



This is an example of a simple PyS60 screensaver.

```
import appuifw, e32
from time import *
from graphics import *

app_lock=e32.Ao_lock()
def quit():
    global running
    running=0
    app_lock.signal()
appuifw.app.exit_key_handler=quit

#We create the background, a blank image
bg=Image.new((240,320)) #These dimensions are purely orientational. For best results, adap

#Now we create a white rectangle that will hold the date and time, for example
dt=Image.new((240,160))

#The screensaver takes up the entire screen
appuifw.app.screen="full"

y=0
coord_inc=0
running=1
while(running==1):
    if(e32.inactivity()>=5): #The screensaver kicks in after 5 seconds of user inactivity
        #The background and the area displaying date and time are cleared
        bg.clear()
        dt.clear()

        #The date and time are stored as unicode strings
        year=str(localtime()[0])
        month=str(localtime()[1])
        day=str(localtime()[2])
        date=u"%s/%s/%s" % (day,month,year)
        if(localtime()[4]<10):min="0"+str(localtime()[4])
        else:min=str(localtime()[4])
        if(localtime()[5]<10):sec="0"+str(localtime()[5])
        else:sec=str(localtime()[5])
        time=u"%d:%s:%s" % (localtime()[3],min,sec)

        #We write the information on the rectangle:
        dt.text((80,25), date, font="annotation")
        dt.text((70,50), time, font="title")

        #We place the rectangle on the background
        bg.blit(dt, target=(0,y))
        #We increase the y coordinate to tell the program where to show the rectangle next
        if(coord_inc==0):
            y+=160
            coord_inc=1 #Tells that y has been increased
        else:
            y=0
            coord_inc=0

        #We set the background:
        def handle_redraw(rect):canvas.blit(bg)
        canvas=appuifw.Canvas(event_callback=None, redraw_callback=handle_redraw)
        appuifw.app.body=canvas
```

## A\_simple\_screensaver

```
#Tell it to wait 5 seconds before moving the information  
e32.ao_sleep(5)
```

Screenshot:

