectangle.slash.fill' symbol  
sf_symbols.RECTANGLE_SPLIT_1X2 =  
    'rectangle.split.1x2' symbol  
sf_symbols.RECTANGLE_SPLIT_1X2_FILL =  
    'rectangle.split.1x2.fill' symbol  
sf_symbols.RECTANGLE_SPLIT_2X1 =  
    'rectangle.split.2x1' symbol  
sf_symbols.RECTANGLE_SPLIT_2X1_FILL =  
    'rectangle.split.2x1.fill' symbol  
sf_symbols.RECTANGLE_SPLIT_2X2 =  
    'rectangle.split.2x2' symbol  
sf_symbols.RECTANGLE_SPLIT_2X2_FILL =  
    'rectangle.split.2x2.fill' symbol  
sf_symbols.RECTANGLE_SPLIT_3X1 =  
    'rectangle.split.3x1' symbol  
sf_symbols.RECTANGLE_SPLIT_3X1_FILL =  
    'rectangle.split.3x1.fill' symbol  
sf_symbols.RECTANGLE_SPLIT_3X3 =  
    'rectangle.split.3x3' symbol  
sf_symbols.RECTANGLE_SPLIT_3X3_FILL =  
    'rectangle.split.3x3.fill' symbol
```

```
sf_symbols.RECTANGLE_STACK =  
    'rectangle.stack' symbol  
  
sf_symbols.RECTANGLE_STACK_BADGE_MINUS =  
    'rectangle.stack.badge.minus' symbol  
  
sf_symbols.RECTANGLE_STACK_BADGE_PERSON_CROP =  
    'rectangle.stack.badge.person.crop' symbol  
  
sf_symbols.RECTANGLE_STACK_BADGE_PLUS =  
    'rectangle.stack.badge.plus' symbol  
  
sf_symbols.RECTANGLE_STACK_FILL =  
    'rectangle.stack.fill' symbol  
  
sf_symbols.RECTANGLE_STACK_FILL_BADGE_MINUS =  
    'rectangle.stack.fill.badge.minus' symbol  
  
sf_symbols.RECTANGLE_STACK_FILL_BADGE_PERSON_CROP =  
    'rectangle.stack.fill.badge.person.crop' symbol  
  
sf_symbols.RECTANGLE_STACK_FILL_BADGE_PLUS =  
    'rectangle.stack.fill.badge.plus' symbol  
  
sf_symbols.RECTANGLE_STACK_PERSON_CROP =  
    'rectangle.stack.person.crop' symbol  
  
sf_symbols.RECTANGLE_STACK_PERSON_CROP_FILL =  
    'rectangle.stack.person.crop.fill' symbol  
  
sf_symbols.REPEAT =  
    'repeat' symbol  
  
sf_symbols.REPEAT_1 =  
    'repeat.1' symbol  
  
sf_symbols.RESTART =  
    'restart' symbol  
  
sf_symbols.RESTART_CIRCLE =  
    'restart.circle' symbol  
  
sf_symbols.RETURN =  
    'return' symbol  
  
sf_symbols.RHOMBUS =  
    'rhombus' symbol  
  
sf_symbols.RHOMBUS_FILL =  
    'rhombus.fill' symbol  
  
sf_symbols.ROSETTE =  
    'rosette' symbol  
  
sf_symbols.ROTATE_3D =  
    'rotate.3d' symbol  
  
sf_symbols.ROTATE_LEFT =  
    'rotate.left' symbol  
  
sf_symbols.ROTATE_LEFT_FILL =  
    'rotate.left.fill' symbol
```

```
sf_symbols.ROTATE_RIGHT =  
    'rotate.right' symbol  
sf_symbols.ROTATE_RIGHT_FILL =  
    'rotate.right.fill' symbol  
sf_symbols.RT_RECTANGLE_ROUNDEDTOP =  
    'rt.rectangle.roundedtop' symbol  
sf_symbols.RT_RECTANGLE_ROUNDEDTOP_FILL =  
    'rt.rectangle.roundedtop.fill' symbol  
sf_symbols.RUBLESIGN_CIRCLE =  
    'rublesign.circle' symbol  
sf_symbols.RUBLESIGN_CIRCLE_FILL =  
    'rublesign.circle.fill' symbol  
sf_symbols.RUBLESIGN_SQUARE =  
    'rublesign.square' symbol  
sf_symbols.RUBLESIGN_SQUARE_FILL =  
    'rublesign.square.fill' symbol  
sf_symbols.RULER =  
    'ruler' symbol  
sf_symbols.RULER_FILL =  
    'ruler.fill' symbol  
sf_symbols.RUPEESIGN_CIRCLE =  
    'rupeesign.circle' symbol  
sf_symbols.RUPEESIGN_CIRCLE_FILL =  
    'rupeesign.circle.fill' symbol  
sf_symbols.RUPEESIGN_SQUARE =  
    'rupeesign.square' symbol  
sf_symbols.RUPEESIGN_SQUARE_FILL =  
    'rupeesign.square.fill' symbol  
sf_symbols.R_CIRCLE =  
    'r.circle' symbol  
sf_symbols.R_CIRCLE_FILL =  
    'r.circle.fill' symbol  
sf_symbols.R_JOYSTICK =  
    'r.joystick' symbol  
sf_symbols.R_JOYSTICK_DOWN =  
    'r.joystick.down' symbol  
sf_symbols.R_JOYSTICK_DOWN_FILL =  
    'r.joystick.down.fill' symbol  
sf_symbols.R_JOYSTICK_FILL =  
    'r.joystick.fill' symbol  
sf_symbols.R_RECTANGLE_ROUNDEDBOTTOM =  
    'r.rectangle.roundedbottom' symbol
```

```
sf_symbols.R_RECTANGLE_ROUNDEDBOTTOM_FILL =  
    'r.rectangle.roundedbottom.fill' symbol  
  
sf_symbols.R_SQUARE =  
    'r.square' symbol  
  
sf_symbols.R_SQUARE_FILL =  
    'r.square.fill' symbol  
  
sf_symbols.R_SQUARE_FILL_ON_SQUARE_FILL =  
    'r.square.fill.on.square.fill' symbol  
  
sf_symbols.R_SQUARE_ON_SQUARE =  
    'r.square.on.square' symbol  
  
sf_symbols.SAFARI =  
    'safari' symbol  
  
sf_symbols.SAFARI_FILL =  
    'safari.fill' symbol  
  
sf_symbols.SCALEMASS =  
    'scalemass' symbol  
  
sf_symbols.SCALEMASS_FILL =  
    'scalemass.fill' symbol  
  
sf_symbols.SCALE_3D =  
    'scale.3d' symbol  
  
sf_symbols.SCANNER =  
    'scanner' symbol  
  
sf_symbols.SCANNER_FILL =  
    'scanner.fill' symbol  
  
sf_symbols.SCISSORS =  
    'scissors' symbol  
  
sf_symbols.SCISSORS_BADGE_ELLIPSIS =  
    'scissors.badge.ellipsis' symbol  
  
sf_symbols.SCOPE =  
    'scope' symbol  
  
sf_symbols.SCRIBBLE =  
    'scribble' symbol  
  
sf_symbols.SCRIBBLE_VARIABLE =  
    'scribble.variable' symbol  
  
sf_symbols.SCROLL =  
    'scroll' symbol  
  
sf_symbols.SCROLL_FILL =  
    'scroll.fill' symbol  
  
sf_symbols.SDCARD =  
    'sdcard' symbol  
  
sf_symbols.SDCARD_FILL =  
    'sdcard.fill' symbol
```



```
sf_symbols.SEAL =  
    'seal' symbol  
sf_symbols.SEAL_FILL =  
    'seal.fill' symbol  
sf_symbols.SELECTION_PIN_IN_OUT =  
    'selection.pin.in.out' symbol  
sf_symbols.SERVER_RACK =  
    'server.rack' symbol  
sf_symbols.SHADOW =  
    'shadow' symbol  
sf_symbols.SHEQELSIGN_CIRCLE =  
    'sheqelsign.circle' symbol  
sf_symbols.SHEQELSIGN_CIRCLE_FILL =  
    'sheqelsign.circle.fill' symbol  
sf_symbols.SHEQELSIGN_SQUARE =  
    'sheqelsign.square' symbol  
sf_symbols.SHEQELSIGN_SQUARE_FILL =  
    'sheqelsign.square.fill' symbol  
sf_symbols.SHIELD =  
    'shield' symbol  
sf_symbols.SHIELD_FILL =  
    'shield.fill' symbol  
sf_symbols.SHIELD_LEFTHALF_FILL =  
    'shield.lefthalf.fill' symbol  
sf_symbols.SHIELD_SLASH =  
    'shield.slash' symbol  
sf_symbols.SHIELD_SLASH_FILL =  
    'shield.slash.fill' symbol  
sf_symbols.SHIFT =  
    'shift' symbol  
sf_symbols.SHIFT_FILL =  
    'shift.fill' symbol  
sf_symbols.SHIPPINGBOX =  
    'shippingbox' symbol  
sf_symbols.SHIPPINGBOX_FILL =  
    'shippingbox.fill' symbol  
sf_symbols.SHUFFLE =  
    'shuffle' symbol  
sf_symbols.SIDEBAR_LEFT =  
    'sidebar.left' symbol  
sf_symbols.SIDEBAR_RIGHT =  
    'sidebar.right' symbol
```

```
sf_symbols.SIGNATURE =  
    'signature' symbol  
  
sf_symbols.SIGNPOST_RIGHT =  
    'signpost.right' symbol  
  
sf_symbols.SIGNPOST_RIGHT_FILL =  
    'signpost.right.fill' symbol  
  
sf_symbols.SIMCARD =  
    'simcard' symbol  
  
sf_symbols.SIMCARD_2 =  
    'simcard.2' symbol  
  
sf_symbols.SIMCARD_2_FILL =  
    'simcard.2.fill' symbol  
  
sf_symbols.SIMCARD_FILL =  
    'simcard.fill' symbol  
  
sf_symbols.SKEW =  
    'skew' symbol  
  
sf_symbols.SLASH_CIRCLE =  
    'slash.circle' symbol  
  
sf_symbols.SLASH_CIRCLE_FILL =  
    'slash.circle.fill' symbol  
  
sf_symbols.SLEEP =  
    'sleep' symbol  
  
sf_symbols.SLIDER_HORIZONTAL_3 =  
    'slider.horizontal.3' symbol  
  
sf_symbols.SLIDER_HORIZONTAL_BELOW_RECTANGLE =  
    'slider.horizontal.below.rectangle' symbol  
  
sf_symbols.SLIDER_VERTICAL_3 =  
    'slider.vertical.3' symbol  
  
sf_symbols.SLOWMO =  
    'slowmo' symbol  
  
sf_symbols.SMALLCIRCLE_CIRCLE =  
    'smallcircle.circle' symbol  
  
sf_symbols.SMALLCIRCLE_CIRCLE_FILL =  
    'smallcircle.circle.fill' symbol  
  
sf_symbols.SMALLCIRCLE_FILL_CIRCLE =  
    'smallcircle.fill.circle' symbol  
  
sf_symbols.SMALLCIRCLE_FILL_CIRCLE_FILL =  
    'smallcircle.fill.circle.fill' symbol  
  
sf_symbols.SMOKE =  
    'smoke' symbol  
  
sf_symbols.SMOKE_FILL =  
    'smoke.fill' symbol
```

```
sf_symbols.SNOW =  
    'snow' symbol  
sf_symbols.SPARKLE =  
    'sparkle' symbol  
sf_symbols.SPARKLES =  
    'sparkles' symbol  
sf_symbols.SPEAKER =  
    'speaker' symbol  
sf_symbols.SPEAKER_FILL =  
    'speaker.fill' symbol  
sf_symbols.SPEAKER_SLASH =  
    'speaker.slash' symbol  
sf_symbols.SPEAKER_SLASH_CIRCLE =  
    'speaker.slash.circle' symbol  
sf_symbols.SPEAKER_SLASH_CIRCLE_FILL =  
    'speaker.slash.circle.fill' symbol  
sf_symbols.SPEAKER_SLASH_FILL =  
    'speaker.slash.fill' symbol  
sf_symbols.SPEAKER_WAVE_1 =  
    'speaker.wave.1' symbol  
sf_symbols.SPEAKER_WAVE_1_FILL =  
    'speaker.wave.1.fill' symbol  
sf_symbols.SPEAKER_WAVE_2 =  
    'speaker.wave.2' symbol  
sf_symbols.SPEAKER_WAVE_2_CIRCLE =  
    'speaker.wave.2.circle' symbol  
sf_symbols.SPEAKER_WAVE_2_CIRCLE_FILL =  
    'speaker.wave.2.circle.fill' symbol  
sf_symbols.SPEAKER_WAVE_2_FILL =  
    'speaker.wave.2.fill' symbol  
sf_symbols.SPEAKER_WAVE_3 =  
    'speaker.wave.3' symbol  
sf_symbols.SPEAKER_WAVE_3_FILL =  
    'speaker.wave.3.fill' symbol  
sf_symbols.SPEAKER_ZZZ =  
    'speaker.zzz' symbol  
sf_symbols.SPEAKER_ZZZ_FILL =  
    'speaker.zzz.fill' symbol  
sf_symbols.SPEEDOMETER =  
    'speedometer' symbol  
sf_symbols.SPORTSCOURT =  
    'sportscourt' symbol
```

```
sf_symbols.SPORTSCOURT_FILL =  
    'sportscourt.fill' symbol  
  
sf_symbols.SQUARE =  
    'square' symbol  
  
sf_symbols.SQUARESHAPE =  
    'squareshape' symbol  
  
sf_symbols.SQUARESHAPE_CONTROLHANDLES_ON_SQUARESHAPE_CONTROLHANDLES =  
    'squareshape.controlhandles.on.squareshape.controlhandles' symbol  
  
sf_symbols.SQUARESHAPE_DASHED_SQUARESHAPE =  
    'squareshape.dashed.squareshape' symbol  
  
sf_symbols.SQUARESHAPE_FILL =  
    'squareshape.fill' symbol  
  
sf_symbols.SQUARESHAPE_SPLIT_2X2 =  
    'squareshape.split.2x2' symbol  
  
sf_symbols.SQUARESHAPE_SPLIT_3X3 =  
    'squareshape.split.3x3' symbol  
  
sf_symbols.SQUARESHAPE_SQUARESHAPE_DASHED =  
    'squareshape.squareshape.dashed' symbol  
  
sf_symbols.SQUARES_BELOW_RECTANGLE =  
    'squares.below.rectangle' symbol  
  
sf_symbols.SQUARE_2_STACK_3D =  
    'square.2.stack.3d' symbol  
  
sf_symbols.SQUARE_2_STACK_3D_BOTTOM_FILL =  
    'square.2.stack.3d.bottom.fill' symbol  
  
sf_symbols.SQUARE_2_STACK_3D_TOP_FILL =  
    'square.2.stack.3d.top.fill' symbol  
  
sf_symbols.SQUARE_3_STACK_3D =  
    'square.3.stack.3d' symbol  
  
sf_symbols.SQUARE_3_STACK_3D_BOTTOM_FILL =  
    'square.3.stack.3d.bottom.fill' symbol  
  
sf_symbols.SQUARE_3_STACK_3D_MIDDLE_FILL =  
    'square.3.stack.3d.middle.fill' symbol  
  
sf_symbols.SQUARE_3_STACK_3D_TOP_FILL =  
    'square.3.stack.3d.top.fill' symbol  
  
sf_symbols.SQUARE_AND_ARROW_DOWN =  
    'square.and.arrow.down' symbol  
  
sf_symbols.SQUARE_AND_ARROW_DOWN_FILL =  
    'square.and.arrow.down.fill' symbol  
  
sf_symbols.SQUARE_AND_ARROW_DOWN_ON_SQUARE =  
    'square.and.arrow.down.on.square' symbol  
  
sf_symbols.SQUARE_AND_ARROW_DOWN_ON_SQUARE_FILL =  
    'square.and.arrow.down.on.square.fill' symbol
```

```
sf_symbols.SQUARE_AND_ARROW_UP =  
    'square.and.arrow.up' symbol  
  
sf_symbols.SQUARE_AND_ARROW_UP_FILL =  
    'square.and.arrow.up.fill' symbol  
  
sf_symbols.SQUARE_AND_ARROW_UP_ON_SQUARE =  
    'square.and.arrow.up.on.square' symbol  
  
sf_symbols.SQUARE_AND_ARROW_UP_ON_SQUARE_FILL =  
    'square.and.arrow.up.on.square.fill' symbol  
  
sf_symbols.SQUARE_AND_AT_RECTANGLE =  
    'square.and.at.rectangle' symbol  
  
sf_symbols.SQUARE_AND_LINE_VERTICAL_AND_SQUARE =  
    'square.and.line.vertical.and.square' symbol  
  
sf_symbols.SQUARE_AND_LINE_VERTICAL_AND_SQUARE_FILL =  
    'square.and.line.vertical.and.square.fill' symbol  
  
sf_symbols.SQUARE_AND_PENCIL =  
    'square.and.pencil' symbol  
  
sf_symbols.SQUARE_BOTTOMHALF_FILL =  
    'square.bottomhalf.fill' symbol  
  
sf_symbols.SQUARE_CIRCLE =  
    'square.circle' symbol  
  
sf_symbols.SQUARE_CIRCLE_FILL =  
    'square.circle.fill' symbol  
  
sf_symbols.SQUARE_DASHED =  
    'square.dashed' symbol  
  
sf_symbols.SQUARE_DASHED_INSET_FILL =  
    'square.dashed.inset.fill' symbol  
  
sf_symbols.SQUARE_FILL =  
    'square.fill' symbol  
  
sf_symbols.SQUARE_FILL_AND_LINE_VERTICAL_AND_SQUARE =  
    'square.fill.and.line.vertical.and.square' symbol  
  
sf_symbols.SQUARE_FILL_AND_LINE_VERTICAL_SQUARE_FILL =  
    'square.fill.and.line.vertical.square.fill' symbol  
  
sf_symbols.SQUARE_FILL_ON_CIRCLE_FILL =  
    'square.fill.on.circle.fill' symbol  
  
sf_symbols.SQUARE_FILL_ON_SQUARE_FILL =  
    'square.fill.on.square.fill' symbol  
  
sf_symbols.SQUARE_FILL_TEXT_GRID_1X2 =  
    'square.fill.text.grid.1x2' symbol  
  
sf_symbols.SQUARE_GRID_2X2 =  
    'square.grid.2x2' symbol  
  
sf_symbols.SQUARE_GRID_2X2_FILL =  
    'square.grid.2x2.fill' symbol
```

```
sf_symbols.SQUARE_GRID_3X1_BELOW_LINE_GRID_1X2 =  
    'square.grid.3x1.below.line.grid.1x2' symbol  
  
sf_symbols.SQUARE_GRID_3X1_FILL_BELOW_LINE_GRID_1X2 =  
    'square.grid.3x1.fill.below.line.grid.1x2' symbol  
  
sf_symbols.SQUARE_GRID_3X1_FOLDER_BADGE_PLUS =  
    'square.grid.3x1.folder.badge.plus' symbol  
  
sf_symbols.SQUARE_GRID_3X1_FOLDER_FILL_BADGE_PLUS =  
    'square.grid.3x1.folder.fill.badge.plus' symbol  
  
sf_symbols.SQUARE_GRID_3X2 =  
    'square.grid.3x2' symbol  
  
sf_symbols.SQUARE_GRID_3X2_FILL =  
    'square.grid.3x2.fill' symbol  
  
sf_symbols.SQUARE_GRID_3X3 =  
    'square.grid.3x3' symbol  
  
sf_symbols.SQUARE_GRID_3X3_BOTTOMLEFT_FILL =  
    'square.grid.3x3.bottomleft.fill' symbol  
  
sf_symbols.SQUARE_GRID_3X3_BOTTOMMIDDLE_FILL =  
    'square.grid.3x3.bottommiddle.fill' symbol  
  
sf_symbols.SQUARE_GRID_3X3_BOTTOMRIGHT_FILL =  
    'square.grid.3x3.bottomright.fill' symbol  
  
sf_symbols.SQUARE_GRID_3X3_FILL =  
    'square.grid.3x3.fill' symbol  
  
sf_symbols.SQUARE_GRID_3X3_FILL_SQUARE =  
    'square.grid.3x3.fill.square' symbol  
  
sf_symbols.SQUARE_GRID_3X3_MIDDLELEFT_FILL =  
    'square.grid.3x3.middleleft.fill' symbol  
  
sf_symbols.SQUARE_GRID_3X3_MIDDLERIGHT_FILL =  
    'square.grid.3x3.middleright.fill' symbol  
  
sf_symbols.SQUARE_GRID_3X3_MIDDLE_FILL =  
    'square.grid.3x3.middle.fill' symbol  
  
sf_symbols.SQUARE_GRID_3X3_TOPLEFT_FILL =  
    'square.grid.3x3.topleft.fill' symbol  
  
sf_symbols.SQUARE_GRID_3X3_TOPMIDDLE_FILL =  
    'square.grid.3x3.topmiddle.fill' symbol  
  
sf_symbols.SQUARE_GRID_3X3_TOPRIGHT_FILL =  
    'square.grid.3x3.topright.fill' symbol  
  
sf_symbols.SQUARE_GRID_4X3_FILL =  
    'square.grid.4x3.fill' symbol  
  
sf_symbols.SQUARE_LEFTHALF_FILL =  
    'square.lefthalf.fill' symbol  
  
sf_symbols.SQUARE_ON_CIRCLE =  
    'square.on.circle' symbol
```

```
sf_symbols.SQUARE_ON_SQUARE =  
    'square.on.square' symbol  
  
sf_symbols.SQUARE_ON_SQUARE_DASHED =  
    'square.on.square.dashed' symbol  
  
sf_symbols.SQUARE_ON_SQUARE_SQUARESHAPE_CONTROLHANDLES =  
    'square.on.square.squareshape.controlhandles' symbol  
  
sf_symbols.SQUARE_RIGHTHALF_FILL =  
    'square.righthalf.fill' symbol  
  
sf_symbols.SQUARE_SLASH =  
    'square.slash' symbol  
  
sf_symbols.SQUARE_SLASH_FILL =  
    'square.slash.fill' symbol  
  
sf_symbols.SQUARE_SPLIT_1X2 =  
    'square.split.1x2' symbol  
  
sf_symbols.SQUARE_SPLIT_1X2_FILL =  
    'square.split.1x2.fill' symbol  
  
sf_symbols.SQUARE_SPLIT_2X1 =  
    'square.split.2x1' symbol  
  
sf_symbols.SQUARE_SPLIT_2X1_FILL =  
    'square.split.2x1.fill' symbol  
  
sf_symbols.SQUARE_SPLIT_2X2 =  
    'square.split.2x2' symbol  
  
sf_symbols.SQUARE_SPLIT_2X2_FILL =  
    'square.split.2x2.fill' symbol  
  
sf_symbols.SQUARE_SPLIT_BOTTOMRIGHTQUARTER =  
    'square.split.bottomrightquarter' symbol  
  
sf_symbols.SQUARE_SPLIT_BOTTOMRIGHTQUARTER_FILL =  
    'square.split.bottomrightquarter.fill' symbol  
  
sf_symbols.SQUARE_SPLIT_DIAGONAL =  
    'square.split.diagonal' symbol  
  
sf_symbols.SQUARE_SPLIT_DIAGONAL_2X2 =  
    'square.split.diagonal.2x2' symbol  
  
sf_symbols.SQUARE_SPLIT_DIAGONAL_2X2_FILL =  
    'square.split.diagonal.2x2.fill' symbol  
  
sf_symbols.SQUARE_SPLIT_DIAGONAL_FILL =  
    'square.split.diagonal.fill' symbol  
  
sf_symbols.SQUARE_STACK =  
    'square.stack' symbol  
  
sf_symbols.SQUARE_STACK_3D_DOWN_DOTTEDLINE =  
    'square.stack.3d.down.dottedline' symbol  
  
sf_symbols.SQUARE_STACK_3D_DOWN_RIGHT =  
    'square.stack.3d.down.right' symbol
```

```
sf_symbols.SQUARE_STACK_3D_DOWN_RIGHT_FILL =  
    'square.stack.3d.down.right.fill' symbol  
  
sf_symbols.SQUARE_STACK_3D_UP =  
    'square.stack.3d.up' symbol  
  
sf_symbols.SQUARE_STACK_3D_UP_BADGE_A =  
    'square.stack.3d.up.badge.a' symbol  
  
sf_symbols.SQUARE_STACK_3D_UP_BADGE_A_FILL =  
    'square.stack.3d.up.badge.a.fill' symbol  
  
sf_symbols.SQUARE_STACK_3D_UP_FILL =  
    'square.stack.3d.up.fill' symbol  
  
sf_symbols.SQUARE_STACK_3D_UP_SLASH =  
    'square.stack.3d.up.slash' symbol  
  
sf_symbols.SQUARE_STACK_3D_UP_SLASH_FILL =  
    'square.stack.3d.up.slash.fill' symbol  
  
sf_symbols.SQUARE_STACK_FILL =  
    'square.stack.fill' symbol  
  
sf_symbols.SQUARE_TOPHALF_FILL =  
    'square.tophalf.fill' symbol  
  
sf_symbols.STAR =  
    'star' symbol  
  
sf_symbols.STAROFLIFE =  
    'staroflife' symbol  
  
sf_symbols.STAROFLIFE_CIRCLE =  
    'staroflife.circle' symbol  
  
sf_symbols.STAROFLIFE_CIRCLE_FILL =  
    'staroflife.circle.fill' symbol  
  
sf_symbols.STAROFLIFE_FILL =  
    'staroflife.fill' symbol  
  
sf_symbols.STAR_CIRCLE =  
    'star.circle' symbol  
  
sf_symbols.STAR_CIRCLE_FILL =  
    'star.circle.fill' symbol  
  
sf_symbols.STAR_FILL =  
    'star.fill' symbol  
  
sf_symbols.STAR_LEFTHALF_FILL =  
    'star.lefthalf.fill' symbol  
  
sf_symbols.STAR_SLASH =  
    'star.slash' symbol  
  
sf_symbols.STAR_SLASH_FILL =  
    'star.slash.fill' symbol  
  
sf_symbols.STAR_SQUARE =  
    'star.square' symbol
```



```
sf_symbols.STAR_SQUARE_FILL =  
    'star.square.fill' symbol  
  
sf_symbols.STERLINGSIGN_CIRCLE =  
    'sterlingsign.circle' symbol  
  
sf_symbols.STERLINGSIGN_CIRCLE_FILL =  
    'sterlingsign.circle.fill' symbol  
  
sf_symbols.STERLINGSIGN_SQUARE =  
    'sterlingsign.square' symbol  
  
sf_symbols.STERLINGSIGN_SQUARE_FILL =  
    'sterlingsign.square.fill' symbol  
  
sf_symbols.STETHOSCOPE =  
    'stethoscope' symbol  
  
sf_symbols.STOP =  
    'stop' symbol  
  
sf_symbols.STOPWATCH =  
    'stopwatch' symbol  
  
sf_symbols.STOPWATCH_FILL =  
    'stopwatch.fill' symbol  
  
sf_symbols.STOP_CIRCLE =  
    'stop.circle' symbol  
  
sf_symbols.STOP_CIRCLE_FILL =  
    'stop.circle.fill' symbol  
  
sf_symbols.STOP_FILL =  
    'stop.fill' symbol  
  
sf_symbols.STRIKETHROUGH =  
    'strikethrough' symbol  
  
sf_symbols.STUDENTDESK =  
    'studentdesk' symbol  
  
sf_symbols.SUIT_CLUB =  
    'suit.club' symbol  
  
sf_symbols.SUIT_CLUB_FILL =  
    'suit.club.fill' symbol  
  
sf_symbols.SUIT_DIAMOND =  
    'suit.diamond' symbol  
  
sf_symbols.SUIT_DIAMOND_FILL =  
    'suit.diamond.fill' symbol  
  
sf_symbols.SUIT_HEART =  
    'suit.heart' symbol  
  
sf_symbols.SUIT_HEART_FILL =  
    'suit.heart.fill' symbol  
  
sf_symbols.SUIT_SPADE =  
    'suit.spade' symbol
```

```
sf_symbols.SUIT_SPADE_FILL =  
    'suit.spade.fill' symbol  
  
sf_symbols.SUM =  
    'sum' symbol  
  
sf_symbols.SUNRISE =  
    'sunrise' symbol  
  
sf_symbols.SUNRISE_FILL =  
    'sunrise.fill' symbol  
  
sf_symbols.SUNSET =  
    'sunset' symbol  
  
sf_symbols.SUNSET_FILL =  
    'sunset.fill' symbol  
  
sf_symbols.SUN_DUST =  
    'sun.dust' symbol  
  
sf_symbols.SUN_DUST_FILL =  
    'sun.dust.fill' symbol  
  
sf_symbols.SUN_HAZE =  
    'sun.haze' symbol  
  
sf_symbols.SUN_HAZE_FILL =  
    'sun.haze.fill' symbol  
  
sf_symbols.SUN_MAX =  
    'sun.max' symbol  
  
sf_symbols.SUN_MAX_FILL =  
    'sun.max.fill' symbol  
  
sf_symbols.SUN_MIN =  
    'sun.min' symbol  
  
sf_symbols.SUN_MIN_FILL =  
    'sun.min.fill' symbol  
  
sf_symbols.SWIFT =  
    'swift' symbol  
  
sf_symbols.SWITCH_2 =  
    'switch.2' symbol  
  
sf_symbols.S_CIRCLE =  
    's.circle' symbol  
  
sf_symbols.S_CIRCLE_FILL =  
    's.circle.fill' symbol  
  
sf_symbols.S_SQUARE =  
    's.square' symbol  
  
sf_symbols.S_SQUARE_FILL =  
    's.square.fill' symbol  
  
class sf_symbols.Symbol  
  
sf_symbols.TABLECELLS =  
    'tablecells' symbol
```

```
sf_symbols.TABLECELLS_BADGE_ELLIPSIS =  
    'tablecells.badge.ellipsis' symbol  
sf_symbols.TABLECELLS_BADGE_ELLIPSIS_FILL =  
    'tablecells.badge.ellipsis.fill' symbol  
sf_symbols.TABLECELLS_FILL =  
    'tablecells.fill' symbol  
sf_symbols.TAG =  
    'tag' symbol  
sf_symbols.TAG_CIRCLE =  
    'tag.circle' symbol  
sf_symbols.TAG_CIRCLE_FILL =  
    'tag.circle.fill' symbol  
sf_symbols.TAG_FILL =  
    'tag.fill' symbol  
sf_symbols.TAG_SLASH =  
    'tag.slash' symbol  
sf_symbols.TAG_SLASH_FILL =  
    'tag.slash.fill' symbol  
sf_symbols.TARGET =  
    'target' symbol  
sf_symbols.TELETYPE =  
    'teletype' symbol  
sf_symbols.TELETYPE_ANSWER =  
    'teletype.answer' symbol  
sf_symbols.TELETYPE_CIRCLE =  
    'teletype.circle' symbol  
sf_symbols.TELETYPE_CIRCLE_FILL =  
    'teletype.circle.fill' symbol  
sf_symbols.TENGESIGN_CIRCLE =  
    'tengesign.circle' symbol  
sf_symbols.TENGESIGN_CIRCLE_FILL =  
    'tengesign.circle.fill' symbol  
sf_symbols.TENGESIGN_SQUARE =  
    'tengesign.square' symbol  
sf_symbols.TENGESIGN_SQUARE_FILL =  
    'tengesign.square.fill' symbol  
sf_symbols.TEXTBOX =  
    'textbox' symbol  
sf_symbols.TEXTFORMAT =  
    'textformat' symbol  
sf_symbols.TEXTFORMAT_123 =  
    'textformat.123' symbol
```

```
sf_symbols.TEXTFORMAT_ABC =  
    'textformat.abc' symbol  
  
sf_symbols.TEXTFORMAT_ABC_DOTTEDUNDERLINE =  
    'textformat.abc.dottedunderline' symbol  
  
sf_symbols.TEXTFORMAT_ALT =  
    'textformat.alt' symbol  
  
sf_symbols.TEXTFORMAT_SIZE =  
    'textformat.size' symbol  
  
sf_symbols.TEXTFORMAT_SUBSCRIPT =  
    'textformat.subscript' symbol  
  
sf_symbols.TEXTFORMAT_SUPERSCRIPT =  
    'textformat.superscript' symbol  
  
sf_symbols.TEXT_ALIGNCENTER =  
    'text.aligncenter' symbol  
  
sf_symbols.TEXT_ALIGNLEFT =  
    'text.alignleft' symbol  
  
sf_symbols.TEXT_ALIGNRIGHT =  
    'text.alignright' symbol  
  
sf_symbols.TEXT_AND_COMMAND_MACWINDOW =  
    'text.and.command.macwindow' symbol  
  
sf_symbols.TEXT_APPEND =  
    'text.append' symbol  
  
sf_symbols.TEXT_BADGE_CHECKMARK =  
    'text.badge.checkmark' symbol  
  
sf_symbols.TEXT_BADGE_MINUS =  
    'text.badge.minus' symbol  
  
sf_symbols.TEXT_BADGE_PLUS =  
    'text.badge.plus' symbol  
  
sf_symbols.TEXT_BADGE_STAR =  
    'text.badge.star' symbol  
  
sf_symbols.TEXT_BADGE_XMARK =  
    'text.badge.xmark' symbol  
  
sf_symbols.TEXT_BOOK_CLOSED =  
    'text.book.closed' symbol  
  
sf_symbols.TEXT_BOOK_CLOSED_FILL =  
    'text.book.closed.fill' symbol  
  
sf_symbols.TEXT_BUBBLE =  
    'text.bubble' symbol  
  
sf_symbols.TEXT_BUBBLE_FILL =  
    'text.bubble.fill' symbol  
  
sf_symbols.TEXT_CURSOR =  
    'text.cursor' symbol
```

```
sf_symbols.TEXT_INSERT =
    'text.insert' symbol
sf_symbols.TEXT_JUSTIFY =
    'text.justify' symbol
sf_symbols.TEXT_JUSTIFYLEFT =
    'text.justifyleft' symbol
sf_symbols.TEXT_JUSTIFYRIGHT =
    'text.justifyright' symbol
sf_symbols.TEXT_MAGNIFYINGGLASS =
    'text.magnifyingglass' symbol
sf_symbols.TEXT_QUOTE =
    'text.quote' symbol
sf_symbols.TEXT_REDACTION =
    'text.redaction' symbol
sf_symbols.THERMOMETER =
    'thermometer' symbol
sf_symbols.THERMOMETER_SNOWFLAKE =
    'thermometer.snowflake' symbol
sf_symbols.THERMOMETER_SUN =
    'thermometer.sun' symbol
sf_symbols.THERMOMETER_SUN_FILL =
    'thermometer.sun.fill' symbol
sf_symbols.TICKET =
    'ticket' symbol
sf_symbols.TICKET_FILL =
    'ticket.fill' symbol
sf_symbols.TIMELAPSE =
    'timelapse' symbol
sf_symbols.TIMELINE_SELECTION =
    'timeline.selection' symbol
sf_symbols.TIMER =
    'timer' symbol
sf_symbols.TIMER_SQUARE =
    'timer.square' symbol
sf_symbols.TORNADO =
    'tornado' symbol
sf_symbols.TORTOISE =
    'tortoise' symbol
sf_symbols.TORTOISE_FILL =
    'tortoise.fill' symbol
sf_symbols.TOUCHID =
    'touchid' symbol
```

```
sf_symbols.TRAM =  
    'tram' symbol  
sf_symbols.TRAM_FILL =  
    'tram.fill' symbol  
sf_symbols.TRAM_TUNNEL_FILL =  
    'tram.tunnel.fill' symbol  
sf_symbols.TRANSLATE =  
    'translate' symbol  
sf_symbols.TRASH =  
    'trash' symbol  
sf_symbols.TRASH_CIRCLE =  
    'trash.circle' symbol  
sf_symbols.TRASH_CIRCLE_FILL =  
    'trash.circle.fill' symbol  
sf_symbols.TRASH_FILL =  
    'trash.fill' symbol  
sf_symbols.TRASH_SLASH =  
    'trash.slash' symbol  
sf_symbols.TRASH_SLASH_FILL =  
    'trash.slash.fill' symbol  
sf_symbols.TRAY =  
    'tray' symbol  
sf_symbols.TRAY_2 =  
    'tray.2' symbol  
sf_symbols.TRAY_2_FILL =  
    'tray.2.fill' symbol  
sf_symbols.TRAY_AND_ARROW_DOWN =  
    'tray.and.arrow.down' symbol  
sf_symbols.TRAY_AND_ARROW_DOWN_FILL =  
    'tray.and.arrow.down.fill' symbol  
sf_symbols.TRAY_AND_ARROW_UP =  
    'tray.and.arrow.up' symbol  
sf_symbols.TRAY_AND_ARROW_UP_FILL =  
    'tray.and.arrow.up.fill' symbol  
sf_symbols.TRAY_CIRCLE =  
    'tray.circle' symbol  
sf_symbols.TRAY_CIRCLE_FILL =  
    'tray.circle.fill' symbol  
sf_symbols.TRAY_FILL =  
    'tray.fill' symbol  
sf_symbols.TRAY_FULL =  
    'tray.full' symbol
```

```
sf_symbols.TRAY_FULL_FILL =  
    'tray.full.fill' symbol  
  
sf_symbols.TRIANGLE =  
    'triangle' symbol  
  
sf_symbols.TRIANGLE_CIRCLE =  
    'triangle.circle' symbol  
  
sf_symbols.TRIANGLE_CIRCLE_FILL =  
    'triangle.circle.fill' symbol  
  
sf_symbols.TRIANGLE_FILL =  
    'triangle.fill' symbol  
  
sf_symbols.TRIANGLE_LEFTHALF_FILL =  
    'triangle.lefthalf.fill' symbol  
  
sf_symbols.TRIANGLE_RIGHTHALF_FILL =  
    'triangle.righthalf.fill' symbol  
  
sf_symbols.TROPICALSTORM =  
    'tropicalstorm' symbol  
  
sf_symbols.TUGRIKSIGN_CIRCLE =  
    'tugriksign.circle' symbol  
  
sf_symbols.TUGRIKSIGN_CIRCLE_FILL =  
    'tugriksign.circle.fill' symbol  
  
sf_symbols.TUGRIKSIGN_SQUARE =  
    'tugriksign.square' symbol  
  
sf_symbols.TUGRIKSIGN_SQUARE_FILL =  
    'tugriksign.square.fill' symbol  
  
sf_symbols.TUNINGFORK =  
    'tuningfork' symbol  
  
sf_symbols.TURKISHLIRASIGN_CIRCLE =  
    'turkishlirasign.circle' symbol  
  
sf_symbols.TURKISHLIRASIGN_CIRCLE_FILL =  
    'turkishlirasign.circle.fill' symbol  
  
sf_symbols.TURKISHLIRASIGN_SQUARE =  
    'turkishlirasign.square' symbol  
  
sf_symbols.TURKISHLIRASIGN_SQUARE_FILL =  
    'turkishlirasign.square.fill' symbol  
  
sf_symbols.TV =  
    'tv' symbol  
  
sf_symbols.TV_AND_HIFISPEAKER_FILL =  
    'tv.and.hifispeaker.fill' symbol  
  
sf_symbols.TV_CIRCLE =  
    'tv.circle' symbol  
  
sf_symbols.TV_CIRCLE_FILL =  
    'tv.circle.fill' symbol
```

```
sf_symbols.TV_FILL =  
    'tv.fill' symbol  
  
sf_symbols.TV_MUSIC_NOTE =  
    'tv.music.note' symbol  
  
sf_symbols.TV_MUSIC_NOTE_FILL =  
    'tv.music.note.fill' symbol  
  
sf_symbols.T_BUBBLE =  
    't.bubble' symbol  
  
sf_symbols.T_BUBBLE_FILL =  
    't.bubble.fill' symbol  
  
sf_symbols.T_CIRCLE =  
    't.circle' symbol  
  
sf_symbols.T_CIRCLE_FILL =  
    't.circle.fill' symbol  
  
sf_symbols.T_SQUARE =  
    't.square' symbol  
  
sf_symbols.T_SQUARE_FILL =  
    't.square.fill' symbol  
  
sf_symbols.UIWINDOW_SPLIT_2X1 =  
    'uiwindow.split.2x1' symbol  
  
sf_symbols.UMBRELLA =  
    'umbrella' symbol  
  
sf_symbols.UMBRELLA_FILL =  
    'umbrella.fill' symbol  
  
sf_symbols.UNDERLINE =  
    'underline' symbol  
  
sf_symbols.U_CIRCLE =  
    'u.circle' symbol  
  
sf_symbols.U_CIRCLE_FILL =  
    'u.circle.fill' symbol  
  
sf_symbols.U_SQUARE =  
    'u.square' symbol  
  
sf_symbols.U_SQUARE_FILL =  
    'u.square.fill' symbol  
  
sf_symbols.VIDEO =  
    'video' symbol  
  
sf_symbols.VIDEO_BADGE_CHECKMARK =  
    'video.badge.checkmark' symbol  
  
sf_symbols.VIDEO_BADGE_PLUS =  
    'video.badge.plus' symbol  
  
sf_symbols.VIDEO_CIRCLE =  
    'video.circle' symbol
```



```
sf_symbols.VIDEO_CIRCLE_FILL =  
    'video.circle.fill' symbol  
  
sf_symbols.VIDEO_FILL =  
    'video.fill' symbol  
  
sf_symbols.VIDEO_FILL_BADGE_CHECKMARK =  
    'video.fill.badge.checkmark' symbol  
  
sf_symbols.VIDEO_FILL_BADGE_PLUS =  
    'video.fill.badge.plus' symbol  
  
sf_symbols.VIDEO_SLASH =  
    'video.slash' symbol  
  
sf_symbols.VIDEO_SLASH_FILL =  
    'video.slash.fill' symbol  
  
sf_symbols.VIEWFINDER =  
    'viewfinder' symbol  
  
sf_symbols.VIEWFINDER_CIRCLE =  
    'viewfinder.circle' symbol  
  
sf_symbols.VIEWFINDER_CIRCLE_FILL =  
    'viewfinder.circle.fill' symbol  
  
sf_symbols.VIEW_2D =  
    'view.2d' symbol  
  
sf_symbols.VIEW_3D =  
    'view.3d' symbol  
  
sf_symbols.V_CIRCLE =  
    'v.circle' symbol  
  
sf_symbols.V_CIRCLE_FILL =  
    'v.circle.fill' symbol  
  
sf_symbols.V_SQUARE =  
    'v.square' symbol  
  
sf_symbols.V_SQUARE_FILL =  
    'v.square.fill' symbol  
  
sf_symbols.WAKE =  
    'wake' symbol  
  
sf_symbols.WALLET_PASS =  
    'wallet.pass' symbol  
  
sf_symbols.WALLET_PASS_FILL =  
    'wallet.pass.fill' symbol  
  
sf_symbols.WAND_AND_RAYS =  
    'wand.and.rays' symbol  
  
sf_symbols.WAND_AND_RAYS_INVERSE =  
    'wand.and.rays.inverse' symbol  
  
sf_symbols.WAND_AND_STARS =  
    'wand.and.stars' symbol
```

```
sf_symbols.WAND_AND_STARS_INVERSE =  
    'wand.and.stars.inverse' symbol  
  
sf_symbols.WAVEFORM =  
    'waveform' symbol  
  
sf_symbols.WAVEFORM_CIRCLE =  
    'waveform.circle' symbol  
  
sf_symbols.WAVEFORM_CIRCLE_FILL =  
    'waveform.circle.fill' symbol  
  
sf_symbols.WAVEFORM_PATH =  
    'waveform.path' symbol  
  
sf_symbols.WAVEFORM_PATH_BADGE_MINUS =  
    'waveform.path.badge.minus' symbol  
  
sf_symbols.WAVEFORM_PATH_BADGE_PLUS =  
    'waveform.path.badge.plus' symbol  
  
sf_symbols.WAVEFORM_PATH_ECG =  
    'waveform.path.ecg' symbol  
  
sf_symbols.WAVEFORM_PATH_ECG_RECTANGLE =  
    'waveform.path.ecg.rectangle' symbol  
  
sf_symbols.WAVEFORM_PATH_ECG_RECTANGLE_FILL =  
    'waveform.path.ecg.rectangle.fill' symbol  
  
sf_symbols.WAVE_3_LEFT =  
    'wave.3.left' symbol  
  
sf_symbols.WAVE_3_LEFT_CIRCLE =  
    'wave.3.left.circle' symbol  
  
sf_symbols.WAVE_3_LEFT_CIRCLE_FILL =  
    'wave.3.left.circle.fill' symbol  
  
sf_symbols.WAVE_3_RIGHT =  
    'wave.3.right' symbol  
  
sf_symbols.WAVE_3_RIGHT_CIRCLE =  
    'wave.3.right.circle' symbol  
  
sf_symbols.WAVE_3_RIGHT_CIRCLE_FILL =  
    'wave.3.right.circle.fill' symbol  
  
sf_symbols.WIFI =  
    'wifi' symbol  
  
sf_symbols.WIFI_EXCLAMATIONMARK =  
    'wifi.exclamationmark' symbol  
  
sf_symbols.WIFI_SLASH =  
    'wifi.slash' symbol  
  
sf_symbols.WIND =  
    'wind' symbol  
  
sf_symbols.WIND_SNOW =  
    'wind.snow' symbol
```

```
sf_symbols.WONSIGN_CIRCLE =  
    'wonsign.circle' symbol  
sf_symbols.WONSIGN_CIRCLE_FILL =  
    'wonsign.circle.fill' symbol  
sf_symbols.WONSIGN_SQUARE =  
    'wonsign.square' symbol  
sf_symbols.WONSIGN_SQUARE_FILL =  
    'wonsign.square.fill' symbol  
sf_symbols.WRENCH =  
    'wrench' symbol  
sf_symbols.WRENCH_AND_SCREWDRIIVER =  
    'wrench.and.screwdriver' symbol  
sf_symbols.WRENCH_AND_SCREWDRIIVER_FILL =  
    'wrench.and.screwdriver.fill' symbol  
sf_symbols.WRENCH_FILL =  
    'wrench.fill' symbol  
sf_symbols.W_CIRCLE =  
    'w.circle' symbol  
sf_symbols.W_CIRCLE_FILL =  
    'w.circle.fill' symbol  
sf_symbols.W_SQUARE =  
    'w.square' symbol  
sf_symbols.W_SQUARE_FILL =  
    'w.square.fill' symbol  
sf_symbols.XMARK =  
    'xmark' symbol  
sf_symbols.XMARK_BIN =  
    'xmark.bin' symbol  
sf_symbols.XMARK_BIN_CIRCLE =  
    'xmark.bin.circle' symbol  
sf_symbols.XMARK_BIN_CIRCLE_FILL =  
    'xmark.bin.circle.fill' symbol  
sf_symbols.XMARK_BIN_FILL =  
    'xmark.bin.fill' symbol  
sf_symbols.XMARK_CIRCLE =  
    'xmark.circle' symbol  
sf_symbols.XMARK_CIRCLE_FILL =  
    'xmark.circle.fill' symbol  
sf_symbols.XMARK_DIAMOND =  
    'xmark.diamond' symbol  
sf_symbols.XMARK_DIAMOND_FILL =  
    'xmark.diamond.fill' symbol
```

```
sf_symbols.XMARK_ICLOUD =  
    'xmark.icloud' symbol  
sf_symbols.XMARK_ICLOUD_FILL =  
    'xmark.icloud.fill' symbol  
sf_symbols.XMARK_OCTAGON =  
    'xmark.octagon' symbol  
sf_symbols.XMARK_OCTAGON_FILL =  
    'xmark.octagon.fill' symbol  
sf_symbols.XMARK_RECTANGLE =  
    'xmark.rectangle' symbol  
sf_symbols.XMARK_RECTANGLE_FILL =  
    'xmark.rectangle.fill' symbol  
sf_symbols.XMARK_RECTANGLE_PORTRAIT =  
    'xmark.rectangle.portrait' symbol  
sf_symbols.XMARK_RECTANGLE_PORTRAIT_FILL =  
    'xmark.rectangle.portrait.fill' symbol  
sf_symbols.XMARK_SEAL =  
    'xmark.seal' symbol  
sf_symbols.XMARK_SEAL_FILL =  
    'xmark.seal.fill' symbol  
sf_symbols.XMARK_SHIELD =  
    'xmark.shield' symbol  
sf_symbols.XMARK_SHIELD_FILL =  
    'xmark.shield.fill' symbol  
sf_symbols.XMARK_SQUARE =  
    'xmark.square' symbol  
sf_symbols.XMARK_SQUARE_FILL =  
    'xmark.square.fill' symbol  
sf_symbols.XSERVE =  
    'xserve' symbol  
sf_symbols.X_CIRCLE =  
    'x.circle' symbol  
sf_symbols.X_CIRCLE_FILL =  
    'x.circle.fill' symbol  
sf_symbols.X_SQUARE =  
    'x.square' symbol  
sf_symbols.X_SQUAREROOT =  
    'x.squareroot' symbol  
sf_symbols.X_SQUARE_FILL =  
    'x.square.fill' symbol  
sf_symbols.YENSIGN_CIRCLE =  
    'yensign.circle' symbol
```

```

sf_symbols.YENSIGN_CIRCLE_FILL =
    'yensign.circle.fill' symbol
sf_symbols.YENSIGN_SQUARE =
    'yensign.square' symbol
sf_symbols.YENSIGN_SQUARE_FILL =
    'yensign.square.fill' symbol
sf_symbols.Y_CIRCLE =
    'y.circle' symbol
sf_symbols.Y_CIRCLE_FILL =
    'y.circle.fill' symbol
sf_symbols.Y_SQUARE =
    'y.square' symbol
sf_symbols.Y_SQUARE_FILL =
    'y.square.fill' symbol
sf_symbols.ZL_RECTANGLE_ROUNDEDTOP =
    'zl.rectangle.roundedtop' symbol
sf_symbols.ZL_RECTANGLE_ROUNDEDTOP_FILL =
    'zl.rectangle.roundedtop.fill' symbol
sf_symbols.ZR_RECTANGLE_ROUNDEDTOP =
    'zr.rectangle.roundedtop' symbol
sf_symbols.ZR_RECTANGLE_ROUNDEDTOP_FILL =
    'zr.rectangle.roundedtop.fill' symbol
sf_symbols.ZZZ =
    'zzz' symbol
sf_symbols.Z_CIRCLE =
    'z.circle' symbol
sf_symbols.Z_CIRCLE_FILL =
    'z.circle.fill' symbol
sf_symbols.Z_SQUARE =
    'z.square' symbol
sf_symbols.Z_SQUARE_FILL =
    'z.square.fill' symbol

```

### 1.1.7 mainthread

Access the main thread

This module allows you to run code on the main thread easely. This can be used for modifying the UI.

Example:

```

from UIKit import UIScreen
import mainthread

def set_brightness():
    inverted = int(not int(UIScreen.mainScreen.brightness))

```

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(continued from previous page)

```
UIScreen.mainScreen.setBrightness(inverted)

mainthread.run_async(set_brightness)
```

`mainthread.mainthread` (*func*)

A decorator that makes a function run in synchronously on the main thread.

Example:

```
import mainthread
from UIKit import UIApplication

@mainthread.mainthread
def run_in_background():
    app = UIApplication.sharedApplication
    app.beginBackgroundTaskWithExpirationHandler(None)

run_in_background()
```

`mainthread.run_async` (*code*)

Runs the given code asynchronously on the main thread.

**Parameters** `code` – Code to execute in the main thread.

`mainthread.run_sync` (*code*)

Runs the given code asynchronously on the main thread. Supports return values as opposed to `run_async()`

**Parameters** `code` – Code to execute in the main thread.

## 1.1.8 httpy

## 1.1.9 OpenCV

Pyto includes OpenCV. However, video output does not work the exact same way that on computers. Frames are displayed on the console and no other window is presented. So `cv2.destroyAllWindows` and `cv2.waitKey` will throw errors.

### Pyto specific API

#### Face detection example

```
"""
An example of face detection using OpenCV.
"""

import cv2
import sys

casc_path = cv2.data.haarcascades+"haarcascade_frontalface_default.xml"
face_cascade = cv2.CascadeClassifier(casc_path)

device = 1 # Front camera
try:
    device = int(sys.argv[1]) # 0 for back camera
```

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```

except IndexError:
    pass

cap = cv2.VideoCapture(device)

while cap.isOpened():

    # Capture frame-by-frame
    ret, frame = cap.read()

    # Check if frame is not empty
    if not ret:
        continue

    # Auto rotate camera
    frame = cv2.autorotate(frame, device)

    # Convert from BGR to RGB
    frame = cv2.cvtColor(frame, cv2.COLOR_BGR2RGB)

    faces = face_cascade.detectMultiScale(
        frame,
        scaleFactor=1.1,
        minNeighbors=5,
        minSize=(30, 30),
        flags=cv2.CASCADE_SCALE_IMAGE
    )

    # Draw a rectangle around the faces
    for (x, y, w, h) in faces:
        cv2.rectangle(frame, (x, y), (x+w, y+h), (0, 255, 0), 2)

    # Display the resulting frame
    cv2.imshow('frame', frame)

```

### 1.1.10 file\_system

Import, export, and preview files and directories outside or inside the app's sandbox.

#### Importing / Exporting

#### Share Sheet

#### Quick Look

#### Bookmarks

A Bookmark to a file makes it possible to keep read and write access to a file outside the app's sandbox across launches.

### 1.1.11 notifications

Schedule notifications

Use the `notifications` to schedule notifications that can be delivered even if Pyto isn't opened.

**class** `notifications.Notification` (*message: str = None, url: str = None, actions: dict = None*)  
A class representing a notification.

**actions = None**

Additional actions on the notification.

A dictionary with the name of the action and the URL to open.

**message = None**

The body of the notification.

**url = None**

The URL to open when the notification is opened.

`notifications.UNUserNotificationCenter = None`

The 'UNUserNotificationCenter' class from the UserNotifications framework.

`notifications.cancel_all()`

Cancels all pending notifications.

`notifications.cancel_notification(notification: notifications.Notification)`

Cancels a pending notification.

**Parameters** `notification` – The `Notification` object returned from `get_pending_notifications()`.

`notifications.get_pending_notifications()` → List[notifications.Notification]

Returns a list of pending notifications. Notifications cannot be modified after being scheduled.

**Return type** List[`Notification`]

`notifications.remove_delivered_notifications()`

Removes all delivered notifications from the Notification Center.

`notifications.schedule_notification(notification: notifications.Notification, delay: float, repeat: bool)`

Schedules a notification.

**Parameters**

- **Notification** – The `Notification` object representing the notification content.
- **delay** – The time interval in seconds until the notification is delivered.
- **repeat** – A boolean indicating whether the notification delivery should be repeated indefinitely.

`notifications.send_notification(notification: notifications.Notification)`

Sends the given notification immediately.

**Parameters** `Notification` – The `Notification` object representing the notification content.

### 1.1.12 remote\_notifications

Receive remote notifications

This module has everything needed to receive push notifications from a server.

`remote_notifications.add_category(id: str, actions: Dict[str, str])`

Adds a category of notification.

A category contains set of actions for a certain type of notifications.



**Parameters**

- **id** – The unique identifier of the category.
- **actions** – A dictionary with actions displayed by the notification.

The actions are in a dictionary. Each key is the name of an action and its value is a URL that will be opened when the action is pressed. The " { } " characters on URLs will be replaced by a percent encoded data sent by the server.

Example:

```
import remote_notifications as rn

actions = {
    "Google": "https://www.google.com/search?q={}"
}
rn.add_category("google", actions)
```

In the example above, if a notification with the category id “google” is received, an action will be added to the notification. When it’s pressed, Pyto will search on Google for the data passed by the server.

`remote_notifications.register()` → str

Registers the device for push notifications.

Returns a token to use with the api.

**Return type** str

`remote_notifications.remove_category(category: str)`

Removes a category with its given identifier.

**Parameters** **category** – The identifier of the category to remove.

**Sending notifications**

To send a notification, first you need a token for the device that will receive the notification. Use the `register()` function.

The API endpoint to send remote notifications is `https://push.pyto.app`

**Parameters**

To send a notification, construct a POST request with the following parameters.

**token** The token generated by the device that will receive the notification. (Required)

**title** The title of the notification. (Optional)

**message** The body of the notification. (Optional)

**category** The category of the notification. See `add_category()`. (Optional)

**data** Additional data passed to action URLs. See `add_category()`. (Optional)

**1.1.13 background****1.1.14 music**

**Playing music**

**Now playing item**

**Picking music**

**Classes**

**Objective-C classes**

**Constants**

**Repeat mode**

**Shuffle mode**

**Playback state**

### **1.1.15 photos**

Accessing photos and the camera

Use this library to pick and take photos.

`photos.pick_photo()` → `PIL.Image.Image`

Pick a photo from the photos library. Returns the picked image as a PIL Image.

**Return type** `PIL.Image.Image`

`photos.save_image(image: PIL.Image.Image)`

Saves the given image to the photos library.

**Parameters** `image` – A `PIL` image to save.

`photos.take_photo()` → `PIL.Image.Image`

Take a photo from the camera. Returns the taken image as a PIL Image.

**Return type** `PIL.Image.Image`

### **1.1.16 location**

Accessing location

This module gives access to the devices's location.

`location.LOCATION_ACCURACY_BEST = -1`

The best level of accuracy available.

`location.LOCATION_ACCURACY_BEST_FOR_NAVIGATION = -2`

The highest possible accuracy that uses additional sensor data to facilitate navigation apps.

`location.LOCATION_ACCURACY_HUNDRED_METERS = 100`

Accurate to within one hundred meters.

`location.LOCATION_ACCURACY_KILOMETER = 1000`

Accurate to the nearest kilometer.

```
location.LOCATION_ACCURACY_NEAREST_TEN_METERS = 10
    Accurate to within ten meters of the desired target.

location.LOCATION_ACCURACY_THREE_KILOMETERS = 3000
    Accurate to the nearest three kilometers.

class location.Location(longitude, latitude, altitude)
    A tuple containing data about longitude, latitude and altitude.

    altitude
        Alias for field number 2

    latitude
        Alias for field number 1

    longitude
        Alias for field number 0

location.accuracy = -1
    The number of meters from the original geographic coordinate that could yield the user's actual location.

location.get_location() → location.Location
    Returns a tuple with current longitude, latitude and altitude.

    Return type Location

location.start_updating()
    Starts receiving location updates. Call this before calling get_location().

location.stop_updating()
    Stops receiving location updates.
```

### 1.1.17 motion

Motion sensors

The `motion` module gives access to the device's accelerometer, gyroscope and magnetometer data.

#### Functions

```
motion.start_updating()
    Starts receiving information from the sensors.

motion.stop_updating()
    Stops receiving information from the sensors

motion.get_acceleration() → motion.Acceleration
    Returns a tuple with information about acceleration (x, y, z).

    Return type Acceleration

motion.get_attitude() → motion.Attitude
    Returns a tuple with information about the attitude (roll, pitch, yaw).

    Return type Attitude

motion.get_gravity() → motion.Gravity
    Returns a tuple with information about gravity (x, y, z).

    Return type Gravity
```

`motion.get_magnetic_field()` → `motion.MagneticField`  
Returns a tuple with information about the magnetic field (x, y, z).

**Return type** *MagneticField*

`motion.get_rotation()` → `motion.Rotation`  
Returns a tuple with information about rotation (x, y, z).

**Return type** *Rotation*

## Data Types

**class** `motion.Acceleration`(x, y, z)  
A tuple containing data about acceleration (x, y, z).

**x**  
Alias for field number 0

**y**  
Alias for field number 1

**z**  
Alias for field number 2

**class** `motion.Attitude`(roll, pitch, yaw)  
A tuple containing data about attitude (roll, pitch, yaw).

**pitch**  
Alias for field number 1

**roll**  
Alias for field number 0

**yaw**  
Alias for field number 2

**class** `motion.Gravity`(x, y, z)  
A tuple containing data about gravity (x, y, z).

**x**  
Alias for field number 0

**y**  
Alias for field number 1

**z**  
Alias for field number 2

**class** `motion.MagneticField`(x, y, z)  
A tuple containing data about magnetic field (x, y, z).

**x**  
Alias for field number 0

**y**  
Alias for field number 1

**z**  
Alias for field number 2

**class** `motion.Rotation`(x, y, z)  
A tuple containing data about rotation (x, y, z).

- x** Alias for field number 0
- y** Alias for field number 1
- z** Alias for field number 2

### 1.1.18 multipeer

Peer to peer wireless connection

Use this module to trade data with other devices running Pyto. Works without WiFi.

`multipeer.connect()`

Starts connecting to other devices.

`multipeer.disconnect()`

Disconnects from all connected devices.

`multipeer.get_data()` → str

Returns available data. Returns once per available data.

**Return type** str

`multipeer.send(data: str)`

Sends the given string to other connected devices.

**Parameters** **data** – The string to send.

### 1.1.19 speech

Text to speech

Speak text with system voices.

`speech.get_available_languages()` → List[str]

Returns all available languages.

**Return type** List[str]

`speech.is_speaking()` → bool

Returns a boolean indicating if the device is currently speaking.

**Return type** bool

`speech.say(text: str, language: str = None, rate: float = None)`

Says the given text.

**Parameters**

- **text** – The text to speak.
- **language** – Format: en-US. If is nothing provided, the system language is used. Use the `get_available_languages()` function to get all available languages.
- **rate** – The speed of the voice. From 0 (really slow) to 1 (really fast). If nothing is provided, 0.5 is used.

`speech.wait()`

Waits until the script finishes speaking.

## 1.1.20 pasteboard

### Item Provider

An Item Provider is an object holding data that can be loaded as multiple file types. It can be returned from `item_provider()` or from `shortcuts_attachments()`. When you copy text for example, it may have formatting. So an `ItemProvider` object can in this case retrieve the clipboard as plain text or as an rtf file containing the text format.

**class** `pasteboard.ItemProvider` (*foundation\_item\_provider: None*)

A bridge to Foundation's `NSItemProvider` class. An `ItemProvider` object can load data as one or more type of data. Instances of this class are returned by `item_provider()` and `shortcuts_attachments()`.

**data** (*type\_identifier: str*) → bytes

Returns the data for the given type identifier as bytes.

**Parameters** `type_identifier` – An UTI. Can be returned from `get_type_identifiers()`.

**get\_file\_path**() → str

Returns the file path if the item is a file. If it returns `None`, you can load its content from `data()` or `open()`

**get\_suggested\_name**() → str

Returns the name of the file from which the receiver was created or `None`.

**get\_type\_identifiers**() → List[str]

Returns a list of type identifiers (UTI) that can be loaded.

**open**()

Opens the receiver as a file in 'rb' mode with the first item item returned by `get_type_identifiers()` as the type identifier. You must use this function with the `with` keyword:

```
with item_provider.open() as f:
    f.read()
```

`pasteboard.item_provider()` → `pasteboard.ItemProvider`

Returns an `ItemProvider` instance storing the data from the pasteboard, if there is any.

`pasteboard.shortcuts_attachments()` → List[`pasteboard.ItemProvider`]

If the script is running from Shortcuts, returns a list of files passed to the `Attachments` parameter.

**Return type** List[`ItemProvider`]

### Strings

Functions for working with strings.

`pasteboard.string()` → str

Returns the text contained in the pasteboard.

`pasteboard.strings()` → List[str]

Returns all strings contained in the pasteboard.

`pasteboard.set_string(text: Union[str, List[str]])`

Copies the given text to the pasteboard.

**Parameters** `text` – A string or a list of strings.

## Images

Functions for working with images (as PIL images).

`pasteboard.image()` → `PIL.Image.Image`

Returns the image contained in the pasteboard as PIL images.

`pasteboard.images()` → `List[PIL.Image.Image]`

Returns all images contained in the pasteboard as PIL images.

`pasteboard.set_image(image: Union[PIL.Image.Image, List[PIL.Image.Image]])`

Copies the given image to the pasteboard.

**Parameters** `image` – A PIL image or a list of PIL images.

## URLs

Functions for working with URLs.

`pasteboard.url()` → `str`

Returns the URL contained in the pasteboard as a string.

`pasteboard.urls()` → `List[str]`

Returns all URLs contained in the pasteboard as strings.

`pasteboard.set_url(url: Union[str, List[str]])`

Copies the given URL to the pasteboard.

**Parameters** `url` – A string or a list of strings.

### 1.1.21 userkeys

Save values on disk

This module makes possible to save values on disk. Values are shared between the Today Widget and the main app. Values are stored in a JSON dictionary, so it's not possible to save every type of data.

`userkeys.delete(key: str)`

Deletes the value stored with the given key.

**Parameters** `key` – The key identifying the value to delete.

`userkeys.get(key: str)`

Returns the value stored with the given key.

**Parameters** `key` – The key identifying the value.

`userkeys.set(value, key: str)`

Adds the given value to the database with the given key.

**Parameters**

- **value** – A JSON compatible value.
- **key** – The key identifying the value.

### 1.1.22 xcallback

Opening x-callback URLs

This module is used to interact with other apps with x-callback URLs.

`xcallback.open_url(url: str) → str`

Opens the given x-callback URL. The function will return only if the request was successfully completed.

Raises: `RuntimeError` if there was an error and `SystemExit` if the request was cancelled. Returns: The result sent by the opened app.

**Parameters** `url` – The URL to open.

**Return type** `str`

#### Example with Shortcuts

```
"""
Opens a Shortcut and retrieves the result.
"""

import xcallback
from urllib.parse import quote

shortcut_name = input("The name of the shortcut to open: ")
shortcut_input = input("What would you like to send to the Shortcut? ")

# https://support.apple.com/guide/shortcuts/apdcd7f20a6f/ios
url = f"shortcuts://x-callback-url/run-shortcut?name={quote(shortcut_name)}&
↪input=text&text={quote(shortcut_input)}"

try:
    res = xcallback.open_url(url) # If succeeded, returns the result
    print("Result:\n"+res)
except RuntimeError as e:
    print("Error: "+str(e)) # If failed, raises ``RuntimeError``
except SystemExit:
    print("Cancelled") # If cancelled, raises ``SystemExit``
```

### 1.1.23 apps

Open third party apps

This module contains functions to run actions on third party apps. Some apps support returning the result, but a lot of actions will just return `None`.

A list of supported apps can be found at <https://app-talk.com>.

**class** `apps.Agenda`

Actions for Agenda.

**append\_to\_note** (`text`, `on_the_agenda`, `title=None`, `project_title=None`, `identifier=None`, `date=None`, `start_date=None`, `end_date=None`, `attachment=None`, `filename=None`) → `str`

Append text or an attachment to a note, or change the title or date

**create\_note** (`title`, `text`, `project_title=None`, `identifier=None`, `date=None`, `start_date=None`, `end_date=None`, `attachment=None`, `filename=None`) → `str`

Create a note. In the given project. (title or identifier)



---

```

open_note (title=None, project_title=None, identifier=None) → str
    Open a note. Identified by title or identifier.

open_on_the_agenda () → str
    Open the On the Agenda overview.

open_project (title=None, project_title=None, identifier=None) → str
    Open a project. Identified by title or identifier.

open_today () → str
    Open the Today overview.

class apps.Airmail
    Actions for Airmail.

    compose (subject=None, _from=None, to=None, cc=None, bcc=None, plainBody=None, html-
              Body=None)
        Open a new email draft in Airmail

class apps.Awair
    Actions for Awair.

    awairplus ()
        Opens the Awair+ tab

    list ()
        Opens the Device List view

    notifications ()
        Opens the Inbox tab

    score ()
        Opens the Awair Score tab

    tips ()
        Opens the Tips tab

    trend (deviceType, deviceId, component, timestamp)
        Opens the Trend tab

class apps.Bear
    Actions for Bear.

    add_file (id=None, title=None, file=None, filename=None, mode=None, open_note=None) → str
        Append or prepend a file to a note identified by its title or id.

    add_text (id=None, title=None, text=None, mode=None, exclude_trashed=None, open_note=None)
        → str
        Append or prepent text to a note identified by its title or id.

    change_font (font=None) → str
        Change the selected Bear Font.

    change_theme (theme=None) → str
        Change the selected Bear theme. Some themes may require a Bear Pro subscription.

    create_note (title=None, text=None, tags=None, pin=None, file=None, filename=None,
                 open_note=None) → str
        Create a new note and return its unique identifier. Empty notes are not allowed.

    delete_tag (name=None) → str
        Delete an existing tag.

    grab_url (url=None, images=None, tags=None, pin=None) → str
        Create a new note with the content of a web page.

```

**open\_note** (*id=None, title=None, exclude\_trashed=None*) → str  
Open a note identified by its title or id and return its content.

**open\_tag** (*name=None*) → str  
Show all the notes which have a selected tag in bear.

**rename\_tag** (*name=None, new\_name=None*) → str  
Rename an existing tag.

**search** (*term=None, tag=None*) → str  
Show search results in Bear for all notes or for a specific tag.

**trash** (*id=None*) → str  
Move a note to bear trash.

**class** apps.**Beorg**  
Actions for beorg.

**capture** (*title=None, notes=None, scheduled=None, deadline=None, file=None, template=None, edit=None*) → str  
Add a new item to a file

**view\_a\_file** (*file*) → str  
Open the provided file for viewing

**view\_agenda** () → str  
Open the app to the agenda view

**class** apps.**Bitly**  
Actions for Bitly.

**shorten** (*url*) → str  
Create a shortened link. The user will be prompted to add the new link to her list of links. If she chooses not to, the link will be returned as a “url” parameter on the x-success callback.

**class** apps.**Blackbox**  
Actions for Blackbox.

**open** ()  
Opens Blackbox.

**reset** ()  
Presents options for resetting the game.

**unlock\_meta\_challenge** ()  
Unlocks a deep link related meta challenge.

**class** apps.**Byword**  
Actions for Byword.

**append** (*location=None, path=None, name=None, text=None*) → str  
Append content to an existing file. If the file does not exist a new one is created.

**new** (*location=None, path=None, name=None, text=None*) → str  
Create a new file in Byword.

**open** (*location=None, path=None, name=None*) → str  
Open an existing file. Fails if the file does not exist.

**prepend** (*location=None, path=None, name=None, text=None*) → str  
Prepend content to an existing file. If the file does not exist a new one is created.

**replace** (*location=None, path=None, name=None, text=None*) → str  
Replace the contents of an existing file. If the file doesn’t exist a new one is created.

```

class apps.Calca
    Actions for Calca.

    calc (body) → str
        Calc a block of text and return it to the calling application. The text is computed in the same way as if it
        were opened in Calca: all lines with => are computed and the values written out.

    create (body, title) → str
        Create a new document with the given name and contents. It is saved in the active storage location in the
        folder that was last browsed. The document is opened and set to edit.

class apps.Chrome
    Actions for Chrome.

    open_url (url) → str
        Open the given URL

class apps.Coda
    Actions for Coda.

    append (name=None, path=None, text=None) → str
        Append text to a file, creating it if necessary.

    new (name, path=None, text=None) → str
        Creates a new file. If one exists, a file with a unique name will be created.

    replace (name=None, path=None, text=None) → str
        Replaces the contents of a file, creating it if necessary.

class apps.CodeHub
    Actions for CodeHub.

    create_new_gist (description=None, public=None, fileN=None) → str
        Create a new gist on github.com.

class apps.Copied
    Actions for Copied.

    copy_clipping (index, list=None) → str
        Copy the clipping at the given index.

    find_clipping (q)
        Search the content with a query.

    new_clipping (title=None, text=None, url=None, list=None) → str
        Add a new clipping to Copied. All parameters are option, if neither "title" nor "url" are given the content
        of the clipboard will be used.

    open_list ()
        Open list with the name "listName".

    show_clipboard ()
        Show the clipboard.

class apps.DayOne
    Actions for Day One.

    create_entry (entry, tags=None, journal=None, imageClipboard=None)

    edit_entry (entryId)

    open_actifity_feed ()

    open_calendar ()

```

```
open_day_one ()
open_preferences ()
open_starred_entries ()
open_timeline ()
class apps.DevonthinkToGo
    Actions for DEVONthink To Go.
    clip (destination=None, title=None, comment=None, location=None, tags=None, flagged=None, unread=None, label=None) → str
        Opens the New Document Assistant, pre- filled with the provided data.
    create_bookmark (destination=None, title=None, comment=None, location=None, tags=None, flagged=None, unread=None, label=None) → str
        Creates a new bookmark.
    create_document (uti, source, destination=None, title=None, comment=None, location=None, tags=None, flagged=None, unread=None, label=None) → str
        Creates a new document from UTI and file data.
    create_group (destination=None, title=None, comment=None, location=None, tags=None, flagged=None, unread=None, label=None) → str
        Creates a new group.
    create_html (source, destination=None, title=None, comment=None, location=None, tags=None, flagged=None, unread=None, label=None) → str
        Creates a new HTML document.
    create_image (source, destination=None, title=None, comment=None, location=None, tags=None, flagged=None, unread=None, label=None) → str
        Creates a new image.
    create_markdown (destination=None, title=None, comment=None, location=None, tags=None, flagged=None, unread=None, label=None) → str
        Creates a new Markdown document.
    create_text (destination=None, title=None, comment=None, location=None, tags=None, flagged=None, unread=None, label=None) → str
        Creates a new plain text document.
    create_webarchive (destination=None, title=None, comment=None, location=None, tags=None, flagged=None, unread=None, label=None) → str
        Creates a new webarchive.
    get_selected_items_link () → str
        Returns the item link for the currently selected document.
    import_clipboard () → str
        Imports data from the pasteboard to the global inbox.
    retrieve_document_data (uuid) → str
        Returns selected metadata of a document as JSON object.
    retrieve_document_metadata (uuid) → str
        Returns selected metadata of a document as JSON object.
    retrieve_group_contents (uuid) → str
        Returns a JSON array describing the contents of a group.
    search (query, scope=None) → str
        Search DEVONthink To Go and show or retrieve the results.
```

**update\_item** (*uuid, source=None, destination=None, text=None, title=None, comment=None, location=None, tags=None, flagged=None, unread=None, label=None*) → str  
 Updates an existing item.

**class** apps.DictCc  
 Actions for dict.cc.

**translate** (*word=None, language\_pair=None*) → str  
 Translate a phrase in dict.cc.

**class** apps.Drafts5  
 Actions for Drafts 5.

**append** (*uuid, text, action=None, allowEmpty=None, tag=None*) → str  
 Append the passed text to the end of a draft identified by the UUID argument.

**arrange** (*text, retParam=None*) → str  
 Open Drafts arrange interface. Pass the resulting arranged text to the x-success URL instead of saving it in Drafts.

**create** (*text, tag=None, action=None, allowEmpty=None*) → str  
 Create a new draft with the content passed in the “text” argument.

**dictate** (*locale=None, retParam=None*) → str  
 Open Drafts dictation interface. Pass the resulting dictated text to the x-success URL instead of saving it in Drafts.

**get** (*uuid, retParam=None*) → str  
 Return the current content of the draft specified by the UUID argument as an argument to the x-success URL provided.

**open** (*uuid, action=None, allowEmpty=None*) → str  
 Open an existing draft based on the UUID argument.

**prepend** (*uuid, text, action=None, allowEmpty=None, tag=None*) → str  
 Prepend the passed text to the beginning of a draft identified by the UUID argument.

**repace\_range** (*uuid, text, start, length*) → str  
 Replace content in an existing draft, based on a range.

**run\_action** (*text, action=None, allowEmpty=None*) → str  
 Run a drafts action on the passed text without saving that text to a draft.

**search** (*query=None, tag=None*) → str  
 Open drafts directly to the draft search field.

**workspace** (*name=None*) → str  
 Open drafts directly the draft list with a named workspace selected.

**class** apps.Due  
 Actions for Due.

**add** (*title=None, duedate=None, secslater=None, minslater=None, hourslater=None, timezone=None, recurunit=None, recurfreq=None, recurfromdate=None, recurbyday=None, recurbysetpos=None*) → str  
 Launches Due on the iOS device with the add reminder view prefilled using information provided in the parameters described below.

**search** (*query=None, section=None*) → str  
 Launches Due on the iOS device and searches for a query string in the specified section.

**class** apps.Fantastical2  
 Actions for Fantastical 2.

**parse** (*sentence=None, notes=None, add=None, reminder=None, due=None, title=None, location=None, url=None, start=None, end=None, allDay=None*) → str  
Begin creating a new event with the given sentence.

**show** (*date=None*) → str  
Jumps to the specified date.

**class** apps.**Gladys**  
Actions for Gladys.

**paste\_clipboard** (*title=None, labels=None, note=None*) → str  
Paste clipboard into Gladys

**class** apps.**Gmail**  
Actions for Gmail.

**compose** (*subject=None, body=None, to=None, cc=None, bcc=None*) → str  
Compose a mail.

**class** apps.**GoogleMaps**  
Actions for Google Maps.

**directions** (*saddr=None, daddr=None, directionsmode=None*) → str  
Request and display directions between two locations.

**display\_a\_map** (*center=None, mapmode=None, views=None, zoom=None*) → str  
Display the map at a specified zoom level and location. You can also overlay other views on top of your map, or display Street View imagery.

**search** (*q=None, center=None, mapmode=None, views=None, zoom=None*) → str  
Display search queries in a specified viewport location.

**class** apps.**IcabMobile**  
Actions for iCab Mobile.

**add\_bookmark** (*url, title=None*) → str  
Adds a bookmark with the given URL and title to the Bookmarks of iCab Mobile

**add\_filter** (*url, type=None*) → str  
Creates a new filter. Without the type parameter, iCab defaults to “block”

**add\_reading\_list** (*url, title=None*) → str  
Adds the page with the given URL and title to the Reading list

**add\_search\_engine** (*url, title=None*) → str  
Adds a new search engine to the list of search engines.

**download** (*url, filename=None, referrer=None*) → str  
Starts the download of the file at URL and uses the filename to save it in the download manager.

**fullscreen** () → str  
Launches iCab in fullscreen mode.

**normal\_mode** () → str  
Launches iCab in normal mode.

**open** (*url, destination=None, fullscreen=None*) → str  
Opens the page in the given destination and enters the fullscreen mode when requested. The URL “quickstarter:” can be used to open the Quickstarter page.

**search** (*searchTerm=None*) → str  
Launches iCab and opens the search window, so the user can directly start entering a search term, if the search term is given, the search is started immediately.

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```

class apps.Infuse
    Actions for Infuse.

    open_infuse()
        Opens Infuse.

    play_video_in_infuse(url) → str
        Plays the video from the provided URL in Infuse.

class apps.Instapaper
    Actions for Instapaper.

    add_url(url=None) → str
        Add the URL to Instapaper.

class apps.Launcher
    Actions for Launcher.

    add_new_launcher(name, url, iconB64=None, idx=None) → str
        Add a new launcher.

    open_launcher(idx=None)
        Open launcher app.

class apps.MultiTimer
    Actions for MultiTimer.

    pause_timer(name, board=None) → str

    resume_timer(name, board=None) → str

    run_command(name) → str

    start_timer(name, board=None) → str

    stop_timer(name, board=None) → str

class apps.Notes
    Actions for Notes.

    show_note(identifier)
        A direct link to a note. To get the identifier see the documentation url above.

class apps.OmniFocus
    Actions for OmniFocus 3.

    add(name, note=None, attachment=None, attachment_name=None, parallel=None, flag=None, de-
        fer=None, due=None, project=None, context=None, autocomplete=None, estimate=None, re-
        veal_new_items=None, repeat_method=None, completed=None) → str
        Add a task to OmniFocus

    contexts_perspective()

    flagged_perspective()

    inbox_perspective()

    past_forecast()

    project_perspective()

    soon_forecast()

    today_forecast()

class apps.OneWriter
    Actions for 1Writer.

```

**append** (*path=None, text=None*) → str  
Append to an existing document.

**content** (*path=None, param=None*) → str  
Return content of a document.

**create** (*path=None, name=None, text=None*) → str  
Create a new document.

**create\_todo** (*path=None, name=None, text=None*) → str  
Create a to-do list by separating lines of the text parameter. You can start a line with "+" to indicate a completed todo.

**open\_document** (*path=None*) → str  
Create a new document.

**prepend** (*path=None, text=None*) → str  
Prepend content to an existing document.

**replace** (*path=None, text=None*) → str  
Replace content of a document.

**replace\_selection** (*text=None*) → str  
Replace selected text in the current editing document.

**class** apps.**Opener**  
Actions for Opener.

**show\_options** (*url, allow\_auto\_open=None*) → str  
Show the available options to open a given URL.

**show\_store\_product\_details** (*id*) → str  
Shows the details of an iTunes product within Opener (or Opener's action extension if open) in an "SK-StoreProductViewController" or an iOS store app.

**class** apps.**Outlinely**  
Actions for Outlinely.

**insert** (*text, path, storage=None, parent=None, mode=None*) → str  
Insert text into an existing outline.

**new** (*text, group, title=None, storage=None, type=None*) → str  
Create a new outline.

**open** (*path, storage=None*) → str  
Open an outline.

**class** apps.**Overcast**  
Actions for Overcast.

**add\_url** (*url=None*) → str  
Subscribe to a new show under the given URL

**class** apps.**PriceTag**  
Actions for Price Tag.

**import\_apps** (*ids*)  
Import apps into Price Tag.

**search** (*key, p=None*)  
Searches Price Tag.

**show\_app\_detail\_using\_id** (*id*)  
Show the app detail using the App Store ID of the App.



```

show_app_detail_using_url (url)
    Show the app detail using the App Store URL of the App.

show_explore ()
    Open the Explore tab.

show_favorite_list ()
    Open the Favorite tab.

show_price_drop_list ()
    Open the Price Drop tab.

class apps.Prizmo
    Actions for Prizmo Go.

    capture_text (language=None, destination=None, pasteboardName=None, cropMode=None) →
        str
        Start Prizmo to take a picture and perform English OCR on it. The following options are supported:

    read_text (text, voice=None, language=None) → str
        Will read the provided text with the Ryan voice in Prizmo Voice Reader.

class apps.RunJavascript
    Actions for RunJavaScript.

    run (script=None, file=None, baseURL=None, input=None, inputName=None) → str

class apps.Scriptable
    Actions for Scriptable.

    add_script ()
        Add a new script.

    open_script (scriptName, openSettings=None)
        Add a new script.

    open_scriptable ()
        Opens Scriptable.

    run_script (scriptName)
        Run a script.

class apps.Shopi
    Actions for Shopi.

    add_list_item (list, name, amount=None, crossed=None) → str
        Add an item to a list (or the currently displayed list if not specified).

    clear_list_items (name, crossed_only=None) → str
        Clear items from a list.

    create_list (name) → str
        Create a new list

    show_all_lists () → str
        Ensure the main display is showing the view showing all shopping lists.

    show_list (name) → str
        Show a specific list.

class apps.Shortcuts
    Actions for Shortcuts.

    create_a_new_shortcut ()
        Jump to the shortcut editor and to create a new, empty shortcut.

```

**import\_a\_shortcut** (*url, name=None, silent=None*) → str

You can import .shortcut files into the Shortcuts app and add them to your collection. This is useful, for example, if you want to share a shortcut online and provide a link for others to quickly add it to their library.

**open\_a\_shortcut** (*name*)

Launch the app to a particular shortcut in your collection.

**open\_gallery** ()

Open Shortcuts on the main page of the Gallery.

**open\_shortcuts** ()

Launch the app to the state when it was last used.

**run\_a\_shortcut** (*name, input=None, text=None*) → str

This functionality may be useful in automation systems that extend beyond Shortcuts itself, so that other apps can run a shortcut in your collection. Or you could use the Shortcuts URL scheme in a task manager like OmniFocus or Todoist for running a shortcut as one step in a project.

**search\_gallery** (*query*)

Search the gallery

**class** apps.**Spark**

Actions for Spark.

**compose** (*subject=None, body=None, recipient=None*)

Open a new email draft in Spark

**class** apps.**StoryPlanner**

Actions for Story Planner.

**add** (*title*) → str

Add a new project.

**project\_by\_identifier** (*id, tab=None*) → str

Open an existing project by identifier. You can get the identifier within the project by opening export options and choosing “Copy identifier”.

**project\_by\_title** (*title, tab=None*) → str

Open an existing project by title.

**class** apps.**Tally2**

Actions for Tally 2.

**decrement** (*title, retParam=None*) → str

Lookup the tally based on the title parameter, and decrement it. Decrement will be based on the configuration of the tally – so if it is set to step by 5, the decrement will be by five.

**get** (*title, retParam=None*) → str

Lookup the tally based on the title parameter, and call the x-success parameter URL with the current value of the tally added as a parameter.

**increment** (*title, retParam=None*) → str

Lookup the tally based on the title parameter, and increment it. Increment will be based on the configuration of the tally – so if it is set to step by 5, the increment will be by five.

**open** (*title*) → str

**reset** (*title, retParam=None*) → str

Lookup the tally based on the title parameter, and reset it to its initial value.

**class** apps.**Terminology**

Actions for Terminology.

**lookup** (*text*, *action=None*) → str

Launch Terminology and lookup the text, just as if the user had searched for and selected the text from inside Terminology.

**search** (*text*) → str

Launches Terminology directly to search for the value of the text parameter.

**class** apps.**Textastic**

Actions for Textastic.

**append** (*location=None*, *path=None*, *name=None*, *text=None*, *snippet=None*) → str

Open an existing file or create a new file and append text. If neither the text parameter nor the snippet parameter is specified, the text to append will come from the clipboard.

**new\_file** (*location=None*, *path=None*, *name=None*, *text=None*, *snippet=None*) → str

Create a new file in the local file system or in iCloud. If neither the text parameter nor the snippet parameter is specified, the text to append will come from the clipboard.

**open\_file** (*location=None*, *path=None*, *name=None*) → str

Open an existing file in the local file system or in iCloud. If the file doesn't exist, calls the url from the x-error parameter.

**replace** (*location=None*, *path=None*, *name=None*, *text=None*, *snippet=None*) → str

Open an existing file or create a new file and replace its contents with the specified text. If neither the text parameter nor the snippet parameter is specified, the text to append will come from the clipboard.

**class** apps.**TextkraftPocket**

Actions for Textkraft.

**append** (*text=None*) → str

Appends text to the current (frontmost) document, if this is an editable text document.

**create** (*text=None*) → str

Creates a new document.

**class** apps.**Things3**

Actions for Things 3.

**add** (*title=None*, *titles=None*, *notes=None*, *when=None*, *deadline=None*, *tags=None*, *check-list\_items=None*, *list\_id=None*, *list=None*, *heading=None*, *completed=None*, *canceled=None*, *show\_quick\_entry=None*, *reveal=None*, *creation\_date=None*, *completion\_date=None*)  
Add a to-do.

**add\_project** (*title=None*, *notes=None*, *when=None*, *deadline=None*, *tags=None*, *area\_id=None*, *area=None*, *to\_dos=None*, *completed=None*, *canceled=None*, *reveal=None*, *creation\_date=None*, *completion\_date=None*)  
Add a project.

**json** (*auth\_token=None*, *data=None*, *reveal=None*)

Things also has an advanced, JSON-based add command that allows more control over the projects and to-dos imported into Things. This command is intended to be used by app developers or other people familiar with scripting or programming.

**search** (*query=None*)

Invoke and show the search screen.

**show** (*id=None*, *query=None*, *filter=None*)

Navigate to and show an area, project, tag or to-do, or one of the built-in lists, optionally filtering by one or more tags.

**update** (*auth\_token*, *id*, *title=None*, *notes=None*, *prepend\_notes=None*, *append\_notes=None*, *when=None*, *deadline=None*, *tags=None*, *add\_tags=None*, *checklist\_items=None*, *prepend\_checklist\_items=None*, *append\_checklist\_items=None*, *list\_id=None*, *list=None*, *heading=None*, *completed=None*, *canceled=None*, *reveal=None*, *duplicate=None*, *creation\_date=None*, *completion\_date=None*)

Update an existing to-do.

**update\_project** (*auth\_token*, *id*, *title=None*, *notes=None*, *prepend\_notes=None*, *append\_notes=None*, *when=None*, *deadline=None*, *tags=None*, *add\_tags=None*, *area\_id=None*, *area=None*, *completed=None*, *canceled=None*, *reveal=None*, *duplicate=None*, *creation\_date=None*, *completion\_date=None*)

Update an existing project.

**version** ()

The version of the Things app and URL scheme.

**class** apps.**Timepage**

Actions for Timepage.

**add\_event** (*title=None*, *day=None*) → str

**get\_event** (*event=None*) → str

Get a specified event and return its details via a specified callback URL.

**open\_day** (*day=None*)

Open Timepage and show a specified day.

**open\_event** (*event=None*)

Open Timepage and show a specified event.

**open\_event\_map** (*event=None*)

Open Timepage and show a specified event on the map

**open\_month** (*month=None*)

Open Timepage and show a specified month

**open\_weather\_for\_a\_day** (*day=None*)

Open Timepage and show weather for a specified day.

**open\_weather\_for\_a\_week** (*week=None*)

Open Timepage and show weather for a specified week.

**open\_week** (*week=None*)

Open Timepage and show a specified week

**search** (*query=None*)

Open Timepage and show search results for the specified search terms.

**class** apps.**Todoist**

Actions for Todoist.

**add\_task** (*content=None*, *date=None*, *priority=None*)

Opens the add task view to add a new task to Todoist.

**filters** ()

Opens the filters view (shows all filters).

**labels** ()

Opens the labels view (shows all labels).

**open** ()

Opens Todoist.

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```

open_filter (id)
    Opens a specific filter using the id of the filter.

open_inbox ()
    Opens the inbox view.

open_label (id)
    Opens a specific label using the id of the label.

open_next_7_days ()
    Opens the next 7 days view.

open_profile ()
    Opens the profile view.

open_project (id)
    Opens a specific project using the id of the project.

open_team_inbox ()
    Opens the team inbox view. If the user doesn't have a business account (access to team inbox), it will show
    an alert saying that he/she doesn't have access to the team inbox because he/she doesn't have a business
    account and will be redirected automatically to the inbox view.

open_today ()
    Opens the today view.

projects ()
    Opens the projects view (shows all projects).

search (query)
    Used to search in the Todoist application.

class apps.Trello
    Actions for Trello.

    create_board (name=None, organization=None, permission=None) → str
        Creates a new board.

    create_card (id=None, shortlink=None, name=None, description=None, list_id=None,
        use_pasteboard=None) → str
        Creates a new card in a specified board.

    show_board (id=None, shortlink=None) → str
        Links to a board.

    show_cards (id=None, shortlink=None) → str
        Links to a card.

class apps.ToDo
    Actions for 2Do.

    add_new_task (ignoreDefaults=None) → str
        Launch the app with the New Task Screen.

    add_task (task=None, type=None, forList=None, forParentName=None, forParentTask=None,
        note=None, priority=None, starred=None, tags=None, locations=None, due=None, due-
        Time=None, start=None, repeat=None, action=None, picture=None, audio=None, ignore-
        Defaults=None, useQuickEntry=None, saveInClipboard=None) → str

    get_task_unique_identifier (task=None, forList=None, saveInClipboard=None) → str
        Returns the internally used unique identifier for the task. x-success is filled with the a key named "uid"

    paste_text (text, inProject=None, forList=None) → str
        Turn text into tasks.

```

**search** (*text=None*) → str

Launch the app with Search pre filled.

**show\_all\_focus\_list** () → str

**show\_list** (*name=None*) → str

Show List with a given name.

**show\_scheduled\_focus\_list** () → str

**show\_starred\_focus\_list** () → str

**show\_today\_focus\_list** () → str

**class** apps.Ulysses

Actions for Ulysses.

**attach\_image** (*id=None, image=None, format=None, filename=None*) → str

Creates a new image attachment on a sheet.

**attach\_keywords** (*id=None, keywords=None*) → str

Adds one or more keywords to a sheet.

**attach\_note** (*id=None, text=None, format=None*) → str

Creates a new note attachment on a sheet.

**copy** (*id=None, targetGroup=None, index=None*) → str

Copies an item (sheet or group) to a target group and/or to a new position.

**get\_item\_group** (*id=None, recursive=None*) → str

Retrieves information about a group. Requires authorization.

**get\_item\_sheet** (*id=None*) → str

Retrieves information about a sheet. Requires authorization.

**get\_root\_items** (*recursive=None*) → str

Retrieves information about the root sections. Can be used to get a full listing of the entire Ulysses library. Requires authorization.

**insert** (*id=None, text=None, format=None, position=None, newline=None*) → str

Inserts or appends text to a sheet.

**move** (*id=None, targetGroup=None, index=None*) → str

Moves an item (sheet or group) to a target group and/or to a new position. Requires authorization.

**new\_group** (*name=None, parent=None, index=None*) → str

Creates a new group.

**new\_sheet** (*text=None, group=None, format=None, index=None*) → str

Creates a new sheet.

**open\_all** () → str

Opens the special “All” group

**open\_favorites** () → str

Opens the special “Favorites” group

**open\_recent** () → str

Opens the special “Last 7 days” group

**read\_sheet** (*id=None, text=None, Open=None*) → str

Retrieves the contents (text, notes, keywords) of a sheet. Requires authorization.

**remove\_keywords** (*id=None, keywords=None*) → str

Removes one or more keywords from a sheet. Requires authorization.

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```

remove_note (id=None, index=None) → str
    Removes a note attachment from a sheet. Requires authorization.

set_group_title (group=None, title=None) → str
    Changes the title of a group. Requires authorization.

set_sheet_title (sheet=None, type=None, title=None) → str
    Changes the first paragraph of a sheet. Requires authorization. If the sheet has a first paragraph with
    the requested type, the paragraph contents will be changed (a heading replaces any existing heading).
    Otherwise, a new paragraph with the requested type and contents will be inserted at the beginning of the
    sheet.

trash (id=None) → str
    Moves an item (sheet or group) to the trash. Requires authorization.

update_note (id=None, text=None, format=None, index=None) → str
    Changes an existing note attachment on a sheet. Requires authorization.

class apps.Vlc
    Actions for VLC.

    download (url=None, filename=None) → str
        Download the file provided by the "url" parameter

    stream (url=None) → str
        Plays the stream provided by the "url" parameter

class apps.Workflow
    Actions for Workflow.

    create_a_new_workflow ()
        Jump to My Workflows and create an empty new workflow.

    import_a_workflow (url=None, name=None, silent=None) → str
        Workflow also has the ability to accept .wflow files and import them into My Workflows. This is useful,
        for example, if you would like to share a workflow online and provide a link for others to instantly add it
        to their library.

    open_a_workflow (name=None)
        Launch the app to a particular workflow in your collection.

    open_gallery ()
        Open workflow on the main page of the gallery.

    open_workflow ()
        Launch the app to the state when it was last used.

    run_a_workflow (name=None, input=None, text=None) → str
        This functionality may be useful in automation systems that extend beyond Workflow itself, so other apps
        can run a workflow in your collection. Or, you could utilize this URL in a task manager like OmniFocus
        or Todoist for running a workflow as one step in a project.

    search_gallery (query=None)
        Search the gallery

class apps.WorkingCopy
    Actions for Working Copy.

    committing_changes (key, repo, message, path=None, limit=None) → str
        Commit files, directories or entire repository.

    moving_files (key, repo, source, destination) → str
        Move or rename files within a repository.

```

**pull\_from\_remote** (*key, repo, remote=None*) → str

Fetch and merge changes from remote.

**push\_to\_remote** (*key, repo, remote=None*) → str

Send commits back to the origin remote.

**reading\_files** (*key, repo=None, path=None, base64=None, uti=None*) → str

You can get the contents of text or binary files.

**writing\_files** (*key, repo=None, path=None, text=None, base64=None, askcommit=None, append=None, overwrite=None, filename=None, uti=None*) → str

Write to existing or new files.

## 1.2 Third Party Libraries

Pyto can install third party libraries from PyPI. However, the Full Version includes also some popular libraries with compiled code in them. It's not possible to install them at runtime because iOS doesn't allow loading compiled plugins not included by the developer. Pyto also provides some pure Python libraries as dependencies.

### 1.2.1 Full Version Exclusive

- [astropy 4.2](#)
- [biopython 1.78](#)
- [cffi 1.14.3](#)
- [Cython 3.0.0a10](#)
- [pyerfa 2.0.0.2+g2ded04a.d20220109](#)
- [gensim 3.8.3](#)
- [kiwisolver 1.3.2](#)
- [numpy 1.22.3](#)
- [pandas 1.1.4](#)
- [psutil 5.9.1](#)
- [pyemd 0.5.1](#)
- [pysistent 0.18.1](#)
- [pywasm3 0.5.0](#)
- [PyWavelets 1.1.1](#)
- [pyzmq 20.0.0](#)
- [regex 2020.11.13](#)
- [scipy 1.7.3](#)
- [scikit-image 0.18.0.dev0](#)
- [scikit-learn 0.24.dev0](#)
- [statsmodels 0.13.1](#)
- [tornado 6.2.dev1](#)
- [typed-ast 1.4.3](#)



- [opencv-python 4.3.0.36](#)

### 1.2.2 Other dependencies

- [Babel 2.9.1](#)
- [Jinja2 3.1.1](#)
- [PyYAML 6.0](#)
- [Pygments 2.11.2](#)
- [Sphinx 4.5.0](#)
- [alabaster 0.7.12](#)
- [appdirs 1.4.4](#)
- [asn1crypto 1.4.0](#)
- [asn1crypto 1.5.1](#)
- [beautifulsoup4 4.10.0](#)
- [beautifulsoup4 4.11.1](#)
- [black 21.9b1.dev24+g14d16c8](#)
- [boto 2.49.0](#)
- [boto3 1.20.31](#)
- [boto3 1.21.42](#)
- [botocore 1.23.31](#)
- [botocore 1.24.42](#)
- [certifi 2021.10.8](#)
- [chardet 4.0.0](#)
- [charset-normalizer 2.0.12](#)
- [click 8.0.3](#)
- [click 8.1.2](#)
- [cloudpickle 2.0.0](#)
- [colorama 0.4.4](#)
- [colosseum 0.2.0](#)
- [configparser2 4.0.0](#)
- [cyclor 0.11.0](#)
- [dask 2021.12.0](#)
- [dask 2022.4.1](#)
- [decorator 5.1.1](#)
- [distlib 0.3.4](#)
- [docutils 0.18.1](#)
- [entrypoints 0.3](#)

- [entrypoints 0.4](#)
- [filelock 3.4.2](#)
- [filelock 3.6.0](#)
- [fsspec 2022.2.0](#)
- [fsspec 2022.3.0](#)
- [html5lib 1.1](#)
- [idna 3.3](#)
- [imageio 2.13.5](#)
- [imageio 2.16.2](#)
- [imagesize 1.3.0](#)
- [ipaddress 1.0.23](#)
- [jedi 0.17.2](#)
- [joblib 1.1.0](#)
- [loket 0.2.1](#)
- [mypy-extensions 0.4.3](#)
- [networkx 2.6.3](#)
- [networkx 2.8](#)
- [packaging 21.3](#)
- [parso 0.8.3](#)
- [partd 1.2.0](#)
- [pathspec 0.9.0](#)
- [patsy 0.5.2](#)
- [pip 21.3.1](#)
- [pip 22.0.4](#)
- [platformdirs 2.4.1](#)
- [platformdirs 2.5.1](#)
- [progress 1.6](#)
- [py-make 0.1.1](#)
- [pycparser 2.21](#)
- [pyparsing 3.0.6](#)
- [pyparsing 3.0.7](#)
- **[‘pyparsing <>’ 3.0.8](#)**
- [python-dateutil 2.8.2](#)
- [pytoml 0.1.21](#)
- [pytz 2021.3](#)
- [pytz 2022.1](#)

- requests 2.27.1
- setuptools 60.5.0
- setuptools 62.1.0
- six 1.16.0
- smart-open 5.2.1
- snowballstemmer 2.2.0
- soupsieve 2.3.1
- **'soupsieve <>'** \_ 2.3.2.post1
- sphinx-rtd-theme 1.0.0
- sphinxcontrib-applehelp 1.0.2
- sphinxcontrib-devhelp 1.0.2
- sphinxcontrib-htmlhelp 2.0.0
- sphinxcontrib-jsmath 1.0.1
- sphinxcontrib-qthelp 1.0.3
- sphinxcontrib-serializinghtml 1.1.5
- stopit 1.1.2
- threadpoolctl 3.0.0
- threadpoolctl 3.1.0
- tiff file 2021.11.2
- tiff file 2022.4.8
- toga-core 0.3.0.dev29
- toga-iOS 0.3.0.dev29
- toml 0.10.2
- **'tomli <>'** \_ 2.0.0
- **'tomli <>'** \_ 2.0.1
- toolz 0.11.2
- tornado 6.1
- travertino 0.1.3
- **'typing\_extensions <>'** \_ 4.0.1
- **'typing\_extensions <>'** \_ 4.1.1
- urllib3 1.26.8
- urllib3 1.26.9
- webencodings 0.5.1
- wincertstore 0.2
- xlrd2 1.3.4

See licenses.

## 1.3 Terminal

The terminal embedded in Pyto is `hterm`, the terminal from Chrome OS. It runs a shell that provides access to many UNIX commands from `ios_system`, which is used in many iOS / iPadOS apps.

These commands are embedded in the app and are executed in the same process and can be executed with `os.system()` and `subprocess.Popen`.

### 1.3.1 Commands

Type `help` in the shell to see a list of available commands.

Scripts installed from PyPI or packages embedded in-app will also be recognized by the shell. These scripts are installed in `~/Documents/bin` for user installed scripts and `Pyto.app/site-packages/bin` for bundled packages. If you want to run a module that has no entrypoint specified in `setup.py` or `setup.cfg`, you can always run the python interpreter: `$ python -m my_module`.

Use `xargs` to pass the output of a command as an argument:

### 1.3.2 Operators

The shell supports operator for redirecting output and input.

Write to file:

Append to file:

Pass file as input:

Pass output from a command to another command as input.

## 1.4 Automation with Shortcuts and x-callback URLs

### 1.4.1 Shortcuts

Pyto provides Shortcuts for running scripts and code. Shortcuts will open Pyto if the `Show Console` parameter is enabled, if not, the code will run asynchronously in background and you can use the `Get Script Output` action to wait for the script and get the output.

#### Actions

`Run Code` will execute the given code with the given arguments.

`Run Script` will execute the given script with the given arguments.

`Run Command` will execute the given Shell command.

`Get Script Output` will wait for a script to be executed and returns its output.

## Parameters

- Attachments: Pass files to your scripts. Retrieve them with `pasteboard.shortcuts_attachments()`.
- Working Directory: The current directory.
- Show Console: Open the app in foreground.
- `sys.stdin`: The input passed to the script if ‘Show Console’ is disabled.

### 1.4.2 x-callback URLs

Pyto supports [x-callback URLs](#) for running scripts from other apps and getting the result.

With this method you can only run code and not a script but you can use the [runpy](#) module for running scripts.

This is the structure that should be used for running code:

```
pyto://x-callback/?code=[code]&x-success=[x-success]&x-error=[x-error]&x-cancel=[x-cancel]
```

code is the code to execute.

x-success is the URL to open when a script was executed successfully. Passes the output (stdout + stderr) to a `result` parameter.

x-error is the URL to open when a script raised an exception. Passes the exception message to a `errorMessage` parameter.

x-cancel is the URL to open when a script was stopped by the user or when the script raised `SystemExit` or `KeyboardInterrupt`.

The Shortcuts app supports opening x-callback URLs. [Here](#) is an example of a Shortcut that shows the current Python version.

Pyto can also open external x-callback URLs with the [xcallback](#) and [apps](#) module.

## 1.5 Make your project

To create a project, press the ‘Create’ button on the menu, then ‘Project’. After filling the information, a directory will be created with a typical project structure.

### 1.5.1 Project structure

- `<package_name>`: Put your code here
- `docs`: If you selected ‘Sphinx documentation’, write your documentation here
- `README.md`: Readme page
- `setup.cfg`: Project metadata
- `setup.py`: The script to build / install your project

By default, the `setup.cfg` specifies `main()` as an entrypoint for a console script. You can remove `console_scripts` = if you don’t want a command line tool.

After installing your package:

You can import it and run its console script from the terminal. The file browser will have a hammer icon where you can build your package without typing a command.

## 1.5.2 Documentation

If you selected ‘Sphinx documentation’ when creating your project, you can write documentation for your project. For more information, go to <https://www.sphinx-doc.org>.

To build the documentation:

or:

After building the documentation, it will be available on the ‘Documentations’ section of the app and you can also export the HTML.

If you want to create a documentation for a project that doesn’t have one, run:

Then create the ‘make.py’ script inside the documentation directory:

If you have a `setup.py` file, you can add `make_sphinx_documentation.BuildDocsCommand` as a command:

## 1.6 Accessing external files

The iOS / iPadOS file system is very different than the file system on other operating systems. Files are placed inside containers. These containers are owned by different apps. They are all visible from the Files app but other apps don’t have access to files owned by other ones. Instead, the system gives access to individual files or folders selected by the user to be edited with the desired app.

### 1.6.1 Current Directory

Scripts stored in the Pyto container can access scripts in the same directory. If access isn’t granted, a lock icon is displayed at the bottom of the code editor. Pressing this button shows a folder picker. You can change the current directory, or just select the folder containing the script. This will not work for third party cloud providers such as Google Drive or Dropbox because they don’t have a real file system.

### 1.6.2 file\_system

The `file_system` module has APIs for importing files and directories at runtime.

#### File picker dialog

Files:

Directories:

Or temporarily change the current directory:

## 1.7 Frequently asked

### 1.7.1 *Is there a Pyto users community that I could join?*

The [r/PytoIDE](#) subreddit.

### 1.7.2 *How to use external files in a script?*

See [Accessing external files](#).

### 1.7.3 *Why can't I install xxx package?*

Some libraries contain native code (C extensions). They cannot be installed because iOS / iPadOS apps must be self contained. That's why libraries like Numpy, Pandas, Matplotlib or OpenCV are included in the app and cannot be updated.

### 1.7.4 *How to run a web server?*

Use the [background](#) module to run a script in background. See [Using Django](#) for an example.





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